LAWS OF THE GAME – Indoor Soccer
For Leagues on the Big Turf Field
(Modified: May 24, 2019)

POSTINGS: Schedules and Results for the league will be posted online at www.uscore-soccer.com

RESPONSIBILITIES OF TEAM CAPTAIN/MANAGER/COACH

1. Read and know the rules. Have a team meeting to ensure all members of the team know the rules.
2. Control teammates and your spectators.
3. Represent your team at any league meetings and during games. There may or may not be league meetings.
4. Team Uniform Colors are left to the discretion of the team. All players must have the same color jersey, with permanent jersey numbers that match the roster. Beginning on July 1, 2019…there will be no exceptions to this rule.
5. Teams do not pay referees.
6. Ensure that all team members have a Player Pass. Players must have the pass before they can be added to the team roster.
7. Team Rosters should be submitted 5 days before the team's first game.
8. Assume responsibility for the team's Entry Fee. Entry Fees must be paid in full before the completion of the first game.

ENTRY FEE PAYMENTS

1. The Team Deposit must be paid to hold the team's spot in the league. This deposit is non-refundable unless the league does not form.
2. The team's Entry Fee balance must be paid prior to the first game. We will accept **one** Credit Card payment per team, or individual cash payments. If a team needs to make multiple credit card transactions, then a fee of $3 per transaction will be added.

PERFORMANCE BOND

1. If a team reaches 12 Penalty Points in one season, then the team will be on probation and must pay a $100 performance bond to register for a new season. For more about Penalty Points, read that section below.

UNIFORMS

1. The HOME team must change shirts if there is a conflict. We encourage teams to bring an alternate jersey.
2. Vests can be rented for $1 each.
3. All players must have a "permanent" jersey number to participate (not taped on). Players without a permanent jersey number will not be eligible to participate, and/or the team may forfeit.
4. Dry Fit jerseys with numbers may be purchased at the front desk for $20.

ROSTER AND ELIGIBILITY

1. To be eligible for a league, a player must meet the league criteria, must be on the roster, and must possess their Player Pass.
2. All eligibility protests must be settled within 24 hours of the game's conclusion. The protest fee is $50 and if you win the protest, you will get the money back.
3. Players can only play for one team in a given league. There is no limit to players playing in multiple leagues.
4. Violation of any of the above may mean forfeiture of the game and/or season.

ROSTER DEFINITIONS

Active Roster – Shows eligible players for a specific game. Anyone on the Active Roster, must also be on the Team Roster. The Active Roster is limited to 10 players – anyone not eligible or present for a game should be scratched by the referee at half time.

Team Roster – This is the roster that shows your eligible players for a season. There is no limit to this roster. Once on a Team Roster, players cannot be dropped until the league ends. They may be scratched from the Active Roster if they are no longer player.

TEAM FORMATION

1. Fielding Your Team
    a. Teams in the U9 - U14 Age Groups consist of seven players (6 + goalkeeper).
    b. Teams in the U15 - Adult Leagues Age Group consist of six players (5 + a goalkeeper).
2. Once a player is on the roster, they must remain on the roster until the season's end.
3. Players may not be added to the team after the 5th game of the season.
4. A game may start with as few as 4 players. There is no grace period for late teammates.
5. In Adult Coed Leagues, teams must have a minimum of 2 females on the field, and/or no more than 4 males. Teams may play with 4 males only.
6. House Leagues – In House Leagues, uScore attempts to create balanced teams based on a pre-season evaluation.

KEEPING GAMES COMPETITIVE IN YOUTH LEAGUES

1. In House Leagues, referees and coaches should understand that upon a 5-goal differential, the trailing team may add an additional player. When the game gets within 3 goals, the additional player must be removed. We do this in the interest of keeping games competitive.

2. In Select Leagues, this is not a set rule, but we would encourage all Select League coaches to consider this gesture in lopsided games.

GAME SCHEDULE

1. Game Schedules are released 3-5 Days prior to kickoff.
2. Once the schedule is released, there is a $25 fee for rescheduled games. When a schedule request is made, the fee must be paid before the game is changed.
3. The opponent may decline the reschedule and accept the forfeit win. If that is the case, there is no fee charged.
4. Re-schedule requests must be submitted 72 hours (3 Days) before the originally scheduled kickoff.

PRE-GAME

1. Teams must check-in with the Official or 2nd Official before the scheduled game or before they enter the competition.
2. The Home Team kicks off the first half. The Away Team chooses side to defend. Teams switch sides at halftime, and the Away Team kicks off the second half.
3. Games will start on time. If a team does not have 4 players (3 plus a GK), then a forfeit win will be awarded to the team that is prepared to play.

RULES

1. **Players and Game Length**
    a. Substitutions are made "on the fly", but players may not enter the field of play until the player coming off is within 5 ft. and not involved in the play during the substitution. The referee will use discretion if there is a substitution violation.
    b. A game consists of 2 periods of 22 minutes each with a running clock. There is a 2-minute break between periods. The referee has the option to turn off the clock in the final minute of each half and control the time themselves in the event of a close game. This allows the referee to manage teams which may be trying to delay the game for their benefit.
2. **Ties and Overtime**
    a. During league play, ties are official results. In tournament/post-season play, where a winner is needed, there will be a 3 minute Golden Goal period (no half time). If still tied, the teams then play a 2 minute Golden Goal period with only 4 players on the field (a GK plus 3).
    b. If still tied, repeat the 2 minute Golden Goal period with only 3 players on the field (a GK plus 2). Please don't tie after that, but if so…the process continues until its 1v1 with no GK.
3. **League Champions**
    a. Champions will be determined based on Total Points or Playoff Games. If your league has playoff games scheduled, then those will determine the Champion.
    b. When teams are tied in Total Points at the end of the regular season standings, the tie break procedures are as follows:
        i. Head to Head Results
        ii. Aggregate Score between the teams involved in the tie breaker. This refers to the cumulative score of all games played between the teams involved in the tie breaker (MAX 9 goals per game). (Thrown out if more than 2 teams are tied).
        iii. Most Wins
        iv. Fewest Red Cards
        v. Goals Against (MAX 9 per game)
        vi. Goals For (MAX 9 per game)
        vii. Management Decision
4. **Restarts**
    a. A kick-off is used at the beginning of each period and after each goal. The first touch does **not** have to go forward. Kick-offs are indirect.
    b. All fouls in U9-U14 and All Coed Leagues will result in Indirect Free Kicks (except for Penalty Kicks). The opposing team must be 7 yards away from the ball on a free kick, or half the distance to the goal.
    c. Fouls in U15 and older leagues, and Men's Leagues are called as Indirect or Direct based on the infraction.
    d. Infractions occurring within the Penalty Box that are Indirect in nature will be taken from the nearest spot on the Goalie Arc.
    e. Penalty Kicks are taken from the spot on the arc in Adult Leagues and from the dash inside the arc in Youth Leagues.
5. **A Ball Out of Play** refers to any time the ball hits the net or leaves the field of play. A sideline restart allows the player to restart the game by passing the ball in with their feet. Players may have one foot on the dotted line for a restart. The ball must be near the dotted line but doesn't have to be on it or inside it.
6. **Goals**
    a. Goals are scored as one point. A goal is scored when the entire ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been intentionally thrown, carried, or propelled by the hand or arm of a player on the attacking side.
7. **Fouls**
    a. **No Slide Tackles -** Slide tackles are defined as a player leaving their feet, and finishing the play on the ground, in an attempt to challenge an opponent with a ball. When it is determined that a player is extending their leg(s) to block a shot or a pass, and there is no danger of collision with an opponent, the referee may not call a violation. Slide tackles do not pertain to goalkeepers

within the Goalkeeper Area. When a goalkeeper leaves the area, they are treated like a field player. (Restart Result = Direct Kick)

b. In accordance with US Soccer Mandates, **Heading is not allowed in U11 and Younger Leagues**. The result is an indirect free kick from the spot of the foul.

c. **3 Line Violation** occurs when a player kicks a ball that goes passed all three lines **in the air** without being touched by another player (teammate or opponent). An indirect free kick is awarded to the opposing team. The ball is placed on the center of the line, closest to the kicking team's goal in the attacking half. (Restart Result = Indirect Kick)

d. **A Roof Ball** is a ball that is touched by a player and then hits the beams, lights, or any other part of the roof without being deflected, whether intentional or unintentional. The restart occurs below the nearest spot to where the ball hit the roof. (Restart Result = Indirect Kick)

8. **Goalkeepers**
   a. Goalkeepers may only throw the ball or set it down to play it. Punts and Drop Kicks are not permitted. (Restart Result = Indirect Kick – or a redo at the referee's discretion)
9. **Yellow Cards**
   a. Yellow Cards can be given by the referee for the following infractions:
      i. Serious or Intentional Foul (Restart Result = Direct Kick)
      ii. Use of foul language after a verbal warning is given to the entire team. (Restart Result = Indirect Kick)
      iii. Show of Disrespect to officials, fans, the facility, or opponents. (Restart Result = Indirect Kick)
      iv. Spitting on the field of play. (Restart Result = Indirect Kick)
      v. Persistent violation of game rules.
   b. **When a Yellow card is shown** to an individual on the field or the bench area, it means that the team must play a man down for the next two (2) minutes. For a bench area player receiving a yellow card, team must select one player on the playing field to sit out for the obligatory 2 minutes. If the team who is playing with fewer players gets scored on, then they may immediately return a player to the field (except for the player who was sent off). If the team has no other players, then they will continue to play short until the time penalty is served. If a GK is given a yellow card, they must serve the penalty. Another player may rotate into the goal, provided they are marked as a GK by having a different color shirt. The team still must play down until the penalty is served.
10. **Red Cards**
   a. Red Cards will be given to players for:
      i. Fighting, Retaliating, or Attempting to Start a Fight
      ii. Violent conduct: kicking or striking another player
      iii. Verbal or physical abuse of a referee, teammate, opponent, fan, or employee of uScore Soccer
      iv. Spitting at an Opponent
      v. Player or coaches with gum on the sideline, or on the field.
      vi. A Second Yellow Card
   b. If a red card is shown, the receiving player is suspended for the remainder of the game, and the team must play down a man for two minutes regardless if the red carded player was on the field or on the bench when the card was shown. If red carded player is in the bench area, team must select one player on the playing field to sit out for obligatory 2 minutes. After the 2 minute period, a substitute may join the game. The Red Carded player must leave the building once ejected from a game.
   c. Red Carded players MUST sit out the next game. No Exceptions!
   d. In Adult Leagues (17 or older), **any player red carded for fighting or retaliating will be fined $50** and must pay that fee before they are re-instated.
   e. The management may issue a multiple game suspension for any action that the management deems as appropriate. These actions include, but are not limited to: fighting, retaliating, foul and/or abusive language directed at another player, referee, manager, or patron, or conduct detrimental to the business. These suspensions will be in addition to any $50 fine which is assessed for fighting. If the management deems necessary, they may ban a player from the facility for multiple weeks which would mean the player would miss all games in all leagues for that period of time.
   f. If the **Red Card** is issued in the team's final game of the season, then the player will serve his suspension during his next game, regardless of the team or league.
11. **Penalty Points**
   a. Penalty Points will be assessed to each team and these penalty points accumulate over the course of the season.
   b. Penalty Points are awarded as follows.
      i. 1 point – Yellow Card
      ii. 3 points – Red Card
      iii. 7 points – Forfeit
   c. Penalty Point Punishment
      i. Team Accumulation of Penalty Points
         1. 12 Penalty Points = The team will be ineligible to compete in the Championship game and must pay the $75 performance bond to register for the next season that team chooses to compete in.
      ii. Individual Accumulation of Penalty Points
         1. 3 points = player must sit out one game.

2. 6 points = player must sit out two games.
3. 9 points = player is disqualification from league.

12. **Personal Fouls and Foul Counts**
    a. **A Personal Foul is** defined as any foul that involves contact with another player: Sliding, Kicking, Tripping, Pushing, Hitting, Boarding. Personal fouls are also: Gum Violation, Spitting, Disrespect of Facility, Arguing with the Referee, Foul Language (whether aimed at anyone or not, the ref can award a Personal Foul for vulgar language).
    b. **A Personal Foul is not:** 3 Line Violation, Roof Ball (unless intentional), Hand Ball unless it is intentional
    c. **Personal Fouls** are tracked by the second official. Once a player reaches five personal fouls, they are disqualified from the remainder of the game. They may play in the next game provided that they are not red carded.
    d. **Team Fouls** are tracked by the second official. Once a team reaches 5 personal fouls in a half, the 6th foul and any subsequent fouls during that half will result in a Penalty Kick for the opponent. The team fouls reset at halftime.
    e. If the Referee plays advantage on a foul committed, the referee will signal to the second official and that foul will count toward the amount of team fouls and personal fouls. In other words, an advantage played does not negate the foul by an individual.
13. **Restraining Line** – In House Leagues, the yellow restraining lines will be used. This means that when the GK gets the ball in their hands, or on a goal-kick restart, the opposing team cannot pressure the opposing team beyond that line until the ball is received by the opposing team. If the restart goes beyond the line, the pressure can be immediate.
14. **Fighting and Violence**
    a. Any physical abuse of another will be prosecuted to the fullest extent of the law. The building and parking lot are equipped with video cameras if a prosecutor needs to view them.
15. **Complaints**
    a. Use the complaint form at the front desk to issue your formal complaint. All complaints must be supported by matters of "fact" and not opinion-based judgments. For example, "we think the ref called too many fouls", is not a matter of fact, but rather an opinion. "The ref doesn't like me," is an opinion.
    b. The front desk staff are not able to solve many problems immediately. Please write down the complaint, and it will be read by the management; provided it is a fact-based complaint validated with supporting evidence.
16. **Refunds**
    a. There are no refunds given for games missed due to injuries, illnesses, suspensions, or travel.
    b. Deposits are non-refundable unless the league does not form.

Glossary of Fouls

D = Direct; I = Indirect

Boarding is pushing, charging, or crowding an opponent into the perimeter wall. What might be a legal shoulder charge in the middle of the field may be boarding if it runs an opponent into the wall. Boarding can result in a Yellow Card if the referee deems the foul as severe. (D)

Delay of Game is called when a player or team is deliberately trying to slow down the progress of the game. Holding the ball after a goal and kicking away the ball after a foul are examples of delay of game. Other "Delay of Game" calls may be determined as necessary by the referee. The referee may add time after this infraction is called. (I)

Double Touch is the violation that occurs when a player taking a kickoff or other restart plays the ball a second time before it is touched by another player (teammate or opponent). You cannot double touch the ball on a kickoff or restart (including goalkeeper throw in) even if it hits the wall or referee before it comes back to you. (I)

Goalkeeper on the Ground - The goalkeeper is the only player allowed to play the ball while on the ground as long as, in doing so, he is not creating a dangerous play and remains within the arch. (I)

Hand Ball is a foul that is called when a player intentionally hits the ball with his hand or arm or when it is unintentional but causes a direct advantage for said player. A player may not deliberately carry, strike, or propel the ball with his hand or arm (except the goalkeeper inside his own arch). A player who prevents a goal being scored by intentionally handling the ball is given a yellow card 2 minute time penalty, and a Penalty Kick is awarded. (D)

Obstruction is impeding the progress of an opponent when not being able to play the ball yourself. You are obstructing if you run between your opponent and the ball or use your body as an obstacle but cannot play the ball yourself. (I)

Offside is crossing the mid line early on a kickoff. Players may not cross the line on a kickoff until the ball has been played. (I)

A **Roof Ball** is a ball that is touched by a player and then hits the beams, lights, or any other part of the roof without being deflected, whether intentional or unintentional. The penalty is 1 minute. The team may not substitute during this penalty. (I)

Shadowing the Goalkeeper is a foul that occurs when a player follows the opposing goalkeeper inside the arch and obstructs the goalkeeper from the play. (I)

Slide Tackling is not allowed. In the interest of safety, if a knee touches the ground in a player on player contact scenario, a “slide” may be called based on referee discretion. The result is a restart and possibly a Yellow Card if the referee deems the foul to be severe. (D)

Violent Conduct is physical force that injures or abuses any individual or damages facility property. Violent Conduct is also any verbally or physically threatening action towards any individual. Violent Conduct may lead to the removal of a player from the game and the league. (D)