

THE OFFICIAL CCC RULES OF INDOOR SOCCER

Youth and Amateur Players (Amended March 2016)

Rule 1 - The Field Of Play

The field of play includes the boards, field and the goals. The netting, ceilings and bench areas are all considered to be out of bounds and require a restart.

Rule 2 - The Ball

The ball is size 4 for U8 and U10 and size 5 for U12 and above. Only balls approved by the Referee can be utilized during the game.

Rule 3 - The Players

Following is the official list for players allowed to be on the field during a game at the Classic City Center.

Division	Age Requirement	Competitive "A" Leagues	Recreational B & C Leagues
U8	8 and Under		7 Fielders plus Goalie
U10	10 and Under		6 Fielders plus Goalie
U12	12 and Under		6 Fielders plus Goalie
U14	14 and Under		6 Fielders plus Goalie
U16	16 and Under		6 Fielders plus Goalie
U18	18 and Under		6 Fielders plus Goalie
Adult A	16 and Above*	6 Fielders plus Goalie	
Adult B	19 and Above*		6 Fielders plus Goalie
Adult C	23 and above*		6 Fielders plus Goalie
Adult Rec	Over 30 ONLY	A players Not Allowed	6 Fielders plus Goalie

*Players outside of the age restriction may be allowed to play in the division with permission granted by the CCC.

In situations where "A" teams are required to play against "B" teams, the "B" team is allowed one additional player. It is at the discretion of the coaches and referee to agree whether the B team will have an additional player or the A team will play one player down. Only the referee can allow the teams to have equal numbers. The Classic City Center reserves the right to adjust any teams league classification at any point during a session.

Substitutions: Each team may substitute players freely; provided that (a) players must substitute off the field of play or within the Touch Line in the area of their Team Bench. Players that are being substituted out may not touch the ball or impede the progress of play of any players once the field door has been opened allowing the substituting player to enter.

Wearing of Pennies: During all games in which the referee determines that the jersey's worn by the two teams are similar in color, the Visitor Team will be required to wear pennies or to switch to another color jersey. The Visitor Team is identified as the team located under the Visitor side of the scoreboard.

Players in their respective division must be that age or younger by October 20 for each indoor season.

FACILITY AND LEAGUE RULES

Please familiarize yourself and your players with all of the rules. It is very important that we all follow the rules to have safe and fun soccer sessions. Please feel free to copy and distribute the facility and game rules for your players and parents. CCC indoor soccer rules can be found on our web site. www.classiccitycenter.com

PLAYER EQUIPMENT

All players **MUST** wear adequate shin guards covered with socks to play. Cleats are not allowed inside the facility.

Players are **NOT** permitted to wear **ANY** jewelry during the playing of the game.

Players should wear matching team t-shirt or jersey with number on the back. Coaches might want to carry extras. If a jersey is soiled (blood/vomit) the player must change or leave the field.

Goalie must wear a goalie jersey or scrimmage vest that distinguishes him/her from the rest of the field.

The Goalie must wear goalie gloves.

If the Classic City Center believes that the team jersey is in poor taste you will be required to change them immediately.

Any cast worn must have a doctor's slip given to the desk. It must be properly padded to the satisfaction of the referee and Classic City Center supervisor.

BEHAVIOR

Team coaches are responsible for ensuring that ALL spectators, team members and coaches associated with their team abides by all rules.

The Classic City Center reserves the right to expel any individual or team from the property without refund of fees paid for misconduct.

Spitting is not allowed on the field or floor. If it is necessary to spit, please do so in the trash receptacle.

There is a NO tolerance policy for referee dispute.

Verbal/physical abuse of Classic City Center referees or staff will NOT be tolerated. The referee will not be expected to explain all calls to any player, coach, or spectator. **ONLY THE COACH** has the right to dispute a call for the team. All complaints should be in writing and turned into the desk the day the dispute took place. Any continuation of disturbance toward a referee or staff member will result in suspension from the property.

Any player, coach, or spectator under the influence of alcohol or drugs as determined by the Classic City Center staff will be ejected from the premises and subject to more suspensions.

Classic City Center is a **SMOKE, DRUG AND ALCOHOL FREE** facility.

The Classic City Center will not tolerate any violent or unsportsmanlike conduct. We reserve the right to take corrective action against any person or group of persons not following this rule.

ASSUMPTION OF RISK, WAIVER OF LIABILITY, MEDICAL AUTHORIZATION

Each player **must** have a signed waiver on file. This form is included for you to copy. This form must be on file before participating in any activity at the Classic City Center.

COACH'S CODE OF CONDUCT

Each head and assistant coach needs to read, sign, and return this form to the main desk. This form must be on file before participating in any activity at the Classic City Center.

GAME RE-SCHEDULING

Re-scheduling of games is subject to a \$150.00 charge. This will not apply to any game rescheduling that needs to occur due to facility closings. Please note that the facility will close only when it becomes absolutely necessary. Inclement weather closing will be posted to CCC Facebook page. Players need to use their own discretion when traveling in poor road or weather conditions. The CCC does not guarantee re-scheduling of games that were cancelled due to inclement weather.

Rule 4 – The Divisions

There are 4 divisions in the CCC. They are identified as:

- A – Competitive
- B – Recreational (Semi – Competitive)
- C – Just for Fun (Semi – Competitive – Non Physical)

D - Adult Rec (Non – competitive or physical)

A League Divisions

The purpose of the A league division is to encourage highly competitive play in accordance with rules as laid out within this document. Players are given slightly more freedom in playing in a physical and aggressive manner. The degree of physical play is to be judged by the referee.

B League Divisions

The purpose of the B league divisions is to encourage “semi competitive” play in accordance with the rules as laid out within this document. Highly physical and aggressive play is prohibited. Any play determined by the referee as being aggressive will be penalized. The intent of this league is to allow players to participate in the game in a manner that does not have significant potential for injury. Aggressive play is defined as any play that has a high potential to lead to injury to an opposing player. Examples include, but are not limited to:

- Using the walls to gain a significant advantage over another player (Checking / Boarding).
- Attacking from the rear or sides in a way that could cause damage to ankles / knees of an opposing player.
- Using a body part to gain an advantage over another player. This would include hooking the arm, elbow, shoulder or head around another player to gain an advantage.

B League Teams can have no more than (2) A league players on their roster. An “A” league player is defined as any player that has played within the an A division within the last 2 years (4 sessions) at the CCC, or has played at the collegiate, semi pro or professional level during their life. (The CCC will make exceptions for this requirement under special circumstances). “A League” players that are “playing up” into the next age division will not be considered a “B League” player in the older division unless they have played in the A division of the older league within the last 4 sessions.

C League Divisions

The purpose of the C league divisions (**23 years & over**) is to encourage “Semi Competitive – Non Physical” play in accordance with the rules as laid out within this document. C League Teams can have no more than (2) A league players on their roster. This is considered a Just for Fun league with the intent on allowing players to get physical exercise while playing soccer. Physical and aggressive play is strictly prohibited. Aggressive play is defined as any play that has moderate potential to lead to an injury of an opposing player. Examples include, but are not limited to:

- Intentionally causing contact with another player for the purpose of gaining an advantage.
- Attacking from the side or rear of an offensive player in any way.

Adult Rec League

This is a 30 and over league. NO “A” players. An “A” league player is defined as any player that has played within the an A division within the last 2 years (4 sessions) at the CCC, or has played at the collegiate, semi pro or professional level during their life. (The CCC will make exceptions for this requirement under special circumstances).

This is **“NO Referee”** league, call your own fouls. No scoring will be kept during the game. Two 25 minute halves of play.

This is considered a Just for Fun league with the intent on allowing players to get physical exercise while playing soccer. Physical and aggressive play is strictly prohibited. Aggressive play is defined as any play that has moderate potential to lead to an injury of an opposing player. Examples include, but are not limited to:

- Intentionally causing contact with another player for the purpose of gaining an advantage.
- Attacking from the side or rear of an offensive player in any way.

Rule 5 - TEAM ROSTER RULES

-A Team Roster needs to be filled out and returned by the deadlines to avoid late fees. Team rosters are due upon registering your team along with all required documents.

-All players must be on the roster before the second game is played.

Rosters will be frozen after the second game.

Each player must play 50% of the games to be able to play in the tournament.

-U-18 age division and under must have someone **21 or older** on the team bench at all times.

-U8 and Adult B/C leagues are allowed to have 15 players on the roster.

- ALL other divisions are 12 person rosters, but may add up to a roster maximum of 15 players at \$50/ player over 12.

-Players may not play on more than one team within a division but may play on other teams at different age levels and divisions for which he or she qualifies. For example, a U12 player may **not** play on an A league team and a B league team, but may choose to play on a U14 team.

-Coaches may only coach **ONE TEAM** per age division.

-If a non-registered player is found to be playing, the team will be fined \$500.00 and suspended from the league.

-One coach, one assistant coach and players are allowed in the bench area during their game time. Each of these individuals must be properly registered. No spectators permitted behind goal or on the bench.

-Coaches are responsible for the behavior and actions of their team’s fans. Coaches need to address any improper or poor behavior from their team’s fans. Failure to keep fans in check could result in a forfeiture of the game. Any player or team that is suspended for a game or more may not play in ANY other division and is not allowed in the building until the suspension is served.

-The Classic City Center reserves the right to move teams into the appropriate division. **(A) Division** is for those who know soccer very well and **(B) Division** is for all house teams and those who play for recreation.

Rule 6 – Fair Play Rule (All divisions, except “A”)

The Classic City Center considers a game to be a “Win” at any point when there is a 6 goal differential in the score (ex: Home 6 - Visitors 0). At such time that the game becomes a “Win” the following will occur:

- 1) The referee will call an officials Time Out.
- 2) The losing coach will then be asked if they wish to:
 - a. Add 1 additional player

- b. Remove 1 player from the other team
 - c. Continue the game making no changes
- 3) At the time the game resumes, no further scores will be kept.

The CCC requests that all coaches and teams use their best judgement in applying this rule. Our desire is to have good, competitive games that are fun for everyone. Blowing out another team is not fun for anyone and only hurts the nature of the game. Be responsible.

Rule 6 - The Players' Equipment

For all "A" Leagues players wear identical team 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 Referees. *Jerseys must include the players number clearly identified on the back.* In the B / C divisions, with the agreement of both coaches and the referee a player may be allowed to play if they do not have a matching jersey or number so long as they are similar in color / design to their teams uniform.

Rule 7 - The Referee

The decisions of the Referee regarding facts connected with play and interpretations of the Rules are FINAL.

Rule 8 - The Duration of the Game

A regulation game consists of two Halves, with duration as follows:

- 25 minutes per half with a 3 minute half time.
- A tournament game consists of a single half of play.

(a) ***Overtime Period and Tiebreaker:*** Only in a tournament or playoff, the game is tied at the end of regulation, a 3-minute "sudden- death" Overtime Period follows. During the 3 minutes it is a 5 vs. 5 with no goalies. Play begins with a dropped ball. Play ends on "Golden Goal". If no goals are scored during this period, then the teams are reduced by two players making it 3 vs 3. The game continues until the first goal "Golden Goal" is scored.

(b) ***Running Clock:*** Except in the case of an unusual delay, determined by the Referee. The Game Clock counts down continuously through each Half or Overtime Period.

"A" division will have Referee determined clock stoppage in the last 2 minutes of games.
Regular session games and championships games, including overtime.

-The clock does not stop for inadvertent balls being played outside of the arena or for injuries unless the running clock will lead to an advantage for either team. **The Referee is solely responsible for starts / stops to the clock.** (Coaches may only start / stop the clock at the instruction of the referee. If the referee does not instruct the coach to stop the clock, they may be issued a Yellow Card).

-Each team is allowed (1) 30 second time out per half of play.

Rule 9 - 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. Players from either team may not cross the half line until the ball is touched. Overtimes start with a dropped ball at the center line. The Home Team takes the Kickoff for the First Half Kickoff and the Visiting Team takes the Kickoff for the Second Half. The teams' defensive end is the same as the side of the players bench to begin play. In the second half the defensive end alternates. During the overtime period, the defensive end is the same as at the beginning of the game.

Restarts take place by either a Kickoff, Free Kick, Goalkeeper Throw-In, 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 Throw-In is required. Before the team takes the Free Kick, the ball must be stationary. All opposing players are at least 5 yards (approx. 15 feet) from the spot of the Free Kick or, if within 5 yards of the opponent's Goal, half the distance to the goal line.

At the whistle, the player has 5 seconds to play the ball. Opposing players can-not encroach upon the ball until it is touched. The spot of the Free Kick is that provided above, except:

- (a) *Within Own Penalty Arch*: from any spot therein.
- (b) *Within Opponent's Penalty Arch*: at the Free Kick Mark
- (c) *Delayed Penalty*: (i) according to the ensuing stoppage, as normally administered, or (ii) in case the defending team obtains possession of the ball during play, at the spot of the original offense.
- (d) *Kick-In*: from the point on the Touch Line nearest where the ball crossed over the Perimeter Wall.
- (e) *Three-Line Violation*: from the offending team's Restart Mark.
- (f) *Superstructure Violation*: from the nearer Restart Mark.

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.

Rule 10 - The Ball In And Out Of Play

Three-Line Violation occurs when a player propels the ball in the air across the two Yellow Lines and the Halfway Line toward the opponent's Goal without touching the Perimeter Wall or another player on the field of play.

Superstructure Violation occurs when the ball contacts any part of the building above the field of play. This includes the ceiling, lights, or any other fixture attached to the building. The ball is set at the middle of nearest yellow line from the point where it was last kicked for replay.

Arena Netting Violation occurs when the ball contacts the netting. The ball is placed at the spot of the violation to the inside of the white dash lines

Rule 11 - The Method of Scoring

A team scores a goal when the whole of the ball legally passes over the entire Goal Line. This means the entire ball must be beyond the entire goal line to be considered a goal. A goal may be scored directly from a Kickoff or Restart.

Rule 12 - Fouls and Other Violations

Fouls occur if a player:

- Holds an opponent;
- Handles the ball (except by the Goalkeeper within his Penalty Arch);
- Plays in a dangerous manner;
- Slide tackles;
- Tackles from the rear;
- Either directly or indirectly checks/boards another player into the wall;
- Purposely impedes the progress of an opponent ("Obstruction"), or
- Prevents the Goalkeeper from releasing the ball from his hands;

Also, when a player commits the following in a manner that the Referee considers careless, serious, reckless, or involving excessive force:

- Kicks an opponent;
- Trips an opponent;
- Jumps at an opponent;
- Charges an opponent;
- Strikes or elbows an opponent; or
- Pushes an opponent.

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

- Leverage: Using the body of a teammate or any part of the field to gain an advantage;
- Encroachment: Entering the protected area of an opposing player taking a Free Kick (after initial Warning);
- Dissent: (i) Referee Abuse; (ii) Breach of Penalty Area Decorum;
- Foul Language: Use of foul language on the field or at the players bench.
- Other: Behavior which, in the Referee's discretion, does not warrant another category of penalty (*e.g.*, taunting)

Goalkeeper Violations: The opposing team receives a Penalty Kick for the following violations by a Goalkeeper:

(a) *Illegal Handling:*

- a. Touching the ball with the hand outside the Penalty Arch.
- b. Bringing the ball from outside of the Penalty Arch to his hand within it
- c. Receiving the ball again after a Goalkeeper Distribution without the ball's having first touched another player (*e.g.*, no drop-kicking or bouncing);

(b) *Pass Back:*

Handling the ball, having been passed deliberately and directly to him by a teammate; except that he may handle a ball which a teammate passes to him by the head, chest, or knee and without "trickery" (the use of a wall or foot to flick the ball to a head, chest, or knee before making the pass);

(c) *5-Seconds:*

Controlling the ball with either his hand or foot inside of his Penalty Arch for over five (5) seconds after handling the ball. The goalkeeper may control the ball for more than 5 seconds inside the box if the ball is played to his feet from another player.

Team Violations: The Referee issues a Team Penalty for the following violations by a team or unidentified person:

- *Leaving Team Bench:* Players leave a Team Bench to join a fracas or confrontation with the opposition or a Game Official;
- *Bench Dissent:* After an initial "Warning," one or more unidentifiable players verbally abuse the Referee, another player or coach.
- *Other:* Unsporting Behavior, which, in the Referee's discretion, does not warrant another category of penalty. This can be applied to fans of a team.
- *Referee Dissent:* Arguing or conducting any confrontational behavior towards the referee.

Advantage Rule: At the sole discretion of the Referee, he/she allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an

existing offensive advantage. If an advantage does not result in a timely manner, the referee may stop play and call the foul.

5 Foul Rule: If during a half, a team receives five (5) fouls, the opposing team will receive a penalty kick. As a one-on-one advantage against the goalkeeper. The advantage player cannot re-touch the ball until it is touched by another player. After the first penalty kick, additional penalty kicks are awarded for every three (3) fouls committed. At the half, each team's foul count is reset.

Flagrant Fouls: A Penalty Kick is awarded for the following Fouls committed by a defender in his or her defensive half of the field:

- A Foul within the Penalty Arch (Box for U16 and below) or Goal for which he receives a Time Penalty;
- A Foul from behind against an attacking player, having control of the ball and one or no defensive players between himself and the Goal; and
- Any Foul where he or she is the last player on the team between the attacking player with the ball and the Goal.

Yellow Card Offenses: Unless otherwise provided below, the Referee can issue a Yellow Card for serious Fouls and for:

- Deliberate Handball or Handball by a Goalkeeper;
- Goalkeeper Endangerment;
- Boarding (Checking another player into the wall);
- Unsporting behavior by a player or non-player personnel (e.g. taunting, abusive or profane language, bodily gestures, spitting on the field, etc.)
- Provoking Altercation: Making aggressive physical contact with an opponent (e.g. pushing or poking) short of fighting, or using the ball in so doing.
- Team Violations.

Red Card Offenses: A person receives a Red Card for Fouls and offenses described directly above, which the Referee considers violent or use of excessive force, and for:

- Second Yellow Card Offense;
- Elbowing: Intentionally elbowing an opponent above the shoulder;
- Vicious Slide Tackling: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him;
- Fighting;
- Leaving Team Bench or Penalty Area to engage in a fracas or confrontation with the opposition or a Game Official;
- Extreme Unsporting Behavior: Committing particularly despicable behavior, including: Spitting at an opponent or any other person;
- Any use of abusive language or behavior toward a Game Official or another player;
- Bodily contact with a Game Official in dissent.

Players, coaches or fans that receive a Red Card must leave the building immediately and must sit out the next game. Coaches may designate another person to substitute in their absence. **RED CARD TEAM FINE- A \$50 team fine must be paid before the TEAM is allowed to play the next game.** In the event a Coach or Fan receives a Red or Yellow Card, the team will designate a player to serve the time penalty. For offenses the referee determines to be overly excessive, a board of review will be convened to determine if the offense is so severe that the individual or the team should be banned from playing at the CCC and / or to bring about legal charges. In the event a player or team is banned, they will forfeit any and all fees paid to the CCC. The board will be comprised of the Todd Gibson, the current Director of Soccer, and three impartial coaches.

Rule 13 - Time Penalties

The following penalties apply to offenses for which a Card is issued (subject to further action by the

Administrative Authority):

- Yellow Card: 2-minutes mandatory for the player.
- Red Card: 5-minutes for the team, plus ejection of the individual. For a Red Card, the individual is also prohibited from playing, watching or coaching the next game. This also applies to Red Cards received by a coach or a fan. **The team must pay \$50 for the red carded player. The player will still not be allowed to play the following game. This must be paid before the next game **OR** the team will not play. Each team will pay an increasing amount per red cards on their team. IE: 2nd team red card \$100; 3rd \$150...**

Players are designated by their teams to serve Time Penalties of their team, their Coach, or non-player personnel. 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. When the goalie receives the time penalty, another player may substitute in to play the goalie position but the team will play one player down.

Short-Handed Play: For each Time Penalty being served by a player, his 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. The team continues to play with the minimum while they joins their 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:

- **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.
- **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 Time Penalty is next to begin.
- **Simultaneous Ejections:** When two simultaneous Red Cards carrying the same Time Penalties are assessed to opposing players, their Time Penalties are not served but both are ejected.
- **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.
- **End of Game:** All Time Penalties carry over between periods and expire at the end of the game.

Delayed Penalty: In instances where the Referee would issue a Yellow Card, but for the Advantage Rule, he acknowledges the offense by holding his hand or the Card above his head until the earlier to occur of the following:

- **Opponent's Possession:** The team of the offending player gains control of the ball;
- **Stoppage:** The Referee stops play for any reason.

Once play is stopped, the offense is recorded and assessed, as customary. In the event of a powerplay goal, the Time Penalty is not served and the provisions above regarding early release from the Penalty Area remain applicable.

Rule 14 - Penalty Kicks (Free Kicks & 5 Fouls)

Penalty Kick/ Free Kick/5 Foul: For a Penalty Kick:

- The ball is placed on the white dot between the yellow lines closest to the opposing teams goal.
- The Goalkeeper has at least one foot on his Goal Line until the whistle blows.
- All players except the player taking the penalty kick and the opposing Goalie must remain behind the half line until the whistle sounds.
- Play begins at the Referee's Whistle.
- The attacking player may dribble, but can't play the ball off the wall.

The Classic City Center reserves the right to make any changes or amendments to these rules at any time. Final interpretation and enforcement of the rules will be conducted by the Director of Soccer.