

SPORTS DOME

YOUTH SOCCER

RULES & REGULATIONS



South Suburban PARKS AND RECREATION

All games will be governed according to FIFA laws with the following modifications for the South Suburban Sports Dome. By participating in a South Suburban Sports Dome League, all players and spectators agree to abide by the South Suburban Parks & Recreation District Code of Conduct and will be held responsible for their actions.

1. FACILITY RULES & INFO

- a. No food, drink, gum, or seeds of any kind are allowed inside the playing area. **Exception - Water/Sports Drinks.**
- b. Children 12 and under must be supervised by an adult (18+) at all times.
- c. Tennis/turf shoes or molded cleats are allowed. No metal or screw-on cleats allowed.
- d. **No Spitting** - Spitting on the turf, dome, or cement is NOT ALLOWED. Players must use a designated trash can.
- e. **Elastic Power** - League administrators and Sports Dome staff reserve the right to establish guidelines for any and all rules or infractions not covered in the league rules. Staff reserves the right to refuse participation to any team, individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.
- f. **Inclement Weather** - Please check www.teamsideline.com/sspr for any schedule changes or cancellations due to weather. League administrators will contact the team manager and/or coach directly if game schedule changes.

2. REGISTRATION & TEAM FEES

- a. Teams will be registered on a first come, first served basis. Registrations will not be taken before the designated time.
- b. All team fees are due in full at the time of registration.

3. ROSTERS & ELIGIBILITY

- a. A team roster must be completed and on file before the first game. Team rosters will be kept at front desk.
- b. Each player must have an individual waiver completed and signed by a parent/guardian and on file prior to playing.
- c. Players may play for multiple teams (i.e. Club & High School teams).
- d. There are no roster limits. Roster additions or changes may be made throughout the season.

4. TIMING & SCORING

- a. It is recommended that teams arrive at least 10-15 minutes prior to game time ready to take the field.
- b. The referee will start the game-clock at the scheduled game time regardless if both teams are ready or not.
- c. Full-field Games will consist of two 23-minute halves with running clock and a 2-minute halftime.
- d. Half-field Games will consist of two 20-minute halves with running clock and a 1-minute halftime.
- e. No overtime will be played if the game is tied at the end of regulation.
- f. Any stoppage of clock will be at the discretion of the referee and/or Sports Dome staff for unusual situations (i.e. serious injury).

5. THE GAME

- a. Full-field games (86 x 44 yards) will be played 9v9. A minimum of seven (7) players is required to start a game.
- b. Half-field games (44 x 44 yards) will be played:
 - i. U9/U10: 8v8; minimum of 6 required to start a game.
 - ii. U11/U12: 7v7; minimum of 5 required to start a game.
 - iii. U13/U14: 6v6; minimum of 4 required to start a game.
- c. **OUT-OF-BOUNDS:** If the ball completely crosses the vertical plane of any touchline it will be considered out-of-bounds. If the ball hits the dome or lighting within the field of play it will be considered live. If the ball hits the dome of lighting and lands inside the penalty area, it will be considered out-of-bounds and awarded as a corner or goal kick.
- d. **SUBSTITUTIONS:** Substitutions may be made "on the fly" (without a dead ball) within 8-yards of midfield. Any players entering the game may not play the ball until the exiting player has left the field. **Penalty = Indirect free kick.**
- e. **OFFSIDES:** Offside will be called in full-field games only. No offside will be called in half-field games.
- f. **FREE KICKS:** Opponents must be 10-yards from the ball on all free kicks. **For half-field games only**, all free kicks are indirect.
- g. **PUNTING:** Punting is allowed only during full-field games. **For half-field games only**, no punting is allowed, the goalkeeper must drop-kick, throw or play the ball from the ground.

6. **FOULS & MISCONDUCT**

- a. All fouls are considered judgment calls and will be determined at the discretion of the referee. Judgment calls made by the officials may not be challenged or protested.
- b. Referees determine incidental contact, which may occur during normal play.
- c. The team manager/coach is the **ONLY** person allowed to approach the referee with questions or concerns. The team manager/coach is responsible for the behavior of them self, their players and team spectators.
- d. **SLIDE TACKLING:** Slide Tackling is **NOT ALLOWED**. Slide Tackling is defined as intentionally leaving your feet and going to the playing surface at any time during play to challenge another player in possession of the ball.
 - i. **1st Violation** - Team will be given a verbal warning (each team will be given one verbal warning).
 - ii. **2nd Violation** - Player will receive a yellow card
 - iii. **3rd Violation** - Player will receive a red card
 - iv. **Exception** – Goalkeepers may slide within the penalty area but must play the ball. If the ball is not played, a foul will be awarded.
- e. **NO SPITTING:** Spitting on the turf is **NOT ALLOWED**. Spitting can be unsanitary, unsightly and potentially hazardous. Please refrain or spit into a trash can on the side of the field. Players may receive a yellow card for spitting.
- f. **LANGUAGE:** Foul language is considered dissent and players will be carded at the referee's discretion.
- g. **FIGHTING:** Any form of fighting, including physical/verbal altercations, will result in a red card and immediate ejection from the game/facility and league suspension.
 - i. **Fighting is defined as, but not limited to:**
 1. Striking, punching or kicking an opponent with the fist, hands, arms, legs, feet or head.
 2. Attempting to strike, punch or kick an opponent regardless of whether contact is made.
 3. Instigating a fight by committing an unsportsmanlike act, comment or gesture toward an opponent that causes the opponent to retaliate by fighting.
- h. **YELLOW/RED CARDS:**
 - i. Players who receive two (2) yellow cards in a single game will result in a red card and immediate ejection from the game/facility and league suspension for a minimum one game.
 - ii. Players who receive a red card for violent conduct/dangerous play or foul/abusive language will result in immediate ejection from the game/facility and league suspension for a minimum one game.
 - iii. Teams are not allowed to substitute for an ejected player; teams will be required to play the remainder of the game down one player.
 - iv. Any player/coach/spectator that is ejected for any reason must leave the facility immediately and serve a minimum one game suspension. Anyone who does not leave the facility within 2-minutes after being ejected will be considered trespassing and the police may be called to remove them.
 - v. Players who accumulate four (4) yellow cards during a single season will be suspended for a minimum one game.
 - vi. Players who accumulate two (2) red cards during a single season will be suspended for the remainder of the season.
 - vii. All cards/ejections/suspensions are subject to additional sanctions at the discretion of League Administrators. Sanctions may include multiple game suspensions, seasonal suspensions, lifetime bans, etc.
 - viii. Anyone serving suspension is not allowed in the facility (including parking lot) during league play.

7. **EQUIPMENT**

- a. Teams must provide their own regulation game ball.
- b. **Required Equipment:**
 - i. Same colored jerseys - numbers preferred
 - ii. Shin Guards
 - iii. Shoes (molded cleats, turf or tennis shoes)
- c. **Prohibited Equipment:**
 - i. Jewelry, headgear/billed hats, any unyielding or dangerous equipment, and metal cleats.

8. **BLOOD POLICY**

Any participant, who is bleeding, has an open wound, or excessive amount of blood on his/her uniform **must leave the game**. The participant **may not return** until the bleeding has stopped, the wound has been covered and bandaged, or the uniform changed.

LEAGUE CONTACT INFORMATION

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Websites

SSPR www.sspr.org/domeleagues

Schedules www.teamsideline.com/sspr