



## KAMLOOPS SOCCER DOME ADULT INDOOR LEAGUE COMPETITION RULES

### 1. PLAYER REGISTRATION

- a. Any player under 18 years of age when the first game is played will need a parent to sign the release form.
- b. All players must be born in 2007 or older in order to play.
- c. All players must fill out and sign their individual registration form.
- d. Teams must register a minimum of 12 and maximum of 18 players per team.
- e. Team Rosters must be submitted to KYSA by the registration deadline.
- f. Players may only be rostered to play for one team in the same division.
- g. Players may play on multiple teams who are not playing against each other if they've paid their insurance fee and have been approved to be on the spare list.

### 2. RULE MODIFICATIONS:

- a. Any rules not modified below will follow the standard FIFA Laws of the Game.
- b. GAME DURATION: Games are 50 minutes of running time. No breaks or added time for stoppages / timeouts.
- c. TIMEOUTS: Each team is allowed 1 timeout of 2 minutes induration at any point throughout the game. The stoppage must be taken when a team is in possession or a reasonable time decided by the Ref.
- d. MAX / MIN PLAYERS: The maximum number of players allowed on the field of play during a game is 7 (6 outfield players + goalkeeper). Teams must have a minimum of 6 players at kick-off. Should they not have a minimum of 6 players at kick-off, the team will forfeit.
- e. SUBSTITUTIONS:
  - i. Subs can be made "on the fly" at any time during the game.
  - ii. Subs entering the field of play must do so in front of their team bench.
  - iii. Too many players on the field will result in a yellow card (usually when changing on the fly).
    1. 1st instance = team warning.
    2. 2nd instance = yellow card for player coming on to the field too soon.
- f. KICK-INS:
  - i. When the ball exits play on either sideline, it must re-enter the field by a "kick-in".
  - ii. The ball must touch another player before it is considered "in play".
  - iii. A goal cannot be scored directly from a "kick-in".
  - iv. Opposing players must be a minimum of **5 yards** away from the ball on all re-starts (i.e. kick-in or free-kick).
- g. GOAL KICKS: All Goal Kicks must be taken inside the penalty area.



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- h. GOALKEEPERS:
  - i. GK's may use their hands as long as they are inside the penalty area.
  - ii. GK's can throw the ball directly over center but may not punt the ball directly over center (i.e. drop the ball from their hands and kick it directly before it touches the ground)
- i. OFFSIDES: There are no offsides called in Indoor Soccer.
- j. FOULS:
  - i. All fouls on the part of the defending team within the penalty area will result in a penalty kick from the top of the penalty area.
  - ii. Hand balls result in a direct free kick for the opposing team.
  - iii. If the ball makes contact with any part of the facility within the playing area there will be an indirect free kick awarded against the team that last caused the ball to make contact.
  - iv. The exception to the rule being if the defending team that caused the ball to make contact with the facility does so in their own penalty area, a corner-kick will be awarded (rather than a penalty kick).
  - v. Slide tackling is **not permitted** in any circumstances.
    - 1. A player may slide to stop the ball from entering the net or keeping it in bounds but there must be no players around them when performing this.
    - 2. A slide tackle results in an indirect free kick from the point it took place unless it happens in the Penalty Area then it results in a penalty kick from the spot.
    - 3. If a player is guilty of 2 slide tackles in the same game, they will be issued a yellow card. (only 1 warning may occur).
- k. RED CARDS: Players receiving a red card may not re-enter the game, but the player's team does not have to play short. A substitute player may replace the player being red carded. The game continues 7v7.

### 3. GAME FORFEITURES

- a. Forfeiture of the game shall mean the opposing team will collect all points. For the purpose of the standings, the score shall be recorded as 5-0 for the winning team.
- b. Any team forfeiting a game at the field is subject to a \$400 fine.
- c. Any team forfeiting a game with LESS THAN 48 hours notice is subject to a \$200 fine.
- d. Any team forfeiting a game with MORE THAN 48 hours notice is subject to a \$50 fine.
- e. Any team forfeiting more than one game regardless of the notice provided may be subject to removal from the league.



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### **4. COED REQUIREMENTS:**

- a. At least three (3) players of the opposite gender must be playing on the field (not including the goalkeeper) at all times.

### **5. DISCIPLINE:**

- a. All single Red Card ejections are an automatic 1 game suspension and shall be reviewed and any disciplinary measures as a result shall be determined by the KYSA Discipline Committee.
- b. An accumulation of 3 Yellow Cards will result in a 1 game suspension.
- c. Card accumulation is tracked by the League and team leads will be notified if there's a suspension to be served.
- d. All teams are expected to abide by the rules or result in team suspension and game forfeit.

### **6. PLAYER EQUIPMENT:**

- a. All footwear on the indoor surface must be clean and free of organic matter and other debris.
- b. The referee shall have the authority to decide if a player's footwear is inappropriate for indoor play and ask them to change.
- c. All players are required to wear shin guards.
- d. All necklaces and other dangling jewelry are not permitted on the body during the game. Players will be sent off to remove if the Ref sees this on a player during the match.
- e. All players must wear the Team Jersey provided to them by the League. The color of shorts and socks are up to the team / individual player.

### **7. THE FACILITY:**

- a. Only players and coaches are permitted on the field - no spectators allowed.
- b. Please respect Facility and its staff at all times.
- c. Place all garbage and recycling in appropriate receptacles.
- d. Absolutely no spitting or expectorating.
- e. Only water is permitted on the playing surface. Absolutely no food or sugary drinks - this attracts mice and deteriorates the surface. Repeat offenders will be removed from participation. Let's keep the place looking clean!
- f. Report all issues with the Facility to the Dome Staff immediately such as messy change rooms / washrooms, meeting rooms etc.
- g. Please clean up after yourself and be respectful of the facility. I.e. garbage, equipment and belongings.



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- h. The Soccer Dome will not be responsible for any lost items. Please ensure that all personal items are collected following the end of your match and taken out with you. Dome Staff will not be storing “lost and found” and anything left will be donated to Goodwill.

### **8. STANDINGS & TIE-BREAKING**

- a. Standings will be determined by points won at the completion of the round robin.
- b. Three (3) points shall be awarded for a win and one (1) point for a tie.
- c. The following criteria will be used to determine the final standings:
  - i. Greater number of points across all matches
  - ii. The following criteria will be used to determine the final standings, in case two teams are tied in points at the conclusion of the round robin:
    - 1. Head-to-head
    - 2. Greater goal difference in all group matches (a maximum difference of five (5) goals will be considered in each match in recreational divisions.)
    - 3. Fewer number of goals against in all groups matches
    - 4. Fewer Yellow Cards
    - 5. Fewer Red Cards
    - 6. Drawing of Lots
  - iii. The following criteria shall be used to determine the final standings, in case three or more teams are tied in points at the conclusion of the round robin:
    - 1. Greater goal difference between teams concerned
    - 2. A maximum difference of five (5) goals will be considered in each match in recreational divisions.
    - 3. Greatest number of goals scored in all matches involving the teams concerned
    - 4. Greater goal difference in all group matches (A maximum difference of five (5) goals will be considered in each match in recreational divisions.)
    - 5. Fewer number of goals against in all groups matches
    - 6. Fewer Yellow Cards
    - 7. Fewer Red Cards
    - 8. Drawing of Lots



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### 9. PLAYOFF FORMAT

- a. For Recreational Divisions
  - i. The 1st and 2nd placed teams in league standings will play off in the Championship game.
  - ii. All other teams will play a Consolation Match... 3rd vs 4th, 5th vs 6th etc...
  
- b. For Competitive Divisions
  - i. The Adult Competitive Division Cup is a single elimination tournament with all eliminated teams getting scheduled for consolation games in the subsequent rounds.
  - ii. All teams in the competitive division qualify for the playoffs.
  - iii. Playoff format will include quarter finals, semi-finals, and championship finals with teams seeded based on league standings
    1. Seeding will be determined before the Quarterfinals with the highest seeded team playing the lowest seeded team (1st vs 8th, 2nd vs 7th, etc.).
    2. In situations where there is an odd number of teams, the team(s) with the highest seeding will have a BYE for the first round of playoffs.
    3. Consolation games will be scheduled during the semi-final and championship rounds for all teams eliminated from the championship round.
  - iv. In the event of a tie at the end of regulation time in any Playoff Game, the following will occur:
    1. 5 minute Sudden Death Extra Time will take place
    2. The team who started the game with the Kickoff will also start the Extra Time Period with the Kickoff.
    3. If there is no goal scored after 5 minutes, teams will proceed to a 3-person shootout.
    4. If teams are tied after 3 shooters, the Shootout continues with 1 player from each team taking a shot until there is a Winner.
    5. Only players on the field at the end of the Extra Time Period will be permitted to shoot.
    6. All players including the GK must be used in the Shootout before a player can go again.