

# MC United Indoor League Rules.

## **RULES OF THE GAME** \* FIFA rules apply if not modified within \*

The following rules have been designed to ensure fair play for all participants. Each player is expected to understand these rules prior to their participation in the MC United indoor soccer program. Any questions concerning these rules should be directed to MC United.

Teams will be placed into divisions based upon age. Any team or player determined by MC United to have falsified age will be dismissed from the league. Teams that span more than one age group will be placed into the division of the oldest player on the team.

**Schedule Changes:** It is the responsibility of the coach or team captain to check the schedule for any changes after each game (you will not be notified of changes). MC United will post schedule changes for ensuing weeks on its website. Persons should not assume that requests for changes in schedule will be granted after the season commences. The Commissioner for the Indoor League will consider reasonable, timely requests for cause. Requests for schedule changes should be made only to the Indoor League Commissioner.

**Sportsmanship:** Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators. Referees or MC United officials grant permission to attend this event only to those persons who demonstrate good sportsmanship. Referees or MC United officials may remove any person violating this requirement at any time. Referees or MC United officials have sole discretion in making this determination. MC United may revoke the right of a player, coach, team, or spectator to participate in one or more future events, including further participation in the indoor league for violations of this policy. No refunds for registration fees paid will be made to persons removed from participation for violations of the sportsmanship rule.

**Number of Players:** Six is the maximum number of players on a team: three field players and three substitutes. (A team must have a minimum of 2 field players to start play). Players may only play on one team per division. There are no goalkeepers in 3V3.

**Player Registration:** All players must be registered prior to their first scheduled game time. Teams cannot add players to their rosters after the season's first game without the consent of the Indoor League Commissioner. Officials have the right to demand proof of age for any player included on the roster.

**Play-ups, Temporary Players:** On occasion, a team may not have sufficient players. With the consent of the referee and MC United officials, a team may use one registered player from the next younger age bracket, or the same age bracket but from a team not competing with the requesting team, to play in a game to allow the requesting team to meet minimum number of player requirements. Use of two or more players from other teams will result in a forfeit, although teams may play the scheduled game with consent of both coaches and the referee. The referee may determine whether a substitute player is appropriate for the game. The referee may consider age, size, skill level differences, demeanor, or other factors as necessary to assure the safety of all players in making this determination.

**Falsifying Ages:** A team, player or coach determined by MC United to have falsified age, identity, or skill level will be dismissed from the league and potentially future events sponsored by MC United. This unsportsmanlike conduct will not be tolerated by MC United.

**Proof of Age:** All participants must provide proof of age if asked by an official (players and coaches are required to have their proof of age at all times). Acceptable proof of age include Wisconsin Youth Soccer Association photo player pass from past or current season that includes birthdate, copy of driver's license or Wisconsin ID card, photo ID from school or other source acceptable to MC United that includes age and birthdate, copy of birth certificate. Copies of passport or immigration documents or other official documents maybe considered. Teams registering several players or individuals may submit proof of age with registration forms.

**Age of Participants:** The age group of each team is determined by the birthdate of the oldest player on the roster (see registration form for age group breakdown).

**Coed Rules:** A coed team consists of a combination of male and female players. During play, there must be at least one female player on the court at all times. Divisions are available for boys only, girls only, and co-ed.

**Protective Casts:** Referees must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, rope necklaces and bracelets. The only exception will be players wearing medical bracelets.

**Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. Indoor balls supplied by MC United shall be the only ball authorized for use during matches.

**The Goal Box:** **All players may pass through the goal box as long as they do not touch the ball while in the box.** If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

**Game Duration:** The game shall consist of two 12-minute halves separated by a five minute halftime period. A coin toss will determine direction and possession before the start of the game. Games tied after regulation play shall end in a tie. There are no timeouts and the Game Clock does not stop in 3V3 games. The referee has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game.

**Substitution:** Substitutions will be free sub and can be made any time during the game (on the fly subs). The referee will NOT stop the game for subs unless a player is injured on the court. In order to sub, the player entering must wait off the court, behind the sideline, until the player exiting has completely cleared the sideline. All substitutions will take place at center court. If during a substitution a team has too many players on the court, and if in the referee's opinion this infraction has impacted the game, a penalty kick may be awarded to the other team.

**Delay of Game:** Any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time .e.g.: if a player intentionally kicks the ball long distances away from the playing court in order to waste time.

## **No Offsides in 3V 3 Soccer!**

**No slide Tackling:** If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

**Hand Ball Clarification:** Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in the following: (1) A penalty kick (at the discretion of the referee) (2) A yellow or red card given to the player committing the hand ball (at the discretion of the referee).

**Cautioned Players (Yellow Card):** Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during the season will automatically be suspended for their next game (no exceptions).

**Player Ejection (Red Card):** Referee's have the right to eject a player or coach from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their remaining two, three or four players, however, if the player receiving the red card was on the court of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players who are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

*\*\*If players are red carded for fighting, they will be ejected from the building, parking lot, and grounds for the duration of the event.*

**Coach/Parent/Spectator Ejection:** Referees have the right to eject a coach, spectator or parent from any game for continual disobedience or as a result of an incident that warrants ejection. Coaches or parents whom are ejected by the referee or MC United must leave the court and area around the court before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.

**Kick-Ins:** The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves one full rotation.

**Five Yard Rule:** In all dead-ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

**Direct & Indirect Kicks:** All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

**Goal Kicks:** May be taken from any point of the end line.

**Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line. Penalty kicks are dead ball infractions. If a goal is not scored, the defense obtains possession with a goal kick.

**Scoring:** Points can only be scored when taken from the offensive half of the court. The ball must be completely across the half way line to be on the offensive half of the court. Points cannot be scored when the shot is last touched within the defensive half of the court.

**Scoring (In bracket Play):** Standings are not kept by MC United. This is a recreational league.

**Protests:** There will be NO PROTESTS. **Referee judgments are final.** A team wishing to protest must do so to MC United within 30 minutes of the game in question. The formal protest must be made from the head coach of the team protesting. **Videotape is not acceptable as a form of protest or decision review.**

**Weather Related Issues:** MC United reserves the right to modify, reschedule, or cancel the games due to inclement weather. MC United has the right to move or reschedule games, as well as the right to shorten game lengths.

**MC United Officials:** MC United shall designate one adult to assist the Indoor League Commissioner and referees in monitoring all games and enforcing these rules. Officials will wear identifying clothing or other identification. All decisions by these officials are final. Persons with concerns or complaints during or after sessions should contact these officials for assistance.

***\*\* MC United will have final say on all disputes and interpretations of the Rules. \*\****