

TOWN & COUNTRY SPORTS COMPLEX INDOOR SOCCER GENERAL POLICIES & RULES

Revised: 9.2.2021



All league fees will be due upon online registration by the registration deadline. A completed team roster signed by a parent and/or adult must be on file prior to the second played game. **Please note our new policy** - we will not be deviating from the schedule once it has been created. If you have any scheduling requests, please include them on your application!

ALL T&C RULES ARE DESIGNED FOR THE SAFETY OF PLAYERS AND PATRONS

- No food or beverages are to be brought onto the premises
- Loitering is prohibited on the premises
- Fighting will not be tolerated (as well as abusive language and taunting) and may be cause for ejection or suspension
- Verbal and/or physical abuse of the game officials is prohibited
- Gum chewing, spitting, and tobacco products are prohibited on all playing surfaces
- All teams ages U19 and under must be accompanied by a responsible adult in the bench area. Only coaches, managers, and players are permitted in the bench area.
- Any person caught damaging Town & Country property will be held responsible for the damage
- **ALL LEAGUES – NO SLIDING OR SLIDE TACKLING. Keepers making saves can slide in the keepers box**
- U12 and below- No heading. A direct free kick will be given to opposing team if headed in the box by defender the free kick will take place to the closest line on the goal box.
- Team and individual registrations for the league also acknowledge that every coach and every parent have reviewed the Concussion Information Sheet posted on the T&C website. The referee or coach reserves the right to withhold a player from entering/re-entering the game if they believe a player needs treatment. Any player that has a concussion may not play in any soccer league at T&C until they have been fully released by a physician or medical doctor who practice medicine.
- All indoor game referee fees are not included in registration fee: \$10/game/team for the large and small field

GAME RULES AND REGULATIONS:

Days of play for Youth & Adult Indoor

Small Field # of Players	Birth Year
Under 4: 5+Keeper	2017-2018
Under 6: 5+Keeper	2016-2017
Under 8: 5+Keeper	2014-2015
Under 10: 5+Keeper	2012-2013

**(U8-U12 Ball Size 4)*

Large Field # of Players	Birth Year
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*Under 12: 7+Keeper	2010-2011
Under 14: 6 Keeper	2008-2009
Under 16: 6+Keeper	2006-2007
Under 19: 5+Keeper	2003-2005
Men's Open: 5+Keeper	18+
Men's 30+: 6+Keeper	30+
Men's 40+: 6+Keeper	40+
Women's Open: 6+Keeper	18+
Women's 30+	30+
Coed Open: 6+Keeper	18+ *minimum 3 women on field
Coed 35+: 7+Keeper	35+ *minimum 3 women on field

(U14-Adult Ball Size 5)

DURATION OF THE GAME:

- A regulation game consists of two (2) halves of 22 each. The clock will run continuously. In case of serious injuries the game may be cancelled. All games must stay on time.
- Teams should be ready to play when the previous game is completed. Warm-up time is not guaranteed. There will be a 5-minute grace period prior to forfeiture of games. This time will be deducted from the game clock. Town & Country's goal is to keep all games as close to the schedule as possible.

ROSTERS:

- A team may carry up to 18 players
- Players may play on more than one team. But can not play on more than 2 teams within the same division
- No changes are permitted after a team's second played game
- **Completed and signed roster must be on file prior to the second played game**
- In the open divisions players must be 18 years or older. Town & Country reserves the right to deny permission to play of certain players.
- **Age restrictions includes the following:**
 - **30+ may have a maximum of 2 players ages 25-29**
 - **35+ may have a maximum of 2 players ages 30-34**
 - **40+ may have a maximum of 2 players ages 35-39**
- This age restriction is to promote safety and fair competition. Violations will be handled seriously and on an individual basis.
- Suspicion of illegal players must be expressed before the completion of the game. Any protest during the game will stop the game but not the clock. Player(s) in question must provide ID or birth certificate within 2 days of the game in question. If the player in question is in violation and continues to illegally participate, the team will forfeit 1-8 games as determined by management.

EQUIPMENT & UNIFORMS:

*IT IS THE COACH / MANAGERS RESPONSIBILITY THAT THEIR PLAYERS ARE PROPERLY EQUIPPED

- All players must wear a shirt (no sleeveless shirts), shorts, socks, and shin guards
- Screw-in spikes are not permitted in the facility
- Molded cleats, turf shoes, and indoor shoes are permitted
- All teams must have an alternate jersey in case of color conflicts. The home team is responsible to change their jersey in a conflict.
- Jewelry may not be worn by players or by referees. Referees may request a player to remove jewelry before he/she starts play. An exception to this is medical alert bracelets and/or necklaces.
- All casts must be padded and approved by the referee
- All hard surfaced knee braces must be padded
- All teams must provide a game ball

REFEREE'S AUTHORITY:

The referee's authority begins when he/she enters the field of play. The referee is there to promote and enforce the following:

- The rules and regulations of the game
- To avoid whistling a foul if it takes advantage away from the attacking team
- Suspending any games for blatant and obvious infringement of rules
- Suspending any games for unruly spectators
- Stopping play for serious injuries
- To treat players, coaches, and managers with respect
- **The referee will make mistakes just as all the players. Continuous dissent will be cause for ejection from the game.**
- Town and Country is committed to the safety, fairness and fun for all that participate at Town and Country.

FORFEIT/PROTEST PROCEDURE:

- If a team fails to appear at the appointed place within the appointed scheduled grace period for the contest, the offender will be charged with a loss and must pay their half of the ref fee. No games will be made up due to forfeits.
- A team may register a protest by using the following method:
 - Register the protest prior to the completion of the game
 - Submit a written protest to Town & Country immediately after the game
 - Include the player's name, phone number, the referee's name, and the team name in the written protest
- All rosters will then be verified and checked by the staff within two days of the subject game. The protest must be made at the time of suspected violation
- A game will be forfeited for the following:
 - Use of illegal players
 - If a team does not take the field within 5 minutes of scheduled start time
 - If a team does not have enough players to play
 - If, in the referee's opinion, the team's behavior on and/or off the field constitutes stop of play
- The judgment of the referee and of management will prevail in all game play protests.

GOALKEEPING:

- Goalkeepers have 6 seconds to release the ball once it is in their possession.
- Goalkeepers cannot use their hands if the ball is played back intentionally from a teammate. If a player passes the ball back to the goalkeeper using his/her head, chest or knee, the goalie can pick up the ball. The goalie can also pick up the ball if a teammate passes it to the goalie by accident. If the goalkeeper should use his/her hands errantly in this situation, this would then result in a free kick at the top of the arch.
- After receiving the ball in the box, the goalkeeper may not go outside the penalty box and bring the ball back into the penalty box and gain possession (with hands). This is also a free kick at the top of the arch.
- Goalkeepers may not punt the ball
- Restarts for an infraction will be from the top of the arc

METHODS OF SCORING:

- A goal is scored when the entire ball crosses the goal line into the goal. All goals scored are worth (1) point
- All forfeited games shall be scored 1-0 for standing purposes. If the game has begun and the forfeiting team is losing, the score at the time of the forfeiture stands.

FREE KICKS:

- Player has six (6) seconds to resume play
- All Kick-offs are indirect. All other restarts are direct
- The opposing team must be 5 yards, fifteen feet, from the free kick spot
- Penalty kicks will be taken from the top of the penalty box at the dot
- All kick in restarts must be within 3 feet from the wall
- Any ball striking the net or the ceiling will be out of bounds. The restart will be from where the ball hit the net or ceiling
- All fouls in the box that do not warrant a penalty kick will be taken from the top of the arch
- Three line violations will be taken from the center of the yellow line or white dot on small field.

SUBSTITUTIONS:

- Substitutions may be made at any time. To substitute during play, the player leaving must be within 3 feet of the bench door before the new player can enter the field of play
- Goal Keepers may be substituted at any stoppage of play
- Play will be delayed to allow for substitutions for the following occasions:
 - After a goal has been scored
 - After a time penalty has been assessed
 - For any injured player
- Infringement of these rules will result in a 2-minute penalty. Any member of the offending team may serve this 2-minute time penalty. Restarts will occur where the play stopped.

THREE LINES PENALTY:

- A player cannot kick the ball over all three lines (yellow lines & center) without the ball touching another player, the field, the referee, or the walls. This violation results in a free kick to the opposing team from the center of the first yellow line (large field) or top of the half circle (small field).
- The goalkeeper cannot legally throw or kick the ball over all three lines. Violation of this will result in the opposing team getting a free kick from the center of the yellow line.

PENALTIES & EJECTIONS:

- Fighting will not be tolerated on or off the field. Any person ejected for fighting could be banned from the league or facility based on severity.
- Continuous dissent and badgering of game officials will be grounds for ejection
- Boarding is prohibited and is an automatic 2 minutes penalty
- Abusive language and taunting will not be tolerated and may be cause for ejection
- All players ejected are suspended for a minimum of 1 week of play at Town & Country. This includes all teams the individual may play on.
- If a player, coach, or spectator refuses to leave the field and/or facility as deemed necessary by the ref and/or Town & Country staff the game will be recorded as a 0-1 loss for the team that refuses to leave the field and/or facility unless they are winning in which the score when the game is called will stand. However, the ultimate discretion is left to Town & Country Management.
- Coaches, managers, and spectators are subject to the same above rules.

2 minute penalty

- A 2 minutes penalty will be given for recurrent or blatant fouls. That team will play short for the entire 2 minutes or until the opposing team scores a goal.

5 minute penalty

- A 5 minutes penalty will be given at the referee's discretion depending on the severity of the infraction. The entire 5-minute penalty must be served, even after a goal is scored. Any individual receiving a 5 minute penalty will be ejected and their team may replace them **AFTER** the time penalty has been observed. Recurrent time penalties will be cause for ejection.

COED LEAGUE RULE ADDITIONS:

- No sliding or slide-tackling is permitted. Exception: goalkeeper making a save within the penalty area.
- A minimum of 2 females for 7 a side must be present for the team to play and a minimum of 3 females for 8-a-side must be present for the team to play. Males will not be permitted to play for missing females.
- A female must touch the ball in the offensive half before the team can score a goal. A team will have touch until the ball crosses mid-field.
- A female must take all restarts in her offensive half of the field.
- Kick off by a female is not touch.
- A goal may be scored from defensive half. If there is no violating of the three line rule.

LEAGUE CHAMPS:

The league champion is the team with the best overall record. All League Champs receive a T&C Gift Card with a value of \$50. In order to be eligible as a league champion, a completed roster must have been turned in by the team's second game; and the team may not have forfeited any games.

League Champs tie Breaker:

1. Head-to-head
2. Head-to-head most goals scored (this only pertains to games played between the two teams in question)
3. Head-to-head fewest goals allowed (this only pertains to games played between the two teams in question)
4. Fewest goals allowed (total season)