

Stryker Sports Complex
Adult Soccer 6v6 Indoor League Rules & Regulations

TEAM INFORMATION

- A. (5) players on field plus (1) goalkeeper
- B. Minimum number of players to start match: 4 players (3 field players & 1 goalkeeper)
- C. Maximum roster size is 15 players
- D. Teams must supply their own official size 5 soccer ball for all matches

DURATION OF THE GAME

- A. Duration: (2) 25-minute halves on a running clock
- B. Half-time: 2-minutes (or less if both teams are ready to start second half)

PREGAME

- A. REF CHECKS IN EVERY PLAYER AND PLAYER MUST PROVIDE ID.**
- B. PLAYERS MUST CHECK IN WITH REF BEFORE PLAYING (IF A PLAYER SHOWS UP DURING THE GAME ID WILL BE CHECKED AT HALF TIME)**
 - a. SIDE NOTE PLEASE SHOW UP ON TIME GAMES WILL START AT THE CORRECT TIME OR WHEN EVERYONE IS CHECKED IN

TEAM ROSTERS

- A. Team rosters must be turned in prior to the first league game. Additions and/or changes will be permitted prior to each team's third game. After the third game rosters are set.**
 - a. A player must play in a minimum of 2 games to be eligible for playoffs. Refs will mark off the names of players that show up.**
- B. At the discretion of management, a team may claim hardship and add a player on the fourth game. A player may only be added on the fourth game if an unforeseen circumstance occurs such as, but not limited to, injury or relocation of a current rostered player. Proof of hardship must be provided in writing. Examples include a doctor's note and employment acceptance letter
- C. ALL CAPTAINS MUST COMPLETE AN ADULT LEAGUE CODE OF CONDUCT.**
 - a. If any players who do not complete the code of conduct, then the captain and sed player will both receive a suspension**
 - b. Captains who do not complete the Code of Conduct are subject to forfeit their Team fee and will not play in the League.**

PLAYER ELIGIBILITY

- A. To become eligible for participation, each player must be listed on the official adult team roster of the team he/she is playing on.
 - 1. A player must play in a minimum of 2 games to be eligible for playoffs. Refs will mark off the names of players that show up.**

- B. A player is not considered rostered until he/she has filled out & submits Stryker's Liability Online Waiver
- C. A player cannot play in both the Rec and Competitive. Teams found to be utilizing players rostered on a different team will automatically be penalized with a forfeit in all games in which the illegal player played for them.
- D. A player who knowing, or unknowingly, plays for any team other than the one he/she signed up for will:
 - 1. First Offense: Receive a verbal warning from the league
 - 2. Second Offense: Receive a suspension from the league. The suspension shall remain in effect until the league deems fit and both team captains meet with the league director.
- E. At the beginning of the game each player must show Federal issued or school ID to the ref when checking in. (ID MUST INCLUDE NAME AND PICTURE sports zone does not count)**

PLAYERS' UNIFORM & EQUIPMENT

- A. Soccer socks and shin guards are mandatory for all players
- B. Players within the same team must wear shirts that are the same color, the goalkeeper shirt color must be different than his fellow teammates' AND the opposing team uniform color.
- C. The home team is responsible to change color or wear bibs in the event of a color conflict
- D. No jewelry is allowed during play
- E. Indoor soccer shoes or soccer cleats are acceptable (no metal/steel cleats or spikes)

SUBSTITUTIONS

- A. Substitution limit: Unlimited substitutions
- B. Subs are "On the Fly"
 - i. Subs on both teams can sub at anytime
 - ii. **Incoming players may not enter the pitch until the exiting player is completely off the field. All substitutions should occur in the technical area of the team substituting. (10 yards from the midline, within the 10 yard technical box)**

FORFEITS

- A. No Call, no Show
 - i. Team captains must notify the League Administrator of a forfeit no later than 48 hours in advance before the start time of their game to avoid a \$50 forfeit fee.
 - ii. Forfeit fees will be collected before the team's next game. If team captains fail to provide the \$50, that \$50 will be included into next registration fee.
 - i. **A team on the winning end of a forfeit will receive additional \$25 off of next season fee.**
- B. Forfeit by Insufficient Players
 - i. If a team does not have at least 4 eligible players on the pitch within 5-minutes after kick-off, a forfeit will result. A 3-0 win will be awarded to the defending team.

GENERAL RULES

A. OFFSIDE

- a. There are no offside rules

B. SLIDING

- a. Slide Tackling is NOT permitted. If a knee or hand touches the turf it will be considered as a slide **unless you slip**.
- b. The goalkeepers are the only players who can slide **but only in their own penalty box**.

C. INDIRECT/DIRECT FREEKICKS

- a. A **direct kick** is awarded if a player commits any of the following offences against an opponent:
 - i. Charges
 - ii. Jumps at
 - iii. Kicks or attempts to kick
 - iv. Pushes
 - v. Strikes or attempts to strike
 - vi. Tackles or challenges
 - vii. Trips or attempts to trip
 - viii. Handling
 - ix. Dangerous play (kicking or attempting to kick a ball that is higher than the player's waist when someone is near. A dangerous play does not have contact, if contact is made, it is a kicking foul.
- b. An **indirect kick** is awarded if a player:
 - i. Impedes the progress of an opponent without any contact being made
 - ii. Is guilty of dissent, using offensive, insulting or abusive language and/or gestures or other verbal offences
 - iii. Prevents the goalkeeper from releasing the ball from the hands of kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it
- c. More information:
 - i. The opposing team of a direct/indirect kick must be at least 4 yards away from the ball.
 - ii. The ball is out of play if it hits the ceiling. An indirect free kick will be awarded to the opposing team at midfield.
 - iii. Failure by a team to put the ball into play within five seconds after the referee has signaled and the ball is set shall result in a possession turnover to the opponent and an indirect free kick.

D. BICYCLE KICKS

- a. **Bicycle kicks are not allowed.**

E. GAME CLOCK

- a. **The scoreboard game clock is unofficial and will count downward from 25 minutes. ONCE the clock hits 1 minute remaining the clock will turn off. The ref has the official game score and game clock.**

PLAYER /TEAM CONDUCT

A. Yellow & Red Card Template: ANY TEAM WHO RECEIVES A YELLOW OR RED CARD WILL PLAY AT A DISADVANTAGE.

- a. **For either the distained time frame or the opposing team scores a goal.**
- B. Any player who receives a yellow card must exit the pitch and play at a disadvantage for 3 minutes of play or the opposing team scores a goal. After 3 minutes a player may sub back onto the pitch.
 - a. **A player receives the yellow cannot sub on for the remaining 3 minutes even if their team is full strength.**
- C. Any player who receives a red card will be suspended for the remainder of that game and the next scheduled game in its entirety.
 - a. If a player Receives a red card, then that team will play at a disadvantage for 5 minutes. (playing at a disadvantage will continue into overtime of the playoffs, time will not carry over from game to game).
 - i. If a goalkeeper receives a red card, a field player may sub off for an emergency goalkeeper. The team that received a red card will still play at a disadvantage.
 - b. **After receiving a red card, the ejected player has 60 seconds to collect his/her belongings and 60 seconds to leave the field and exit the Stryker Sports Complex property. Failure to do so will result in the game not being restarted until the red-carded player leaves. The game time can only be resumed once the carded player leaves the facility. The team may substitute for the red carded player once they have left the facility and after the 5 minutes expires.**
 - c. **If the player still does not leave, the game will be recorded as a forfeit by the offending team and the Wichita Police Department will be called.**
 - 1. Any red carded player is not allowed to be on, or return to, Stryker Complex property until his/her full suspension is served (this includes to watch his/her team play, youth or adult practices, meetings, watching children play or anything held at Stryker).
 - 2. **Depending on the severity of the red card, the player's suspension duration can range from one game to a life ban from the Stryker Complex Property.** Suspension are of the sole discretion of the Stryker Sports Complex.
- D. **Foul Language/profanity is not allowed.**
 - a. **You will be given 1 verbal warning for any foul language/profanity.**
 - b. **The second time and thereafter will result in yellow cards.**
- E. **Sidelines and Sideline Behavior:**
 - a. **ONLY ROSTERD PLAYERS ARE ALLOWED ON THE SIDELINE**
 - b. **Players sidelines are on the same side. Spectators are to be on the opposite sideline.**

- c. Any profanity or vulgar language from spectator sideline will result in a warning to the captain of that team to calm down their fans.
- d. A second warning will be a yellow on the captain/coach and the team will play at a disadvantage for 3 minutes. The spectators are also subject to leave the facility.
- e. Ejections and suspensions will be issued based on inappropriate sideline behavior.
 - i. Spectators will receive a warning from either Game official or the League Director
 - ii. Second warning will result in being ejected from the complex.

PLAYOFFS

- A. Every team makes the playoffs
- B. Playoffs consists of a single-elimination knockout tournament
- C. **For a player to be eligible for playoffs, he/she must have played with their registered team at least two games in the regular season.**
- D. If a playoff game is tied after the second half is over, overtime will follow
 - a. Overtime:
 - i. (2) 5-minute halves, 1-minute halftime
 - 1. Win by Golden Goal
 - ii. Penalty Kick Shootouts will ensue a tied overtime
 - 1. Both teams select five (5) players to take a penalty kick
 - a. The selected players MUST have been on the field playing at the time the second half of overtime concluded.
 - b. Each one of the five shooters will only get to shoot once.
 - i. Goal keepers can be listed as a shooter
 - 2. The team with the most goals at the end of the five shooters, or if the leading team cannot be mathematically tied then the game is over, and a winner declared.
 - 3. If after five penalty kicks the game is still tied, teams will
 - a. Continue to alternate shooting penalties one player at a time in the same order in which the first round was taken
 - b. The first team to have an advantage (goal) after a round wins the game