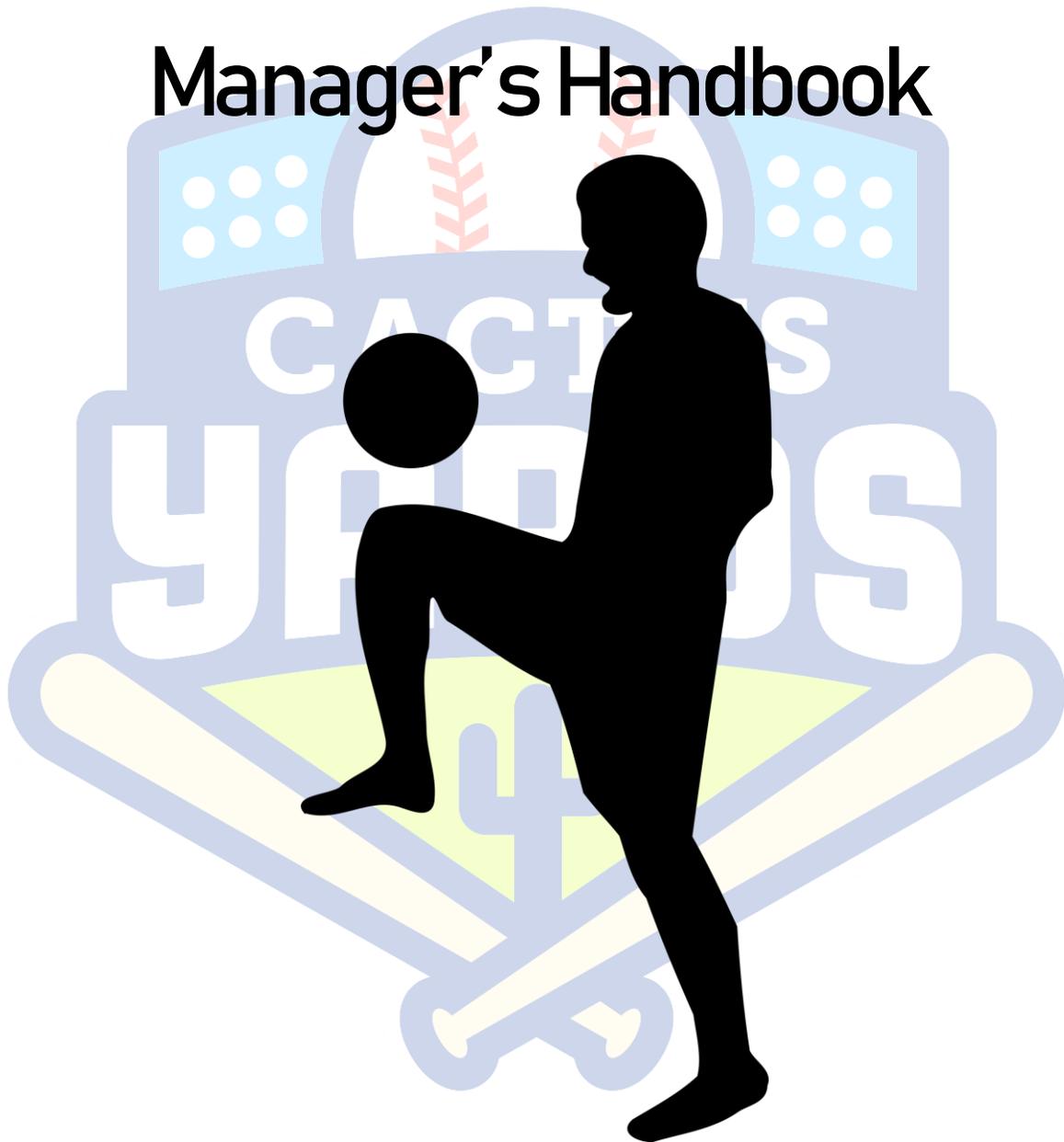


# Indoor Soccer

## Manager's Handbook



# Gilbert Parks and Recreation Department - Adult Indoor Soccer Rules

These rules are in addition to the United States Indoor Soccer Association (USISA) official rule book. The Gilbert Parks & Recreation Department reserves the right to implement, alter, add or delete rules and/or policies as deemed necessary.

## Program Structure

### Organizational Meeting:

Organizational meetings are no longer held for upcoming seasons. All league information is available on the Town website at [www.gilbertaz.gov/cactusyards](http://www.gilbertaz.gov/cactusyards). Please refer to the current league flyer for specific information on league offering and registration dates.

### Registration:

Registration occurs online at [www.GilbertRecreation.com](http://www.GilbertRecreation.com) or in person at the Parks & Recreation Main Office. Roster must be submitted via email within 24 hours of registering online.

### League Availability:

Registration for all divisions is typically capped at eight (8) teams. Team managers can view league availability at [www.GilbertRecreation.com](http://www.GilbertRecreation.com). The league director may restrict participation of any team or player into a league at the director's discretion.

### Game Schedules:

Indoor Soccer leagues are normally based on eight teams per league. Final league structure will be determined by registrations received. Please refer to the current league flyer for additional league information.

### Classifications:

Leagues will be offered in the following categories:

Men: .....Upper, Rec

Co-Ed: .....Upper, Rec

## League Policies

### Facility Rules:

Sliding/slide tackles are NOT ALLOWED. No cameras are allowed on the field or players benches at any time. No food or drink on the field. Closed lid water and sports drink are acceptable in the players bench. Player's boxes are for players only, spectators are not allowed. Spectators are not allowed on the field. The field is reserved for players, officials, Cactus Yard staff and authorized personnel.

**Prohibited Items:** Cleats, Alcohol, Tobacco, Jewelry, Gum

**Music:** No amplified music devices will be allowed at Cactus Yards

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## Alcoholic Beverage(s):

Outside alcohol is prohibited all alcohol must be purchased on site. The consumption of beer, wine or spirituous liquor is not allowed in the field of play or bench area. Players violating the alcohol policy will be subject to discipline, including game suspensions and/or expulsion from the league. Teams violating this policy may be subject to forfeiture of the game and/or expulsion from the league.

## Refund Policy:

No refunds will be given unless a league is cancelled. In the event that rule violations result in a team being removed from the league, the following refund formula will be used:

- Teams expelled between the date of registration and the beginning of their leagues first game will forfeit 100% of their registration fee.
- Teams expelled after the start of their first game will forfeit 100% of fee.

## Players:

Roster will require a minimum of six (6) players and a maximum of fifteen (15). All rosters need to be submitted within 24-hours of registration. On first day of league each player will need to verify identity and sign the team rosters. Players who have been verified will be given a wristband to enter game field. Players must check-in with a photo ID and receive a wristband before entering the field of play each week. ***If a player who is not on the roster enters the field of play that team will automatically forfeit the game.***

All Adult league players must be 18 and older by the league start date. If a team is caught with a player under 18 it will result in a forfeit and the underage player will be removed from the roster.

**Rosters:** Players are not allowed to be added to a roster after the start of the team's third game. Roster must be finalized no later than the third (3) week of league play. Town of Gilbert employees have the right to add or remove any player from a team's roster at any time during the season.

No fewer than four (4) or more than six (6) players, including a goalkeeper should be on the field at a given time. Coed is played 7v7, with 3 male and 3 female players in the field and any gender goalie.

Players may play on multiple Men's, Women's, or Co-Ed teams if they choose, however ALL PLAYERS must be listed on the team roster for classification purposes when submitted. Furthermore players can only play on one team per league. (I.e. A player can be on a Wednesday and Thursday team but not two Wednesday teams)

**SUBSTITUTIONS:** Players are allowed to substitute without stoppage of game play, if the exiting player is within the touchline or by the bench door. Should a goalkeeper need to be substituted by another goalkeeper the official must be informed.

A player is NOT allowed to jump the bench wall, all players must enter/exit the field through the doors. Any team who violates the substitution rule or is seen with too many players on the field will serve a 2 min penalty.

Females are allowed to substitute for either another female or a male. Males can only substitute for a female if the ratio will not be broken.

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## Player Equipment:

Players must wear a team uniform, consisting of shin guards, same color t-shirt and closed-toe athletic footwear. **CLEATS ARE NOT ALLOWED.** Shin guards must be covered at all times. Uniform shirts must be matching, the home team is responsible for changing if colors match. The Goalkeeper wears jersey colors distinguished from all other players and from the Referees. All players are expected to have a visible number on the back of their shirt, numbers cannot be duplicated.

Jewelry and other accessories are prohibited. All players wearing a knee brace must have an ace bandage or protective sleeve over the brace, **NO EXCEPTIONS.**

During game time only use of the official game ball is permitted.

All teams will be given a warning week one that shin guards and a wristband are required to enter the field of play and cleats are not allowed. Players who are seen on the field wearing cleats, without shin guards, or a wristband will cause the team to receive a blue card with the guilty player serving the time.

## The Official:

Official abuse will not be tolerated and handled accordingly. Decisions of the Official regarding play and interpretation of the rules are final. Questions regarding to call and rules can only be asked by the team manager and will be answered by the official(s) onsite.

## Game Duration:

Each match will be comprised of a two (2) 21-minute halves and one (1) 2-minute half time. Should a player arrive late to a game the play must not enter the field until the next stoppage of play. The official will signal any late player to enter the field. A player cannot enter the game with less than 12 minutes left to play. To be active for gameplay a participant must arrive before the 12 minute mark and be on the roster.

Games are played with a running clock. The clock can stop on an Officials signal. If the score is within two goals during the last one minute of play the clock will stop during stoppage.

Overtime is only played during playoffs and will last five (5) minutes or first score. If the game is tied after overtime there will be a shootout. *(See shootout rules for more details)*

## Start of Play:

If your team does not show up for a scheduled game without prior 24 hour notice, you will need to pay a **\$65.00** forfeit fee. If the fee is not paid by the next scheduled game that team will not be allowed to participate in any further league play until the fee is collected. Should the season end before the fee is collected the guilty team will not be allowed to register for future seasons until fee has been paid in full.

If a team does not meet the minimum required players within 5 minutes of game start it will be considered a 0-3 forfeit.

Using a player that is not on your roster is not allowed unless a forfeit has been accepted. **A team must be composed of at least 50% of the rostered team. There is no forfeit fee in this scenario.**

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## Scoring:

Female goals will be awarded two (2) points. When a female keeper is in net a MALE shooter is NOT ALLOWED to shoot within the yellow line after a stoppage. A male shooter can shoot from inside the yellow line if it is within the normal live play of the game.

A goalie can kick or punt the ball across all three lines if it results in a direct score without assistance from another player. If a goal is not scored a Line Violation penalty will be called.

## Violations and Penalties:

In the instance of a goalkeeper, non-player or ejected player penalty the penalized team will select a player from their team to serve the penalty. Players serving penalties are to remain seated until their expiration and the official permits release.

Three (3) Line Violation: The ball may not cross all three lines in the air toward the opponent's goal without touching the perimeter wall, another player or Referee on the field of play.

Two (2) Line Violation: The goalie cannot kick or punt the ball past the halfway line in the air toward the opponent's goal without touching the perimeter wall, another player or Referee on the field of play. (Unless resulting in a direct goal, see scoring for information)

On the fifth foul committed and every fifth thereafter will result in a penalty kick. The foul count will continue between each half and restart at the beginning overtime. Fouls resulting in disciplinary cards will not be added towards team foul count. If penalty time remains at the end of a half it will be carried over. Penalty time will not carry over to overtime.

Penalty kicks will be taken from the restart mark. All remaining players of the attacking team stand on or behind the Halfway Line and outside of the Center Circle. Players of the defending team stand behind the Halfway Line and inside of the Center Circle. The player taking the shootout may dribble and/or shoot, but may NOT play the ball off the boards unless the goalkeeper or another player has touched the ball. The player must keep the ball in motion in the direction of the opponent's goal line extended. The player may not stop the motion of the ball except to take a shot on goal.

Spitting on the field (saliva, gum, seeds, or anything else) is not allowed. First offense will result in a team warning. A second offense will result in a 4-minute penalty.

Any player who enters the field during an altercation between two players (i.e. fighting, shoving, etc.) will receive a straight red card.

## Time Penalties:

Any player with an accumulation of penalties resulting in five (5) minutes or more will be ejected. Red Card penalties result in a minimum one week suspension from all levels of play. Two red card ejections in the same season will result in an ejection for the remainder of that season. Recreation Coordinator has the authority to adjust suspension length.

**CARDS: All penalties called are subject to further action by Cactus Yards staff when deemed necessary**

Blue Card (Minor Penalty) – Two (2) minute penalty, penalized player sits out and team plays down. Penalized player returns to action after time elapse or opposing team scores.

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Yellow Card (2<sup>nd</sup> Blue) – Same as a Blue Card.

Yellow Card (Double Minor Penalty) – A full four (4) minute penalty for the penalized player and the team plays down a player. A power play goal scored during the first two (2) minutes of the penalty will reset the time penalty to a two (2) minute penalty. Another player may reenter if a power play goal is scored during the last two (2) minutes of the penalty, but the penalized player must serve the full four (4) minutes.

Red Card (3<sup>rd</sup> Blue) – Two (2) minute penalty, the penalty must be served by another member of the team. Penalized player is ejected and must immediately leave the facility.

Red Card (Major Penalty) – Five (5) minute time penalty must be served by another member of the team. Team plays down for entirety of 5 minutes regardless of goals scored. Penalized player is ejected and must immediately leave the facility.

## Tiebreakers and Shootouts:

In the instance of a tiebreaker shootout the visiting team will be the first to shoot. Overtime/shootouts will only take place in postseason; regular season games can end in ties.

For coed play the home team will get to select the kicking rotation either guy-girl-guy or girl-guy-girl.

## League Standings:

Final league standings are determined by the best overall win/loss record. If two teams are tied at the end of the regular season, the team which defeated the other more often in head-to-head competition will take the top position. In the case of a split, the team which had the lowest number of goals scored against them by the other team will take the higher position in the standings. In the case of three (or more) teams with identical records, the team which had the lowest number of goals scored against them by the common opponents will take the higher position in the standings.

**Exception:** If one team won (swept) all of the head-to-head games versus each of the other common opponents, that team will be awarded highest position in the standings. (The league coordinator has the final decision in all matters concerning this rule.)

## Player/Team Conduct

### Manager/Coach Responsibilities:

Each manager is responsible to see that his/her players, spectators, and/or scorekeepers abide by all the rules governing league play and all rules/policies regarding the use of Gilbert park facilities.

### Player/Team Discipline:

Two reprimands or warnings to an individual, team and/or spectator for unsportsmanlike conduct will be cause for automatic ejection of the player, game forfeit, and/or removal of the spectator from the park premises. A third reprimand to any other player or spectator of the team will warrant termination of the game, with the forfeit win being awarded to the opposing team. **Any player ejected from a game is automatically suspended from the next game AND IS REQUIRED TO LEAVE THE PARK IMMEDIATELY.** Any ejected player who plays in the next game causes his/her team to forfeit that game. Any player

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ejected twice in a season will be dropped from the league. **Some flagrant forms of unsportsmanlike conduct (as determined by the official) will warrant automatic ejection with no warnings given. Any team receiving two ejections in the same game will be forfeited.**

**In the instance of an altercation on the field players not on the field are to remain off the field. If a player and/or spectator enters the field of play for ANY REASON the game will be terminated with a forfeit loss being dealt to the team whose player/spectator entered the field.**

## Code of Conduct:

The Code of Conduct includes, but is not limited to the following:

- 1.) No manager, player, or spectator shall physically/verbally threaten, lay a hand upon, shove, or strike an official, field supervisor, staff member, player and/or spectator.
- 2.) No manager, player, and/or spectator shall be guilty of objectionable and/or disruptive verbal demonstrations of dissent at an official's or field supervisor's decision, or refuse to abide by official's or field supervisor's decision. No manager, player, and/or spectator shall be guilty of verbal abuse to include references to an individual or group's race, religion, gender, national origin, disability or age.
- 3.) Participants shall not use flagrant rough tactics against an opposing player.
- 4.) There shall be no unnecessary throwing of equipment, or any other objects.
- 5.) There will be no cause for defacement or destruction to any public facility or equipment.
- 6.) Participants (managers, coaches, players, etc.) may not falsify their own name or any other player's name on a team roster, scoresheet, or any other league document. The use of ineligible or illegal players is not permitted.
- 7.) Consuming alcoholic beverages in Town of Gilbert parks is not permitted.

Individuals and/or teams violating the Code of Conduct will be subject to league discipline action which may include one or more of the following actions: game ejection, game forfeiture, game suspensions, probation and/or seasonal suspension.

The Gilbert Parks & Recreation Department reserves the right to discipline and/or suspend players, or managers for incidents and/or conduct not specifically covered in this handbook or the US Indoor official rules, but which in the opinion of the Gilbert Parks & Recreation Department constitutes unsportsmanlike conduct, dangerous conduct, or conduct which is determined to be detrimental to the Gilbert Indoor Soccer Program. All official league disciplinary decisions as rendered by the Gilbert Parks & Recreation Department are final.

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*Comments or suggestion regarding the Adult Indoor Soccer Program should be directed to:  
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