



2018 Winter Adult Indoor Soccer League Information & Rules

Dickinson Parks & Recreation



DPRD Program Contact Person: Caleb Burgard, Facility Supervisor (701-456-2074)

All Fees Paid: (Player Fee = \$35) (Sponsor Fee = \$80)

All player fees must be paid in full when team registration is submitted to DPRD or it will not be accepted. It is the Team Manager's responsibility to collect all fees ahead of time and submit them as one team registration. Do not tell players to stop at DPRD and pay!

Important Dates:

Registration Deadline: Friday, December 22nd, (By 5:00 p.m. @ DPRD Office)

Mandatory Managers Meeting: Tuesday, January 9th / @ WRCC / 6:00 pm. Managers are responsible for informing their players of all league rules (listed on our website), as well as all communication between their team and the DPRD office.

1st Night of league play: Tuesday, January 16th 2018. (MAC Gym) (West River Community Center)

***League Schedules will be posted on our Website: www.dickinsonparks.org**

Player Eligibility:

All high school students are ineligible. Any high school graduate is eligible. If out of high school and not a graduate, you must be 18 years of age.

League Structure:

DPRD Office Hours: Monday thru Friday, 8:00 a.m. – 5:00 p.m.

PHONE: 456-2074 WEBSITE: www.dickinsonparks.org E-MAIL: cburgard@dickinsonparks.org

League schedules and standings will be posted on DPRD website: www.dickinsonparks.org

Teams will play approximately 7-8 games + tournament.

League play will be round robin format. Teams may not play everybody the same number of times (depends on the number of teams in the league).

Roster addition or changes MUST be taken care of at the Recreation Office during normal business hours. No player is eligible to play until they are signed up and paid for on a roster.

Refunds (player fee and/or sponsor fee) will only be given prior to the registration deadline. Individual player fee refund may be given after that on a case by case situation. Transfer of player fees from one player to another are not allowed after a team's first game.

League tournament champions will receive T-Shirts. Tournament play may involve additional divisions and juggling of teams between leagues based on their league record.

League champion will be determined by:

1) Win – Loss Record. The tie breakers are used in order to advance or seed ONE team at a time. Each time a tie is broken to advance one team, leaving a tie between two or more teams, the situation reverts back to head-to-head competition.

2) If Tied = Head-to-Head Record. Ex: Three teams are tied with identical records for the 1st place. Teams A, B and C played against each other once. Team A won all of its games against Team B and Team C. Result – Team A advances, which then creates a two-way tie between Team B and Team C. That tie then is broken by reverting to criterion #2.

3) If Still Tied = Fewest points given up. If the results of the head-to-head match -up(s) of the teams that are involved in the tie cannot break the tie (because no team defeated each of the other teams in the tie each time they played, or because no team has defeated all of the other teams involved in the tie, or because the teams involved in the tie did not play one another during pool play), then the tie is broken using criterion #3.

Cancellations of any games due to weather, etc. will be made by 4:30 p.m. if possible. Listen to KDIX radio (1230 am radio) or check our website at www.dickinsonparks.org.

No alcoholic beverages or smoking allowed in the facilities. Please clean up your team area prior to leaving the facility (pick up and place garbage, etc. in proper trash cans).

Dickinson Parks & Recreation does not carry insurance for participants in any city sponsored programs, and will not be held liable for injuries that occurred during the activity.

Playing Rules:

Game Time is Forfeit Time. (Use cell phone as official time) Any team that has 2 unannounced forfeits may be dropped from the league and all players would be ineligible to be picked up by another team or play in any tournament games.

Players may not wear caps with a hard bill, etc. Bandana's & headbands are legal.

NO PROTESTS! The Official's decision is final.

Only the Team Manager (identified before the game starts) may discuss rule interpretations with the officials. JUDGEMENT CALLS BY THE OFFICIAL ARE NOT QUESTIONABLE!

Rule 1 – The Field of Play

(Insert a Diagram of the MAC field)

Rule 2 – The Ball

The ball for adult indoor should be a Size 5 indoor ball.

Rule 3 – The Players

Number: There will be 5 players a side, including the goalkeeper. A team cannot play with fewer than 4 and will forfeit the match.

Substitution: Each team may substitute players freely; provided that, during play, players must substitute off the field of play. (Back of goal box)

Rule 4 – The Player's Equipment

Players wear their team's uniform, consisting of the same colors, shin guards, and indoor footwear. Jewelry and other accessories are prohibited. The goalkeeper wears jersey colors distinguished from all other field players and from the referee.

Rule 5 – The Referee

The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final. Only team managers may discuss rule interpretations!

Rule 6 – The Duration of the Game

A regulation game consists of two 20 minute halves and a running clock (the clock may stop in case of unusual delay, determined by the referee. No overtime unless it is a tournament or playoff game. If, in a tournament or playoff, the game is tied at the end of regulation, a 5-minute "sudden- death" Overtime Period follows. If still tied, a Tiebreaker takes place, as described in Rule 12.

Rule 7 – The Start and Restart of Play

A Kickoff from the Center Mark starts play at the beginning of each Half and after every goal. A player who starts play may not again play the ball until it touches another player.

The Home Team takes the Kickoff for the First Half Kickoff and any Overtime Period, and the Visiting Team takes the Kickoff for the Second Half. The Referee designates the teams' defensive ends, according to "house rules."

Restarts take place by either a Kickoff, Free Kick, Goalkeeper Distribution, or Dropped Ball. Other than for Kickoffs or as provided below, Restarts occur within three feet (3') from the spot of the ball at the moment of stoppage.

A team receives a Free Kick after stoppages other than when a Dropped Ball or Goalkeeper Distribution is required. Before the team takes the Free Kick, the ball must be stationary. All opposing players are at least 15 feet from the spot of the Free Kick (or, if within 15 feet of the opponent's Goal, along the Goal Line).

If neither team has clear possession of the ball at a stoppage, the Referee restarts play with a Dropped Ball. A Dropped Ball caused while the ball is inside a Penalty Arch takes place at the Free Kick Mark.

A Superstructure Violation occurs when the ball contacts any part of the building above the field of play.

Rule 8 – The Method of Scoring

A team scores a goal when the whole of the ball legally passes over the Goal Line. A goal may be scored from a Kickoff or Restart.

Rule 9 – Fouls and Other Violations

A Foul occurs if a player:

- a) Holds an opponent;
- b) Handles the ball (except the goalie legally);
- c) Plays in a dangerous manner (slide tackle or boarding);
- d) Obstructs an opponent;
- e) Kicks an opponent;
- f) Trips an opponent; jumps at an opponent;
- g) Charges an opponent;
- h) Strikes an opponent; or
- i) Pushes an opponent.

Unsporting Behavior: A Free Kick results for the following offenses:

- a) Leverage: Using the body of a teammate or any part of the field to gain an advantage;
- b) Encroachment: Entering the protected area of an opposing player taking a Free Kick (after initial warning);
- c) Dissent through Referee Abuse;

d) Taunting or excessive foul language.

Goalkeeper Violations: A Free Kick results from the following violations:

- a) Illegal Handling outside of the goal keeper zone
- b) 5 second violation: Holding the ball for longer than five seconds.

Flagrant Fouls: A Penalty Kick is awarded for the following fouls committed by a defender in their defensive half:

- a) A foul within the goalkeeper zone;
- b) A foul from behind against an attacking player and no defensive players between the attacker and the goal;
- c) A foul on an attacking player when the committer of the foul is the last field player between the attacking player and the goal.

Time Penalties: The following penalties require a **5-MINUTE COOL DOWN** for the offending player:

- a) Serious Fouls;
- b) Unsporting Behavior;
- c) Deliberate handball;
- d) Endangering the goalkeeper; and,
- e) Boarding.

Ejection worthy Offenses: A person will be ejected for the following:

- a) A foul of extreme and excessive force;
- b) 3 time penalties;
- c) Elbowing above the shoulder;
- d) Vicious slide tackles;
- e) Fighting;
- f) Spitting at an opponent;
- g) Abusive and persistent language to an official;
- h) Bodily contact to an official.

Players are designated by their teams to serve Time Penalties of their team, their Goalkeeper, non-player personnel, and of teammates who receive Red Cards. Otherwise, the person who commits a carded offense serves the penalty. Players serving Time Penalties serve their Time Penalties, seated, until their expiration and the Referee permits their release. **A 5-MINUTE COOL DOWN WILL BE ENFORCED!**

Short-Handed Play: For each Time Penalty being served by a player, his or her team plays with one fewer field player until its expiration; provided that, a team may not have fewer than the minimum required, regardless of the number serving Time Penalties. Should a player receive a Time Penalty, while two or more teammates are already in the Penalty Area, his or her team continues to play with the minimum while he or she joins his teammates in the Area.

Exceptions: Under the following circumstances, Time Penalties either expire prior to their completed countdown, or have the beginning of their countdowns delayed:

- (a) Powerplay Goal: If a team is scored upon having fewer players on the field of play, due to one or more players serving Time Penalties, a player from the team is released from the Penalty Area into the field of play, unless otherwise prohibited, and the player's Penalty or Penalties are wiped out. If the team has two players in the Penalty Area, only the player whose Time Penalty or Penalties are recorded earlier is affected.
- (b) Multiple Penalties: If two teammates are serving Time Penalties when another teammate is penalized, his Time Penalty does not begin to count down until at least one of the teammates' Time Penalties has expired and his or her Time Penalty is next to begin.
- (c) Maximum Time Penalty: No player may receive more than 5 minutes for penalties arising at the same time on the Game Clock, irrespective of the number or nature of accumulated offenses or the fact that one or more teammates may be designated to serve such time.
- (d) End of Game: All Time Penalties carry over between periods and expire at the end of the game.

Rule 10 – Shootouts and Penalty Kicks

Shootout: For a Shootout:

- (a) Any player may take the Shootout;
- (b) All players serving Time Penalties are seated in their appropriate Penalty Area. All 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;
- (c) The ball is placed at the Restart Mark nearer the attacking Goal;
- (d) The Goalkeeper has at least one foot on his Goal Line and may not move off of it until after the Referee whistles the Shootout to begin;
- (e) Once the Referee whistles the Shootout to begin, the ball is "in play" and the player taking the Shootout plays the ball.

Penalty Kick: *A Penalty Kick proceeds the same as a Shootout except:*

- (a) The ball is placed at the Free-Kick Mark;
- (b) The Goalkeeper has both feet on his Goal Line until the ball is in play; and
- (c) The player taking the Penalty Kick may not touch the ball again until after it touches another player.

Tiebreaker: *A Tiebreaker proceeds by Shootouts, except that:*

- (a) The Referee designates the Goal at which both teams shoot and the team which shoots first (according to administrative policy);
- (b) All players, other than the player taking the shot and the defending Goalkeeper, remain within their Team Bench areas;
- (c) Both teams have up to 3 shots, with players from each team kicking alternately;
- (d) If, at any time, a team obtains a 2-goal advantage, the Tiebreaker ceases and the winner is declared;
- (e) If, after both teams have taken 3 shots, neither has an advantage, the Tiebreaker continues, alternating one player at a time, until both teams have taken an equal number of shots and one team has scored when the other has not;
- (f) The player has 5 seconds to score after the Referee's whistle

Player Code of Conduct:

All players are expected to conduct themselves in a sportsmanlike manner at all times! This is a recreational program. The "Heat of the Moment" excuse is not acceptable. This is not an all-inclusive list. Items and situations not listed will be ruled upon by the proper DPRD Program Supervisors.

Any team found to be using an ineligible player will be penalized as follows:

All games with ineligible player will be forfeited.

Team Manager and violating player will be suspended for 1 game.

Team will be on probation remainder of season. Any further infractions may subject team to suspension for remainder of season.

Player under the influence of alcohol, drugs, or stimulants while participating shall result in a minimum of a one game suspension and probation for the remainder of program season + the next DPRD program the player participates in.

Unsportsmanlike Behavior and Penalties:

*****Committing an unsporting foul. This includes, but is not limited to, acts or conduct such as:**

- **Disrespectfully addressing or contacting an official or gesturing in such a manner as to indicate resentment.**
- **Using profane or inappropriate language or obscene gestures. This includes casual profanity.**
- **Baiting or taunting an opponent.**
 - NOTE: DPRD disapproves of any form of taunting which is intended or designed to embarrass, ridicule or demean others under any circumstances including on the basis of race, religion, gender or national origin.
- **Purposely obstructing an opponent's vision by waving or placing hand(s) near his eyes.**
 - NOTE: Purposely diverting an opponent's attention by waving is different than holding or waving the hands near the opponent's eyes for the express purpose of obstructing the vision so that he cannot see.
- **Leave the field of play for an unauthorized reason to demonstrate resentment, disgust or intimidation.**

PENALTY: 1st Unsporting Foul:

- Offending player sits out 5 minutes of actual game time off the clock. At that point, player may re-enter the game.

PENALTY: A Single Flagrant Foul and/or 2nd Unsporting Foul on same player in a game:

- Offending player is disqualified for remainder of that game + next game.
- Yardage penalties same as 1st Unsporting Foul.

PENALTY: 4th Unsporting Foul and/or 2nd Flagrant of season on a player = disqualification for remainder of season + probation for the next DPRD program player participates in.

NOTE: (FIGHTING) No player shall at any time lay a hand upon, shove, strike or threaten an official, player or DPRD employee.

- Officials are required to suspend the player immediately and report such player to the DPRD League Supervisor.
- Such player shall remain suspended until the case has been considered by the DPRD League Management.
- **MINIMUM PENALTY:** Suspension from 2 league games + probation for remainder of season.
- **MAXIMUM PENALTY:** Suspension from all DPRD recreational activities for 2 years + probation for the following year + annual reviews by DPRD League Management.

PENALTY: Player removed from facility: When a player receives an Unsporting Foul, continues to cause problems, and is directed to leave the facility; said player must sit out the next 2 scheduled games + put on probation the remainder of the year.

PERTAINING TO EJECTIONS: If the ejection is in the last game of the season, the suspension will carry over to the next DPRD adult program the suspended player participates in.