

The Edge Sports Center, LLC

Adult Indoor Soccer Rules

(July 28, 2020)

Part 1: Edge Sports Center Facility Rules for Roster Management, Safety, Respect for the Game, and Management/Consequences of Red & Yellow Cards

Part II: Edge Sports Center Soccer Rule Modifications to Standard FIFA Rules

PART 1. Edge Sports Center Facility Rules for Adult Indoor Soccer Leagues

General Roster Rules

- Players must be 18 years or older to play in an adult league at The Edge
- Players may only be on one team roster within a given league. Playing in multiple leagues is okay as long as a player is on at most one roster in each league.
- Rosters are frozen at the beginning of the third game of each session. No additional players can be added after that day.
- Penalty for playing with a non-rostered player is forfeit of game even if discovered 'after the fact'
- All players need a Sport Injury Liability Waiver AND a COVID-19 Liability Waiver signed within the past 10 months before they can play.

Safety Rules

The following safety rules will be SUPERCEDED by our COVID-19 Safety Protocols for as long as the pandemic lasts and there are restrictions issues by local, state or national guidelines. The COVID-19 Protocols are described in a separate document.

- ~~• Rostered players should put their gear on the north sideline of the field at the beginning of their game. They should move to the south sideline or the lobby immediately after the game ends.~~
- ~~• Only rostered players are allowed on the north side of the field. No spouses, children, other relatives or non-playing coaches are allowed on the north side of the field.~~
- No sitting on the doors of the dugout.
- ~~• All spectators must be on the south side of the field or outside of the fence.~~
- ~~• Children under 12 must be supervised by an adult wherever they are in the building.~~
- ~~• If children are on the south side of the field, they must be seated and still during games.~~
- Please keep all gates closed during play.

The Player's Equipment

- The team designated as "Home" on the official game card/on-line schedule is responsible for changing uniform colors or donning pennies provided by The Edge if there is a conflict in colors.
- NO JEWELRY... we are strict on this, even in adult leagues. Jewelry stays on the sideline... whether the player wishes to stay with it is their choice.
- Shin guards and socks that cover them are required. Players without this equipment will not be allowed to play.

Fouls and Misconduct

- The Edge Sports Center has a **zero tolerance policy for profanity, fighting, verbal and physical intimidation** and/or abuse of referees, members of the Edge staff or other players, as well as failure to follow the instructions of the referees and the Edge staff . Lack of adherence to this policy can lead to an ejection from the game, suspension for a season, or a permanent ban from The Edge.
- **Having gum, food or any drink other than plain water anywhere on the field, including in the player bench area, is not allowed.** Repeated violations will result in a yellow card.
- **There is no spitting on the field at any time.** Doing so yields an immediate yellow card.
- Complete rules for management of Red and Yellow cards is given on the later in this document. Two important "in game" policies are highlighted here:
 - **Giving your name when requested by the referee:** If a team or player provides a false name, or chooses not to provide a name (first and last) when asked by a referee or member of the Edge staff, the game will be immediately stopped and the player's associated team will forfeit the game. The offending player will be banned for a minimum of the rest of the season, potentially permanently.
 - **Red card management within the timeframe of the game:** If a player receives a red card, he/she is sent off and his/her team will play shorthanded for five minutes. After five minutes, the player may be substituted for and the team brought back to full strength. The ejected player must immediately leave the field and the facility. If he/she does not, the team of the ejected player will forfeit the game. An ejected player may not be in the facility for his/her suspended game(s), even as a spectator.

Edge Sports Center Adult Indoor Soccer

Red & Yellow Card Management and Consequences for a Card and/or Multiple Cards in a Season

2 Yellow Cards in 1 game = Red Card

Consequences: Player is ejected from game and must leave facility immediately. Player is automatically suspended for a minimum of one additional game. If player refuses to leave the facility, the player's associated team will forfeit the game. See below for potential additional consequences. **The offending player's team must play down one player for 5 minutes.**

Straight Red Card

Consequences: Player is ejected from game and must leave facility immediately. Player is automatically suspended for a minimum of one additional game. If player refuses to leave the facility, the player's associated team will forfeit the game. See below for potential additional consequences. **The offending player's team must play down one player for 5 minutes.**

Potential Additional Consequences for a Red Card

Depending on the reason for the red card (e.g., fighting, profanity, abuse of referees, players, staff ...), additional sanctions may be applied including **"suspended for more games," "suspended for the rest of the season" or "banned permanently"** from The Edge.

3 Yellow Cards over Multiple Games in the Same Season (includes cards from different leagues in the Same Season) = RED CARD

Consequences: Automatically suspended for next game after 3rd yellow was issued. If cards come from multiple leagues, suspension will be served in the next game of the MOST competitive league played (order: Men's DI, DI.5, DII, Co-Ed DI, DII)

2 Red Cards in the Same Season

Consequences: Automatically suspended for the remainder of the season. See above for potential additional consequences.

Giving a False Name or Refusing to give a Name

If a team or player provides a false name or chooses not to provide a FULL name (first AND last) when asked by a referee or a member of The Edge staff, **the game will be stopped immediately and the player's associated team will forfeit the game.** In addition, **the player who provided the false name or who chose not to provide the name will be banned for a minimum of the rest of the season, potentially permanently.**

There are no refunds of any kind for players that are suspended or banned from The Edge Sports Center.

Part II: EDGE SPORTS CENTER SOCCER RULE MODIFICATIONS TO STANDARD FIFA RULES

(Full-field 6v6 play)

The Edge strives to be as close to outdoor play as you can get indoors with a couple of exceptions.

OVERVIEW

Treat rules as per outdoors, including throw-ins, offside and slide tackling. The goal area doubles as the penalty area, and required distance on restarts is 5 yards. Nets/ceiling objects are out of play and the restart is a throw-in nearest where the ball touched the ceiling. Major differences are 1) Subs are on the fly at any time; players must enter/exit in front of their bench and be all the way off before the sub comes on, 2) 5-second rule on restarts (from when the ball is placed and ready) to keep the game moving, 3) Kickoffs can go any direction.

DETAILS ON THE LAWS

Most aspects of the game conform to FIFA standards, with the following exceptions:

Law 1: The Field of Play

The full field is 35x56 yards. Soccer lines are marked in yellow. There is one area marked in front of each goal, 6 yards deep and 20 yards wide; this area serves as both the goal area and the penalty area. Goals for U10 and older are 18.5x6.5 feet; goals for U9 and younger are 12x6.5 feet. The penalty kick spot is 10 yards from the goal line.

Law 3: The Number of Players

Each team shall field six players, one of whom shall be designated the goalkeeper. A team must field at least four players or the match will be forfeit or abandoned. For coed adult leagues, each team may have a maximum of three males on the field at any time. A team that trails by four or more goals may add an additional player (who may be either male or female in coed matches), team that trails by eight or more goals may add yet one more player.

Substitutions: Subs are done "on the fly" at any time during play. Players *must* enter an exit the field from in front of their bench area (which runs roughly 5 yards from the center line to 10 yards from the goal line). The player coming off must be completely off the field of play before the substitute can step on. Violation of this rule will result in an indirect free kick for the opposing team from the spot of the ball when the violation took place. (Referees can also issue a yellow card to the entering sub if, in the referee's opinion, the illegal substitution was done for tactical purposes.)

Law 4: The Player's Equipment

The team designated as "Home" on the official game card is responsible for changing uniform colors or donning pennies provided by The Edge if there is a conflict. NO JEWELRY... we are strict on this, even in adult leagues. Jewelry stays on the sideline... whether the player wishes to stay with it is their choice.

Law 5 & 6: The Referee & Assistant Referee

The Edge uses a dual referee system, both with whistles, patrolling opposite quadrants.

Law 7: The Duration of the Match

The match lasts two equal periods of 25 minutes each, with a two-minute halftime interval.

Law 8: The Start and Restart of Play

The team listed as “Home” in the official game card will kick off first half; the other team will kick off second half. Opponents of the team taking the kick-off must be at least 5 yards from the ball until it is in play. Kickoffs may go in any direction.

5-Second Rule: Once the ball is properly placed for a restart and the referee is ready, players have roughly 5 seconds to put the ball into play. If this is violated on a kick-off, free kick or throw-in, the restart is given to the opposing team. If the violation is on a goal kick, the opponent will receive a corner kick; if the violation is on a corner kick, the opponent will receive a goal kick. Note that this rule is intended to keep the game moving and prevent stalling, not to constantly penalize teams who take a half-second too long. This should only be called in clear cases of delaying the restart.

Law 9: Ball In and Out of Play

If the ball touches the ceiling net, or any other part of the building (including trusses, divider curtains, lights, baseball hitting tunnels, etc.) over the field of play, a throw-in will be given to the other team from the one that last touched the ball.

Law 11: Offside

Offside in effect as per FIFA Laws.

Law 12: Fouls and Misconduct

If a player receives a red card, he is sent off and his/her team will play shorthanded for five minutes, at which time the player may be substituted for and the team brought back to full strength. The ejected player must immediately leave the facility (minors may be placed in care of an adult). Ejected players may not be in the facility for their suspended games, even as a spectator.

Having gum, food or sports drink anywhere on the field, including in the player bench area is not allowed; remind players first, and only caution in case of known repeat offenses. Spitting on the field is an immediate caution.

Law 13: Free Kicks

All opponents are to remain at least 5 yards away from the ball until it is kicked.

Law 14: The Penalty Kick

The ball is placed 10 yards from the goal line. The players other than the kicker and the goalkeeper must remain behind the center line until the ball is kicked.

Law 15, 16, 17: Throw-In, Goal Kick, Corner Kick

As per FIFA Laws.

Procedures to Determine the Winner of a Match

If a winner is needed for semi-final or championship games after the teams draw in regulation, a winner will be decided by a penalty shoot-out, best of 3 shooters. If the game is still tied after 3 shooters on each team, the penalty shoot-out will continue one round at a time until there is a winner.