

ACTION SOCCER RULES OF PLAY



1) **GENERAL**

a) **TEAM**

- i) A team consists of four (4) players, including the goalkeeper, with a maximum of two (2) substitutes.
- ii) No team can start with less than 3 players.
- iii) All teams must be registered before being eligible to take part in any competition. A team may register up to 8 players per side. However, only 6 players may participate per game.
- iv) A player who is asked to fill in for a competition team of a lower grade than that which he generally competes on a regular basis, may incur penalties for the team that he is asked to play for, at the discretion of Arena Management.
 - (1) Opposing Team Captains must be advised that a fill-in player is being utilized and their agreement sought prior to the match being played and penalties being applied.
 - (2) A fill-in player of a higher grade will not achieve play-off qualification not constitute part of that team unless determined and agreed upon by Arena Management and opposing Team Captains.

b) **THE GAME**

- i) The game is played in two halves of 15 minutes each with a break at half time. Sides will change halves (i.e. change the direction of scoring) at the end of the first half.
- ii) The choice of kick-off is decided by a toss.
- iii) With kick-offs the ball must be played backwards. If not the kick-off will be reversed. Once kicked from the center circle, opposition players may gain possession of the ball.
- iv) The ball is considered to be "live" at all times off all nets, although a goal cannot be scored directly from any net.
- v) A goal is scored when the whole ball has passed over the goal line.
- vi) The team compiling the highest number of goals is the winner.
- vii) A game shall be deemed to be over when the prescribed number of minutes have passed or after the referee's call or at their discretion.

c) **OFFICIALS**

The Arena shall provide the referee who shall control the game, operate the scoreboard and act as a timekeeper. The referee's interpretation of the rules shall be final.

d) UNIFORMS

i) SHIRTS

- (1) All team members must have matching shirts by the start of the third competition game.
- (2) Goalkeepers should be wearing a different colour shirt to the rest of the team or be given a bib at the start of the game.
- (3) Shirt points will be awarded to teams with matching shirts after the third game.
- (4) In the event that a fill in player is organized by the Arena, T-shirt points will still not be awarded if he is not wearing a matching shirt. It is up to the team captain to obtain a matching shirt if the player is unable to get one.
- (5) If bibs are supplied by the Arena for a team to wear on a night, teams will still not get T-shirt points if shirts are not matching underneath the bibs.

ii) DRESS

- (1) No players are permitted onto the court wearing jeans or non-athletic type shoes.
- (2) Non-marking, soft indoor soccer boots may be worn.

e) TEAMS LATE ON COURT

- i) The clock is to start at game time. If a team is not ready within 2 minutes then they will be penalized one goal per minute elapsed. A team being ready, means that a team must have a minimum of three (3) players on court. If eight minutes have elapsed the game is then forfeited. It is for this reason that we recommend teams to arrive at least ten minutes prior to the scheduled game time. No game shall commence nor any practice balls be issued until both teams have paid their full game fee.

ii) ARRIVING AFTER HALF-TIME

A player is allowed to play in the second half if they haven't played in the first half as long as their name appears on the teamsheet and they have been given the all clear.

f) SCORESHEETS AND SCORE KEEPING

If after a game has been completed, a discrepancy is found on the scoresheet, the result would stand as is. The running totals on scoresheet shall be taken as being correct and may be requested or queried at any stage of the game, within reason, by the team captain.

g) COMPETITION POINTS

- i) The position of each team in the competition shall be determined by the accumulated points awarded, based on the results of the games. The competition points shall be awarded as follows:
 - (1) 4 competition points for a win
 - (2) 2 competition points for a draw
 - (3) One Bonus Point will be awarded for every 5 goals scored.
- ii) In the event of a forfeit, the non-forfeiting team shall receive 4 competition points (for the win) plus all administration points awarded (For T-shirts, Registration cards etc.).
- iii) The forfeiting team will receive -4 competition points, and will be responsible for the full game fee for both sides.
- iv) In the event of a team entering late into the competition they shall be awarded average points for those games missed and those games will then be denoted as draws on the appropriate division ladder.

h) FINALS

- i) At the end of the competition there will be a finals series for the top teams. To qualify for the finals each player must have played at least one quarter (1/4) of the minor round games.

ii) Tied Finals

In the case of Finals, if the game is tied at full time, extra time will be played of 5 minutes in each half. 5 minutes for both halves is played irrespective of whether one team scores in the first half of extra time. Thereafter, if the scores still remain tied at the end of extra time, a penalty shoot out will take place, to determine the winner.

i) BEHAVIOUR

For the enjoyment of all, games are expected to be played in a sportsmanlike manner. The Arena reserves the right to dismiss any team or member thereof for threatening, offensive or abusive behaviour. The team shall be held responsible for the action of its members and spectators both on and off the court.

j) SPIRIT OF THE GAME

- i) All players should assist the referee who performs an often difficult task to the best of their ability. A rule clarification may be asked for by Team Captain after calling time out, when assistance of management may be requested if necessary. All decisions may be applied and must be taken within the "SPIRIT OF THE GAME".
- ii) This standard shall override all rules detailed and total discretionary power shall be left with the Referee for their final decision after taking "THE SPIRIT OF THE GAME" into account.

k) BLOOD RULE

- i) It is the responsibility of the referee to send off any player that is bleeding, including goalkeepers. Players will not be allowed to treat themselves on the court. Players will not be allowed back on until the referee is satisfied that the bleeding has stopped. This rule will be strictly adhered to for health and safety reasons.
- ii) The wound must be securely covered and any blood stained clothing replaced to the satisfaction of the referee.

2) PENALTIES

- a) A penalty must be taken in one fluent motion. A free kick doesn't have to be taken in one fluent motion.
- b) Penalty taker may shoot again after having missed the goal and the ball has rebounded out of the "D".

c) PENALTY KICKS

- i) A penalty is awarded for:
 - (1) Fouls on the attacking team inside the goal area.
 - (2) The goalkeeper leaving the area if deemed to be interfering with play.
 - (3) Defensive players making contact with the ball inside the goal area.
 - (4) Intentional handball in the attacking area of the court.
 - (5) Goalkeeper holding onto the ball for more than five seconds
 - (6) Goalkeeper making contact with the ball while outside the goal area.
 - (7) An attacking player being intentionally fouled in a clear goal scoring situation.
- ii) A players' non-kicking foot must be grounded and the penalty must be taken in one fluent motion. No run up is allowed. If the referee is not satisfied it will then become the goalkeepers ball. If a goal was scored it is not counted.
- iii) When a player is taking a penalty shot, the goalkeeper must be stationary on the goal line until the ball has been kicked. A retake of the penalty shall apply.
- iv) Penalties must be taken in one fluent motion. If the referee is not satisfied that this is the case, the penalty will be disallowed and it will become the goalkeepers ball.
- v) The penalty taker can directly shoot at goal again if he/she has missed and the ball rebounded back out from the "D".

d) FREE KICKS

- i) All players must be three feet either side of the ball when a free kick is taken.
- ii) Free kicks must be taken within five seconds of the referee's whistle, or the free kick is reversed.
- iii) A free kick taken before the referee's whistle is blown may cause a reversal of the free kick.

- iv) In summary, free kicks are awarded for:
 - (1) Illegal tackles
 - (2) Obstruction
 - (3) Pushing
 - (4) Time Wasting
 - (5) Handball
 - (6) Lifting the leg above hip height when attempting to kick the ball.
- v) A player cannot hold onto the net or support himself while playing the ball. A free kick shall apply.
- vi) If a player is lying, sitting, kneeling or deemed to be on the ground, he cannot play the ball regardless of whether it was unintentional. This also includes where a player has the ball kicked into him while on the ground. Such infringement will result in a free kick.
- vii) A player in possession of or going for the ball may not be put off by an opposing player through the means of yelling or any verbal abuse. This will result in a free kick and a possible booking depending on the referee's discretion.
- viii) **REVERSING FREE KICKS**
In the event that the buzzer has sounded to end the half and a free kick has been awarded, the free kick will not be reversed if the player does not wait for the whistle or takes longer than five seconds to dispose of the ball.

3) **FOULS**

- a) All cards given are recorded on the referees' scoresheet.
- b) Where a foul has occurred the referee may elect not to award a free kick and to allow play to continue under the ADVANTAGE Rule. The referee's decision is final.

4) **GOALKEEPERS**

- a) The goalkeeper cannot kick a ball that is outside the goal area. A free kick applies for such a breach. The goalkeeper can however tap a ball away that is outside the goal area as long as his feet are still planted in the goal area.
- b) The keeper is allowed to reach out of the "D" circle to gain possession of the ball with his hands (either standing, kneeling or lying down) provided no part of his/her body makes contact with the ground outside of the circle while he is in possession of the ball. Such infringement will result in a penalty.
- c) A keeper airborne outside of the "D" and making contact with the ball will be called a penalty.
- d) The keeper is not penalized for crossing the circle after making a save provided he does not interfere with play or come into contact with the ball while outside of the circle.
- e) Goalkeepers can either throw or kick the ball into play. The ball must bounce once in the goalkeepers half before passing the centre line. If the ball does not bounce once before crossing the centre line, a free kick to the opposing side of the halfway line will result.
- f) When a penalty is taken, the keeper must stand on the goal line and may not move before it is taken, or the penalty will be retaken.

- g) The keeper has 5 seconds to get rid of the ball. A penalty will be awarded for such a time wasting breach, except if a substitution is being called.
- h) Bouncing or placing the ball outside the "D" and gaining possession again does not mean the keeper has another 5 seconds to get rid of the ball as he/she is deemed to still be in possession of the ball.
- i) Goalkeepers cannot hold onto the net when trying to reach out of the goal area (the "D") for the ball. A free kick will result where the keeper infringes, with a wall allowed on the line.
- j) The keeper can only use the advantage of the net when he and the ball are inside the "D".
- k) If a player changes position with the goalkeeper during the game without informing the referee and touches the ball, intentional handball will be called and a penalty will result.

I) PLAYERS IN GOALKEEPERS AREA

- i) Players will not be penalized for accidentally being inside the goalkeeper's area provided they do not come into contact with the ball.
- ii) NOTE:
 - (1) If an attacking player interferes with or obstructs the goalkeeper in any way, a free kick will be awarded to the opposition.
 - (2) No player may attempt to obstruct an opponent from exiting the goalie's area. This offence will result in a yellow card and it will become the goalkeepers ball.

5) SUBSTITUTIONS

- a) A Substitute Player is one who joins the game after it has officially commenced to replace an existing player.
- b) A substitution can only be made when:
 - i) Your keeper has possession of the ball,
 - ii) A free kick is awarded,
 - iii) A goal is scored,
 - iv) At half time, or
 - v) In the event of an injury.
- c) The maximum number of substitute players in each team is TWO.
- d) Any player that does not participate in the first half may not participate in the second half, unless they are a team member named on the team sheet and have been given the all clear by management.
- e) A goalkeeper may only be substituted after a goal has been scored and the referee informed, at half time or when seriously injured.
- f) A referee will send off any player that is bleeding, including goalkeepers. Players will not be allowed to treat themselves on court. Players will not be allowed back on court until the referee is satisfied the flow of blood has ceased and the wound covered. A substitution is permitted during this period.

6) TACKLING FROM BEHIND

- a) Tackling from behind or by sliding is not allowed. Side tackles are allowed depending on the referee's discretion in the situation of a 50-50 ball.
- b) No tackling whatsoever from behind an 180° plane.
- c) The only exception is a 50-50 ball, from the side, which is up to the discretion of the referee.

7) HANDBALL

- a) Deliberate handball in allocated area is not a yellow card, just a penalty.
- b) Intentional handball will result in a penalty regardless of the whereabouts of the infringement.
- c) Unintentional handball will result in a free kick.
- d) Intentional handball is deemed to be when the ball touches any part of your arm from your shoulder downwards.

8) LIFTING LEGS

- a) Referees will be strict on player lifting legs above hip height in an attempt to kick the ball. If no other player is in danger, play will continue.
- b) If two players lift their leg at the same time, a drop ball will be called.

9) DROP BALL

- a) The referee will "Drop Ball" if play is congested or deemed to be in a dangerous situation. Contesting players must stand 3 feet from each other and wait for the ball to bounce once inbetween them, after the referee has blown the whistle.
- b) No drop balls will be called in the event that the ball hits the referee. The referee is considered part of play and therefore "Play On" will be called. Any infringement on a drop ball (e.g. kick the ball before it bounces) is a free kick against the infringer (and a foul counts).

10) OBSTRUCTION

- a) This is understood to be when a player, instead of playing the ball places themselves between the ball and the opponent going for the ball, making himself an obstacle to the opponents involvement in play.

11) MISCONDUCT / SUSPENSIONS

- a) Any swearing, arguing with the Referee, undue rough play, mistreatment of equipment, unduly wasting time may incur a penalty, the severity of which is solely at the discretion of the referee. No warning need precede the application of this penalty.
- b) Any game may be stopped and awarded to either team if infringements of the above nature escalate to a point where the game has ceased to be under control.
- c) A yellow card is a caution and does not necessarily have to precede a red card. If the referee feels that the incident is severe, he can give an immediate red card. Two yellow card offences to the same individual in one game will result in a red card being issued to that individual.
- d) A red card means the player is required to leave the court for five minutes. It is then at the discretion of the referee or Duty Manager to decide whether the player in question should be allowed to take his position again. If a red-carded player is not allowed to take his place back in the game by management, he/she automatically incurs a one week suspension. This will be strictly enforced.

- e) If a red carded player is permitted to take his/her place after 5 minutes, any bookable offense thereafter is a red card offense and will result in the player being suspended for one week. This will be strictly enforced. Depending on the severity of the incident(s) a player can be disqualified from the Arena altogether. This is up to the Duty Manager's discretion.
- f) NOTE: If two players get red-carded, and there are only two players left, the game will end and the score at that time will stand, or forfeit league points will be awarded to the non-offending team (whichever is the highest score)

g) PLAYER BOOKINGS

- i) The referee will let all players know when a red card has been issued. When being sent off, the offending player will be notified as to when he can return to the field.
- ii) In the event of a player swearing whereby the whole center can clearly hear it, a red card may apply.
- iii) Referees will not hesitate to show a yellow card for minor swearing offences.
- iv) Any player who is red carded for the remainder of the game will incur an automatic minimum one game suspension.
- v) Referees will stop play to book a player regardless of where the ball is unless in a very clear goal scoring situation.

h) PLAYER ABUSE

Any personal abuse is a most serious offence under our rules and will subsequently be dealt with extreme severity. Any player heard personally abusing an opponent will be red carded and possibly suspended.

12) PLAYER WALLS

- a) If there is a free kick less than 3 feet from the "D", a wall can be formed on the line and the free kick will be pushed 3 feet back from the "D".
- b) No player can run across the path of a direct shot at goal and intercept an incoming shot.

13) INSIDE THE "D"

- a) A player cannot in any way obstruct the goalkeeper in the "D" either physically or visually. Benefit of the doubt must also always lie with the keeper.
- b) A player cannot come into contact with the ball when it is inside the "D", even if the players feet are outside the "D".
- c) The ball is deemed to be inside the "D" when half of it or more is in the semi-circle.
- d) A player heading the ball, which is clearly inside the "D" will be penalized accordingly.

14) ADVANTAGE RULE

In the event that the referee believes the team receiving a free kick will receive a distinct advantage by calling play on, the advantage rule will apply.

15) DISALLOWED GOALS

- a) A ball hitting the roof net and then going straight in for a goal will not be counted.
- b) If the ball is to come off the roof net, it must be touched by a player (keeper included) before going in for a goal for it to stand.

16) RIGHT OF ADMISSION

"Action Sports Arenas reserve the right of admission to all players and spectators at all times. Any player or spectator found guilty of misconduct either on or off the court may be suspended or banned from attendance or participation at any Action Sports Arena".