

LAW I: THE FIELD OF PLAY

All games will be played at Modesto Indoor Soccer (MIS).

LAW II: THE BALL

A. The following sized balls will be used:

1. Size 3 for U-6 thru U-8
2. Size 4 for U-9 thru U-12
3. Size 5 for U-13 and older

B. MIS will provide game balls. Teams must provide practice/warm-up balls.

LAW III: THE PLAYERS

A. All players must be current registered members of MIS.

B. Maximum number of players on the field, including goalkeeper:

1. U-6 thru U-8---6 players
2. U-9 and older--6 players

C. Coed: The maximum number of players on the field is 6, 3 men & 3 women, any of whom may be the goalkeeper. A minimum of 1 woman (she may not be the keeper) must be on the field & a maximum of 5 women may be on the field, as long as 1 man is fielded. A team may never play more than 3 men on the field.

D. Minimum number of players on the field is 4 for all leagues and divisions.

E. Substitutions--Unlimited substitutions as follows:

1. During play--Player must be within 3 feet of his/her team door, or off the field, before substitute player may leave the box. Player box doors are to remain locked at all other times during play.
2. Stoppage of play--including after a goal has been scored, after a penalty has been awarded, on an injury time out, and when ball leaves the field of play.
3. Goalkeeper change--any player may change places with the goalkeeper, provided the referee is notified prior to the change and that the change is made during a stoppage of play.

LAW IV: THE PLAYERS' EQUIPMENT

A. Teams are required to have jerseys, all of the same color.

B. Shin guards are MANDATORY and must be totally covered by socks.

C. ONLY FLAT SOLED OR TURF SHOES may be used (no cleats).

D. Goalkeepers must wear colors which distinguish them from all other players and referees.

E. In the event of a color conflict, the home team must change. Scrimmage vests may be rented at the check-in area.

LAW V: THE REFEREES

A. At least 1 referee will be present during play.

B. When 2 or more referees are present, the 2 field referees shall have equal authority and responsibility.

C. The referee(s) shall keep an accurate record of the game.

D. Incident reports must be filed prior to leaving the facility.

LAW VI: THE DURATION OF THE GAME

A. Unless otherwise noted, games shall be as follows:

1. U-6 thru U-12-2 equal halves of 20 minutes each.
2. U-13 and older-2 equal halves of 24 minutes each.
3. Playoff and championship games-2 equal halves of 15 or 20 minutes each. The taking of penalty kicks will be used to determine the winner of a tied game.

B. All halftime intervals shall be 2 minutes.

C. The clock shall be stopped for serious injuries, at the discretion of the referee.

LAW VII: THE START AND RESTART OF PLAY

A. Kick-off will be given to the guest team. Home team will have kick-off at the start of the second half. Ball is in play when it moves from foot contact in any direction. Any touch is considered sufficient movement.

B. Teams will change direction at halftime.

C. Restart due to injury will be from where play was stopped.

D. There will be no goal kicks. Restarts that would be considered goal-kicks shall be goalkeeper throws.

A. Dropped ball may be used to restart play if, in the opinion of the referee, neither team has clear possession of the ball at the time of stoppage.

B. The restart for Three-Line Violations and Ceiling Violations shall be a direct-free kick awarded to the opposing team at the center of their attacking third (3rd) line (red hash mark).

C. Direct Free Kicks will be awarded for all other stops of play, at the discretion of the referee.

D. Coed—All free kicks must be taken by a woman.

LAW VIII: THE BALL IN AND OUT OF PLAY

A. The ball is out of play when it wholly crosses the perimeter wall or makes contact with the safety netting. Restart will begin three (3) feet from the wall where the ball went out of play.

B. Ceiling Violation—The ball is out of play when it makes contact with the overhead safety netting. A direct free-kick will be awarded to the opposing team at the center of their attacking third (3rd) line (red hash mark.)

C. Three-Line Violation: A Three-Line Violation occurs when a player propels the ball across all three (3) horizontal lines toward the opponent's goal without touching the ground, the perimeter wall, the referee or any player on the field. A direct free-kick will be awarded to the opposing team at the center of their attacking third (3rd) line (red hash mark.)

LAW IX: THE METHOD OF SCORING

A. A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided it has not been thrown, carried or intentionally propelled by the hand or arm of a player from the attacking side.

B. Coed play

a. If a man scores a goal it is worth one goal. If a woman scores a goal it is worth 2 goals unless it is scored on a penalty kick (shooter & goalie only). Penalty kicks may be taken by either a man or a woman and always count as one (1) point.

b. The Live Rule will be enforced during Coed games in the Rec Divisions. A woman must play the ball in order for a man to score a goal. This will be called based on possession. The opposing team must take possession of the ball to nullify a woman's play.

C. The team scoring the greater number of goals during the game shall be the winner.

LAW X: FOULS AND MISCONDUCT

The referee may award a free kick and/or a card for the following:

A. Unsporting behavior. Unsporting behavior includes but is not limited to:

1. Encroachment: All opposing players must remain 10 feet away from the ball on ALL free kicks until the ball is played.

a. Any player found to be encroaching on a free kick will result in a 2-minute penalty. The referee may choose to give one warning prior to enforcing the penalty.

b. Any player found to be encroaching on a ceiling or three-line violation restart will result in a 4-minute penalty (full time served). The referee may choose to give one warning prior to enforcing the penalty.

2. Too many players on the field.

by word or , action The referee may issue a warning prior to enforcing the penalty

3. Dissent

B. Major offenses:

1. Kicking or attempting to kick an opponent

2. Tripping or attempting to trip an opponent

3. Jumping at an opponent

4. Charging an opponent in a violent or dangerous manner

5. Charging an opponent from behind

6. Striking or attempting to strike or spit at or on an opponent

7. Holding an opponent

8. Pushing an opponent

9. Intentionally handling the ball (except goalkeeper within their own penalty area).

10. Slide Tackling with body contact

11. Charging (checking) an opponent into the perimeter wall

C. Minor offenses:

1. Playing in a dangerous or reckless manner

2. Fair charging an opponent when the ball is not within playing distance

3. Obstructing an opponent
4. Spitting on the field (this also carries a fine).
5. Chewing gum or eating food of any kind on the field.
6. Sliding or going to the ground (except goalkeeper within their own penalty area).
7. Not playing the ball within 5 seconds
8. Holding onto the wall.

D. Goalkeeper violations—For the following violations by a goalkeeper, the opposing team will receive a penalty kick:

1. Five (5) second limit—does not release a handled ball out of the penalty area within five (5) seconds of receiving it.
2. Handles the ball if it is played back to the goalkeeper by the foot of a teammate, even if the goalkeeper controls the ball outside of the penalty area and then brings it into the penalty area to pick it up.
3. Handles the ball after putting it down to be played, prior to the ball being touched by another player.
4. Punts the ball as a means of distribution. The goalkeeper may either play the ball on the ground or throw it back into play.
5. Bounces the ball and handles it again.

LAW XI: TIME PENALTIES

A. Players may be released from the penalty area by the referee when their time has expired or the opposing team scores a goal.

B. Only one player may leave the penalty area per goal. In case of a four (4) minute penalty, the first 2 minutes MUST be served.

C. Coed— In the event that only one (1) woman is fielded and issued a blue or yellow card, a man must serve her penalty. If a red card is issued, the game shall be terminated and subject to forfeiture.

D. Time penalties are shown as follows:

1. Blue Card = Two (2) minutes + direct free kick
 2. Yellow Card = Four (4) minutes + direct free kick
 3. Red Card = Five (5) minutes + direct free kick + ejection of player who received the red card.
- The five (5) minute penalty is awarded only for ejection and ALL of the time penalty must be served by one (1) teammate, regardless of any goals scored.

LAW X II: PENALTY KICKS

A. During Play

1. If necessary, time shall be extended at the end of each period to allow the taking of a penalty kick.
2. The ball is placed on the Penalty Mark (small red hash mark).
3. Players from both teams shall remain behind the CenterLine.
4. The Goalkeeper must have at least one (1) foot on the goal line.
5. Once the referee whistles the penalty kick to begin, the designated shooter has five (5) seconds to strike the ball.
6. The ball is in play once it is kicked and moves forward.

7. The player taking the penalty kick may not touch the ball again until it has been touched by another player.
 8. If the designated shooter strikes the ball prior to the sound of the referee's whistle or if any of his/her teammates cross the center line prior to the actual kick, the penalty kick shall be considered tainted and if a goal is scored, the kick shall be retaken. However, if the shot does not go in, the outcome will stand and play shall continue as per the laws of the game.
 9. If the goalkeeper steps forward resulting in neither foot remaining on the goal line, or if his/her teammates cross the center line prior to the actual kick, the penalty kick shall be considered tainted and if the shot is missed, it shall be retaken. However, if a goal is scored, the goal will stand and play will resume according to the laws of the game.
- A. Tiebreaker—If necessary, the taking of penalty kicks will be used to determine the winner of a tied game. Ties will stand in regular league play.
1. The referee designates the goal at which both teams shoot and the team which shoots first.
 2. All players, other than the player taking the shot and the defending goalkeeper, remain behind the centerline.
 3. Both teams may have three (3) shots, with players from each team kicking alternately.
 4. If, after both teams have taken three (3) shots, the game remains tied, the tiebreaker continues, alternating one player at a time, until both teams have taken an equal number of shots and one team has scored while the other has not (sudden death).
 5. During a tiebreaker no player may take more than one (1) shot for every set of 5 for his team.
 6. For coed teams, shooters for each team must alternate male and female, beginning with a man.

Modesto Indoor Soccer is open to all members of the community (see LEAGUE AND PLAYER INFORMATION).

MEMBERSHIP: All persons participating (including coaches) in, must be members of Modesto Indoor Soccer. Membership may be obtained at the front counter.

LIABILITY//INJURY WAIVER & RELEASE FORM: No individual shall be allowed to participate in any league, tournament, clinic, pick-up game, rental, or other activity until a release form has been properly completed and signed.

LEAGUE REGISTRATION & FEES: Registration fees must be paid in full prior to the first scheduled game. Teams dropping out of a league will forfeit their registration fees. Registration is accepted on a first come first serve basis with returning teams given priority if deadlines are met. Re-registering teams will be assigned to a division based upon availability and performance in past session(s).

LAWS OF THE GAME: Any circumstance not covered in Modesto Indoor Soccer's version of the LAWS OF THE GAME shall be governed by the USISA OFFICIAL INDOOR SOCCER RULES and/or MODESTO INDOOR SOCCER.

SPORTSMANSHIP: Individuals are expected to play under control, within the Laws of the Game, the rules of this facility and to the best of their ability, while keeping the safety of all in mind.

REFEREES: Modesto Indoor Soccer would like to reaffirm that the referees officiating each game have complete authority and that his/her decisions on points of fact connected with the game, are final.

PLAYER ROSTERS: Teams may roster up to fifteen (15) players. Changes will be permitted up to the start of the third (3rd) game. After the whistle to start the third (3rd) game, rosters will be frozen and no changes will be permitted. A lower division team may not roster more than three (3) players from an upper division. **NO A PLAYERS WILL BE ALLOWED IN THE COED C AND WOMEN'S C DIVISIONS.** Players must provide proof of identification on request. Failure to comply will result in forfeiture of all games played with illegal players. Players may request to be evaluated by Modesto Indoor Soccer. Player ratings are null and void if they are currently playing in a division higher than their rating.

Modesto Indoor Soccer reserves the right to make the necessary changes within league divisions to ensure an equal level of ability and competition.

LEAGUE STANDINGS POINT SYSTEM:

Win = 3 points

Tie = 1 point

Loss = 0 points

LEAGUE DIVISION TIES: Any league divisions ending in a tie at the end of the season shall be governed by the following tie breaking system

1. Comparison of league records against each other.
2. Comparison of least 'goals against' during the session.
3. Comparison of most 'goals for' during the session.
4. Coin toss

INDIVIDUAL PLAYER DIVISIONAL PARTICIPATION: Players may only be on one roster in a given division per session. Players may participate in more than one division per session. A lower division team may not roster more than three (3) players from upper divisions. In Coed and Women's divisions, no A players will be allowed to play in the C division. Players must be able to provide proof of identification upon request. Failure to provide this identification will exclude the player from participation. Modesto Indoor Soccer reserves the right to determine if a player/team is too advanced for a given division and remove an individual from the team roster. This is done in the spirit of maintaining parity in a given division.

ABSOLUTELY NO JEWELRY OF ANY KIND ALLOWED! Anybody found wearing jewelry during a game will be asked to leave the field until ALL jewelry is removed.

GAME DAYS: Primary game days are assigned to a division. Divisions may be assigned to play on alternate game days depending upon the length of the session, the number of teams participating and recognized holidays over the course of a session.

GAME SCHEDULE & MAKE-UP GAMES: If a team is unable to play within 5 minutes after the scheduled game time, the opposing team will be awarded a 3-0 FORFEIT. Reschedules are not allowed. Check your divisions play days/times before signing up.

RED CARD POLICY: A player or coach sent off (red card) by the referee will automatically be suspended from the next game. If a player is ejected in the last game of the session, he/she will be prohibited from playing in the first game after he/she registers for another session. Any player who receives a red card will be subject to further disciplinary action at the discretion of the facility management. Any player or coach accumulating 3 red cards within a one year period will forfeit his or her membership for one full year.

JUMPING IN: Any player or coach 'jumping in', from the player box onto the field, to break up or participate in a fight will result in a \$100 fine and forfeit of that game. If both teams "jump in", a double forfeit will result accompanied by a \$100 fine per team, regardless of which team "jumped in" first.

FIGHTING—ZERO TOLERANCE POLICY: Anybody fighting will be ejected and their membership will be terminated, indefinitely. Anybody threatening or stalking another member, staff, official or spectator will also be ejected, terminated (if a member), and reported to the authorities. AN "ASSAULT ON AN OFFICIAL" SHALL BE DEFINED AS AN ATTEMPT TO COMMIT BATTERY UPON AN OFFICIAL AND AN ACT WHICH IS CLOSE TO ACCOMPLISHMENT SHALL BE SUFFICIENT TO CONSTITUTE AN ASSAULT UPON AN OFFICIAL. LOCAL AUTHORITIES WILL BE NOTIFIED.

MANAGER/PLAYER RESPONSIBILITY: It is the responsibility of each player and the player's team manager/representative to be aware of the total status of their players' and their infractions. Failure to comply may result in further disciplinary measures which may include suspension of the manager/representative and forfeiture of games sanctioned by the player played in. This includes the use of illegal players-those not properly registered to that particular team, too many upper division players or players not currently on their membership dues. Web schedules are to be used as a reference; changes may occur from time to time, the arena shall maintain the most current official game schedule.

TERMINATION OF PARTICIPATION: The facility management reserves the right to terminate an individual's and team's participation at the facility for violation of the facility policies.

Fines: Red Card \$25 1st offense, \$50 2nd offense. No Show Forfeit \$50 per game.

Goal Difference allowed is only 15 points!!

There have been complaints regarding scores lately so to clear up any misunderstandings Modesto Indoor Soccer only allows a 15 point difference therefore if your score is ridiculously high it will not be shown.

Guest players

Guest Play is only allow the first 3 games of the season for \$20