

MultiPlex "House Rules"

MultiPlex has adopted many of the MISL Official Rules of Play modified by the Greater Cleveland Soccer Officials Association.

Rule 1-The Field of Play

Each scheduled game will be held on 1 of our 2 fields located within MultiPlex.

Rule 2-Number of Players and the Ball

- 1) Roster sizes are a maximum of 18 players in all divisions. A Team Roster and Medical Release Form must be completed prior to the first game. No player is allowed to play unless they are registered on the roster with the facility.
- 2) Players on the field-

U8 through U12-six players and a goalkeeper (seven total); size 4 ball

U12 Premier-five players and a goalkeeper (six total); size 4 ball

U13 and over-five players and a goalkeeper (six total); size 5 ball

Co-ed-five players one goalkeeper (six total);two field players must be female

Women's 30+ – NEW 2006 – One U25 player may be rostered per team

Over 30-five players and a goalkeeper (six total)

***NEW 2006-2007
U8 to U14 Boys and Girls
For Field #3 (new field) ONLY***

***Seven players and a goalkeeper
(eight total); size 4 ball***

- 3) The referee will approve the ball.

Rule 3-Substitutions

- 1) There are unlimited substitutions throughout the game for both teams. Substitutions for field players and goalkeepers may be made at any time on an unlimited basis, provided the players being substituted for are within the dasher marks of their own bench area, or off the field at their own bench area, before the substitution is made.
- 2) Guaranteed substitution-the referee will delay the start of play for twenty (20) seconds to allow completion of substitutions on the following occasions:

-after a goal is scored by either team

-on an injury stoppage

-when ball is out of play

-after a time penalty has been awarded

-prior to start of second half or overtime

-if opponent fails to start within five seconds of being whistled by referee

There is no guaranteed substitution when the referee stops the game for a foul; without a time penalty, nor a three-line violation. Also, no guaranteed substitution during the last two minutes of each half.

Rule 4-Player's Equipment

- 1) Indoor soccer shoes or tennis/racquet shoes are permitted on the field of play. We would appreciate the players bringing a change of shoes especially during the winter months. Please try not to bring snow, ice, water, mud, etc. onto the turf playing surfaces.
- 2) Shin-guards are mandatory for all players in all divisions.
- 3) No jewelry such as chains/necklaces, bracelets, earrings, etc. may be worn.
- 4) All players must wear the same colored jerseys as their teammates, with a permanent number on the backside of the jersey/t-shirt. Goalkeepers jersey must be a colored jersey that does not contrast with either team.

Rule 5-Duration of the Game

- 1) **All games will be two halves of twenty-seven (27) minutes in length.** Play is extended to permit the taking of a penalty kick or shoot-out. Interval between halves and overtime periods is limited to two minutes. This shall be strictly enforced. Please remember there is no guaranteed warm-up time on the field prior to your game. All regular league games that end in a tie will stay tied.
- 2) Playoff and Championship games-If tied at the end of regulation, the game will go into a five minute sudden-death period. Both teams play 3vs.3, the players involved must have been on the field at the end of regulation game time. You are not required to have a goalkeeper on the field. Co-ed leagues must have at least one female on the field. Play continues until a goal is scored or time runs out whichever comes first. Substitutions are allowed during the sudden-death period but not guaranteed. If still tied, shoot-outs will then take place. Kickers consist of five different players, Co-ed leagues must have at least two of the shooters be female.

Rule 6-Three Line Violation

Defined-A player is guilty of a three line violation when a pass, or last touch of the ball crosses the three lines (two yellow lines and the halfway line) in the air towards the opponents goal. This is without it touching another player, or the perimeter wall in the field between the yellow lines.

Rule 7-Fouls/Misconduct/Penalties

- 1) All fouls of any kind shall be penalized by the referee by awarding a direct free kick to be taken at the point of the infraction. All misconduct fouls shall result in a two or five minute penalty (shoot out will take place). Unsportsman-like conduct may result in a two minute penalty, but no shoot-out will be awarded. Any type of misconduct fouls will not be tolerated by the MultiPlex management. Serious and continued misconduct will result in a forfeit and banishment from the facility. Do not ruin it for your children or teammates.
- 2) Timed penalties-Blue Card results in a two minute penalty. Yellow Card results in a two minute penalty. Red Card results in a five-minute penalty. The player receiving the red card is ejected from the remainder of the game and automatic one (1) game suspension from the next scheduled game. Amount of games a player is to be suspended will be decided at the discretion of the Director of Soccer Operations.
*Note** All five minute penalties are classified as “hard”. This means that no matter how many goals are scored by the opponent, the offending team will continue to play shorthanded throughout the duration of the five-minute penalty.
- 3) During any free kick, the opposing team must not be within a 10-foot radius of the ball.
- 4) A whistle from the referee must restart all free kicks at the top of the arc. The team taking the free kick has five seconds to put the ball in play off of all free kicks.
- 5) **No spitting is allowed anywhere in the facility!** If a player or coach is caught, it will result in a two-minute penalty.
- 6) No slide tackling for all recreational adult leagues (co-ed, over 30, and 40+). It will result in a two-minute penalty.
- 7) A penalty kick will be awarded if a deliberate foul is whistled during the shootout against the defending team.
- 8) Any timed penalty inside the box is a penalty kick.
- 9) Any other fouls inside the box bring to the top of the arc.

Rule 8-Goalkeeper (GK) Restrictions

- 1) Hand to Hand- A GK who has had hand control of the ball and then having released the ball from his hands to be played either by themselves or a teammate, shall not handle the ball again until it has been touched or played by an opponent, unless a stoppage of play occurs. GK's are not allowed to bounce the ball to themselves indoors.
- 2) Pass back-outdoor rules apply.
- 3) Five-second distribution-A GK with possession of the ball in his hands or at his feet within their penalty area, must distribute the ball outside their penalty area within five seconds of having received the ball within their penalty area. All above infractions will result in a direct free kick for the opposing team at the top of the arc.

Rule 9-Team Roster and Release/Indemnification Form

- 1) This form must be completed prior to your first game. The roster on file may be modified up until the fourth game of a session. All players must be listed on this form before playing for your team. If a player is not listed, it will result in a forfeit.
- 2) Game Summary Form-this form can be found at the designated areas per field prior to each of your games. All players must be listed on this form for them to be eligible. For example, if a player and their number are not listed when they score, the goal will not count and a goal kick will be awarded to the opposing team. Team managers and coaches are responsible.
****Idea**** Some team managers or parents type a roster that fits onto this Game Summary Form and prior to the game, tape the typed roster to the form and take the responsibility off of each player.

Rule 10-Rescheduling Procedures

- 1) There will be no rescheduling!
- 2) All forfeits are recorded as 5-0.
- 3) Any 3 forfeits in one session will result in your teams' removal from that session, with no refund.

Rule 11-Miscellaneous

- 1) Running time clock for all injuries. If an injury takes longer than five minutes, then the time may be stopped.
- 2) All “open” leagues have an age restriction of 16 and older (any player under 18 yrs of age must have parental consent on the team roster form). Any individual under the age of 16 is not permitted on the playing field in such leagues.
- 3) “Goal Cap”-There is no limit to the amount of goals an individual player may score in one game, regardless of the league.
- 4) Practice area- Please do not kick the balls at any walls!
- 5) Standings-Three points for a win, one point for a tie, and zero points for a loss. If teams have the same amount of points at the end of a session and a tiebreaker is needed, it will be as follows: (1) head to head competition, (2) goal differential (goals scored-goals against), (3) goals for, (4) goals against.
- 6) Referee fees for all divisions are \$10 per team for a one-person system. The fee for a two-person system is \$12 per team. We may have a two-person system for the more impacting games. We reserve the chance to send two referees without notifying the teams.
- 7) **NEW 2006-2007 - When the ball goes out of bounds, it is placed where the ball went out of bounds.**

From the Management at MultiPlex

“Please do not allow your players, parents, spectators, or yourself to get caught up in the game and forget the real reason why you are here. Let the players' play and enjoy themselves! Sportsmanship and respect are a necessity in our minds and should be in yours. Good Sportsmanship and respect means enjoyment for all. Best of Luck to all teams!”