

ZIP CITY INDY ((revised 8-11-20))

SOCCKER RULES AND GUIDELINES

RULE #1: EQUIPMENT

- A) Each team is required to wear numbered jerseys of matching color and style.
- B) Goalkeepers must wear a different color than both teams.
- C) *Home team is responsible for changing colors if a conflict occurs.*
 - 1. Zip City will not provide alternate vests if a conflict occurs.
 - 2. Please bring an alternate colored jersey to each game.
 - 3. A team that has multiple colored jerseys may be subject to a 5 minute bench penalty.
- D) All players must wear flat soled indoor soccer shoes or flat soled tennis shoes.
NO CLEATS WILL BE ALLOWED!
- E) All divisions 12U and under shall use a size #4 ball, all other divisions shall use a size #5 ball. Home team is responsible for providing a quality game ball.
- F) **Shin guards: All age specific divisions (example 18U) shin guards will be required.**
ZIP CITY STRONGLY SUGGESTS SHIN GUARDS BE WORN AT ALL TIMES BY EVERY PLAYER IN ALL DIVISIONS.

RULE #2: DURATION OF GAME

- A) 8U through 12U divisions shall play two equal 20 minute halves.
- B) All other divisions shall play two equal 22 minute halves.
- C) The time clock shall run continuously.
- D) No time-outs will be allowed.
- E) Due to tight scheduling, minimal time will be allowed at half-time and between games.
There will be no grace period.

RULE #3: TEAMS & PLAYERS

- A) Teams may carry a minimum of 4 and a maximum of 15 players on their team roster.
- B) All rosters must be turned in prior to the team's first game. Rosters will become final prior to the start of the third game.
- C) **All players must adhere to the age requirements of any age specific league.*******
- D) **ZIP CITY will abide by the new age classifications as mandated by the U.S.S.F. for play beginning the 2016-2017 season. The eligibility year will run from fall to spring.**
- E) **ALL players will be deemed as illegal players until they have an on-line waiver account established and verified by Zip City Management and are listed on their team roster.**
The team coach / manager MUST submit a roster with all players names and birth dates listed.
- F) Those players who do not adhere to the age requirements shall be deemed illegal players. Teams that are found to have illegal players will be subject to forfeiture of games, and possible expulsion from the league. Zip City management will rule on each

infraction separately.

- G) All teams in divisions 8U through 18U, must be able to produce proof of age eligibility, (i.e. ISL player pass, copy of birth certificate, valid drivers license, passport) **In the event a protest is filed, team managers shall keep a copy of all records available at all times in youth and age specific divisions for proof of player eligibility**
- H) Designated High School league players must be able to produce a valid school I.D. in the event of a protest, or if Zip City management requests it for any reason.
- I) The team manager/coach/captain will be held responsible for the conduct of their team, and fans.
- J) Any player entering the field of play, without first signing the roster/on-line waiver form, shall be deemed as an illegal player. This player's team shall then be subject to forfeiture of games and up to and including expulsion from the league.
- K) **Only players and coaches are allowed on the team benches.**
- L) ZIP CITY reserves the right to move players or teams from their registered leagues to a league where their skill level is more appropriate.
- M) Over 30 Exception Rule: Each team is allowed to roster 2 players under 30, but 27 or over. These players may not be on the floor at the same time.
- N) Players in designated adult leagues must be at least 18 years of age

RULE #4: BLOOD RULE

Any player with blood on themselves or on their clothing must leave the game until the bleeding is stopped, and the blood-stained clothing has been replaced. **NO EXCEPTIONS.**

RULE #5: SUBSTITUTIONS

- A) Substitutions are allowed under the following circumstances:
 1. Goals scored by either team (stoppage of play).
 2. On the fly, providing the player leaving the field is within 6 feet of the door to their team area before the substitute enters the field of play.
 3. **Goalkeeper substitutions must be made at a stoppage of play.** The referee must be notified of the change before the goalkeeper substitute enters the field of play. If the substitute doesn't declare him/herself before entering play, this player will be subject to field player rules. (i.e., handball in the box)

RULE #6: FOULS AND MISCONDUCT

- A) The rules of fouls and misconduct will be mostly adhered to as the rules set forth by the U.S.S.F.
- B) **Blue Card:** If a player persists in misconduct, or the initial violation is severe enough, as determined by the referee, a Blue Card will be issued. The player receiving the Blue Card will serve a 2(two) minute penalty, and the team will play 1(one) person short for the duration of the penalty.

C) **Yellow Card:** Any player who commits a violent or dangerous foul, or persists in misconduct after receiving a Blue Card, shall be issued a Yellow Card. This player shall serve a 4(four) minute penalty, and their team shall play 1(one) person short for the duration of the penalty.

D) Red Card:

1. **Any player receiving a Red Card must immediately leave the field of play and the team area. The referee or Zip City management may request this player to leave the facility.** The team will then play 1(one) person short for the duration of the 5(five) minute penalty.
2. Any player who receives a Red Card must serve a 1(one) week suspension from play. This player, if in multiple leagues, **will not** be allowed to play or coach in any league until the suspension is served in the league in which it was issued. If this player has a bye in the schedule the following week, the player must serve his suspension in the next scheduled game of the league the card was issued in. Red Cards **will** carry over from league to league.
3. Red Card ejections for coaches/managers shall also be administered the same as for players. A 1(one) week suspension shall be served.
4. Any player or coach receiving 2(two) Red Cards in a session, shall be served by an expulsion for the remainder of the session. This applies even if the Red Cards were received in different leagues.
5. ZIP CITY management may suspend players for longer periods of time depending on the severity of the infraction.
6. **ZIP CITY management will not tolerate violence in any form. Fighting will result in expulsion for the remainder of the session or longer.**
7. ZIP CITY management reserves the right to refuse any player or coach from participating at any time.

E.) **All penalty minutes shall be served to full term.** Even if a goal is scored, all remaining penalty time shall be served. **There are no soft penalties.**

1. Goalkeepers may have a teammate serve a Blue or Yellow card violation for them. If the goalkeeper receives a Red Card, he will be subject to expulsion and suspension as previously described in Rule #3, section D
2. **NO SLIDE TACKLING** is allowed. Slide tackling will result in a **minimum** of a 2(two) minute penalty, and could result in a red card depending on the severity of the foul
3. **No spitting** on the playing surfaces, walls, or team boxes will be tolerated. Persisting in this behavior may get you ejected from the facility.
4. **No Gum Chewing allowed in the facility.** It is very damaging to the playing surface. Any violation will result in Red Card Ejection

RULE #7: GAMES AND PROCEDURES

A.) Free kicks and Re-starts

1. All re-starts will be direct. Exception: kick offs shall be in-direct.
2. Defensive players must be a minimum of 10(ten) feet from the ball when play is resuming. Infringement of this rule will result in a Blue Card Violation, or Yellow Card for persistent infringement.
3. Errant shots that make contact with the net behind the goal, between the corner kick spots, will be a dead ball. The ball will be given to the goalkeeper to re-start upon taking possession. The opposing team must remain outside of the penalty area until the ball is played out of the area.
4. Deflected or played balls by the defensive team, into the net behind the goal area, shall be spotted at the corner kick spots, and played by the attacking team.
5. Balls striking the ceiling will be placed directly under that spot the ball made contact with the net.
6. Balls striking the ceiling directly above the penalty area, shall be brought out to the top of the arc, at the top of the penalty area.(place ball at the top of the D)
7. Balls that strike the side netting shall be placed on the line at the side of the field, just out from the dasher boards, below the place the ball made contact with the net.

B.) Goalkeepers:

1. Shall have 5(five) seconds to distribute the ball after gaining possession. If the goalkeeper fails to do so, the opposing team shall be awarded the ball, at the top of the arc outside the penalty area. This shall also include the goalkeeper playing the ball with their feet. **The 5(five) second rule is constituted by possession, not by control with the hands.**
2. May bounce the ball.
3. **MAY NOT have the ball played back to them by their teammate, and use their hands to gain possession.**
4. A ball may be played, with the head in a **defensive manner**, by the goalkeepers teammate.
5. Any ball passed back to the keeper must come from outside the penalty area.
6. If a ball is played back to the keeper from inside the penalty area, and the keeper uses their hands to gain possession, this will be considered illegal, and the opposing team will be awarded a free kick at the top of the arc.

C. All age specific divisions 14U and younger will play 7 V 7. (6 field players and the goalkeeper). 16U and up shall play 6V6. (5 field players and a goalkeeper).

RULE #8: FORFEITED GAMES

- A.) A forfeit may be called for any of the following reasons:
1. A team cannot field 4 players at the scheduled game time. There will be no grace period.
 2. A player leaves the team area to join in an altercation. If both teams do so, the game will be ended as a double forfeit.
 3. A team has two players that receive Red Cards, will have to forfeit the game, regardless of the score.
- B.) A forfeited game shall result in a 6-0 score for the winning team. In the event of a double forfeit, it will be scored as a 0-0 loss for both teams.
- C.) Teams that receive a forfeit will have use of the field until 5(five) minutes before the scheduled start of the next game.

RULE #9 ILLEGAL PLAYERS AND PROTEST PROCEDURES

- A.) **Illegal Players:** shall be deemed as
1. A player who is not of legal age for their registered division. Reference rules 3D, 3E and 3F for clarification.
 2. A player who is on multiple rosters in the same division: ZIP CITY INDY will allow players to be on multiple team rosters, as long as the teams are NOT in the same division.
 3. ZIP CITY will reserve the right to remove players from a roster if:
 - a) Age verification is not be produced at submission of the roster
 - b) Player does not have a waiver on file.
 - c) Management feels this player is too strong for that division.
 - d) Player has had 2 red cards in the same session
- B.) **Protest Procedures:**
1. **Any coach or manager that feels the team they are playing is using illegal players, must verbally announce to the referee that they are filing a protest. This must be done while the game is still being played, not after the game is completed.**
 2. Coach/manager must state to the referee which player, or players, they feel are illegal.
 3. Coach/manager must state the nature of the protest. Whether they feel a player is not on that teams roster, or they do not fall within the age restrictions of that league.
 4. The Referee will advise the opposing team the game is being protested. The referee will get the player/players in questions team name, player name, date of birth, and write it on the back of the game report.
 5. Immediately upon completion of the game, a formal written protest must be presented to the management of Zip City, along with a \$25 protest fee. If the protest is upheld the presenting coach/manager shall have their fee returned.
 6. The coach/manager of the protested player must bring the player/players, to the Zip City office with proof of age verification, which will be checked against the teams roster.

7. Referee judgment calls are not subject to protest.
8. Zip City management shall rule fairly and promptly on all protests. The severity of penalties levied to the violating teams will be imposed accordingly

RULE #10 STANDINGS AND TIE-BREAKERS

- A.) Division standings will be determined by overall record. In the event the records of 2(two) or more teams is the same, the following will be the order in which the Tie-Breaker shall be determined.
1. Head to Head- games played between the tied teams.
 2. Goal differential- in head to head games between tied teams.
 3. Fewest Goals Allowed- in head to head games.
 4. Fewest Goals Allowed- in all games.
 5. Most Goals Scored- in head to head games.
 6. Most Goals Scored- in all games.
 7. Fewest Red Cards.

RULE #11 COED RECREATIONAL LEAGUES

To be eligible to participate in coed recreational leagues you *must*:

- A. Provide at least 2(two) females on the field of play at all times.
 1. If the team can only provide 1(one) female, they will play short handed.
 2. If no females are provided to play, the game will be deemed a forfeit.
- B. Each team shall play with 7(seven) players, including the goalkeeper.
- C. Must have at least 4(four) players to start the match, one of which must be a female.
- D. A goal scored in a recreational league by a female, shall count as 2(two) points.
- E. All players are limited to 3(three) goals per game in a recreational league.
- F. Zip City reserves the right to determine if a player is eligible for any recreational coed league. Management decisions will be final.

RULE #12 TEAM RESPONSIBILITIES

- A.) All teams will be responsible for the conduct of their fans.
- B.) Games may be suspended or forfeited if fan behavior is deemed inappropriate.
- C.) Any player, coach or spectator may be asked to leave Zip City for any reason management deems appropriate.**
- D.) Coaches, managers, or captains are responsible for making sure all team members understand league and facility rules.
- E.) All youth and high school aged teams must have an adult coach or manager at least 21 years of age, on the bench at all times. The absence of an adult may deem the game a forfeit by the offending team. If neither team has an adult present, the game will be a double forfeit. Exception: pre-arrangement with management.

REMINDER NOTES TO COACHES / MANAGERS

- A.) All league fees are to be paid in full prior to the start of your teams first game. If fees are not paid in full, a \$25 late fee will be added.
- B.) Rosters must be turned in before the start of your first game. Players may be added until the start of your third game. After which your roster will be frozen.
- C.) In the event a game is cancelled due to adverse conditions, please contact facility management for information. Zip City reserves the right to cancel games, and may not be able to reschedule games due to the availability of the field.
- D.) ZIP CITY will provide 1(one) referee per game.
- E.) There is NO slide tackling allowed at any level.
- F.) NO Spitting on the playing surface, walls, or team boxes will be allowed. Engaging in this behavior may result in a penalty, or ejection from the game and facility.
- G.) NO GUM is allowed in the facility. Spitting gum on the turf **will** result in a red card ejection.
- H.) ZIP CITY reserves the right to rule accordingly on any situation that may arise, that is not covered in league or facility rules. All management decisions will be final.
- I.) Awards: All first place teams will receive awards. Zip City will provide up to 12(twelve) awards for leagues that are played with 6(six) field players, and up to 14(fourteen) for leagues with 7 field players. Additional awards can be purchased at cost to the facility if you need. Contact Zip City management if you have any questions.
- J.) Admission charges do apply to everyone, including players. We do not require players to buy a player pass each session.
Admission prices subject to change:
Ages 13 and up- \$3
Ages 6 to12- \$1.50
Ages up to 5- Free

THANK YOU FOR PLAYING AT ZIP CITY INDY HAVE A GREAT SEASON.

