



## **ADULT INDOOR SOCCER LEAGUE RULES AND REGULATIONS**

*As of 1/2010*

Current U.S. Futsal Federation laws govern play except the variations denoted here. The Medford Parks and Recreation Department (MPRD) reserves the right to change rules, regulations and policies whenever due cause warrants a change.

### **1. ELIGIBILITY**

- A. Minimum age for all city league players is 16. Participants under 18 must have a parent or guardian sign the roster or liability release form before he/she may compete.
- B. All participants must be registered prior to competing in any game.
- C. All participants must sign a roster or liability release prior to competing in any MPRD league.
- D. Teams found utilizing an ineligible player will forfeit all games in which the ineligible player participated.
- E. Teams may not add players to the roster after the next-to-last game of the regular season or during the postseason tournament. Violation will result in forfeiture.

### **2. REGISTRATION PROCEDURES**

- A. League fees are due prior to the start of competition.
- B. Additions to the roster will be accepted during normal business hours or at the gym prior to the start of the game. In order to become eligible to compete, new players must sign team rosters and/or liability release forms in person prior to playing in a city league game. All roster additions are subject to approval by the League Director based on eligibility guidelines.
- C. The League Director may place teams into leagues or divisions in order to achieve scheduling and competitive balance and to maximize gymnasium usage.

### **3. LEAGUE PROCEDURES**

- A. The League Director selects and schedules game referee(s).
- B. A Facility Supervisor, employed by MPRD, will be in charge of the venue, including oversight of participants and spectators. Facility Supervisors have the authority to take actions necessary to maintain a safe and orderly environment.
- C. All participants are responsible for knowing rules and regulations.
- D. **The game consists of two 20-minute periods (running clock) and one 5-minute overtime period (running clock, if necessary). The clock may be stopped at the discretion of the Facility Supervisor or referee. Halftime is five minutes.**
- E. Each team receives two one-minute timeouts per game.
- F. The electronic scoreboard is considered the official time and score. Any discrepancies must be brought to the attention of the Facility Supervisor and referee at the soonest possible moment.

- G. League champions are determined by win-loss records. Multiple ties are broken by the League Director using traditional tie-break methods. Champions receive gift certificates, or other prizes as determined by the League Director.
- H. MPRD is not responsible for lost or stolen equipment or personal items. Jewelry, watches, bracelets, dangling earrings, necklaces, rings, etc. are not allowed to be worn on the court and should be left at home whenever possible. Personal belongings must be placed completely out of play in areas where they pose no threat to safety.
- I. If a team forfeits more than once, it may be suspended from further play by the League Director without refund of league fees.
- J. MPRD provides a game ball for all games. Games will start at exactly the time listed on the schedule. Forfeit time is 5 minutes after scheduled start time, as determined by the Facility Supervisor.
- K. Four (4) players must be fielded per team in order to start a game. If a team drops below four players during a game due to injury, ejection, etc., the game will be forfeited to the opposing team.
- L. For co-ed games, all teams must have at least two female players on the court at all times.
- M. Flagrant and dangerous play will be reported to the League Director, which may result in disciplinary action in addition to decisions made by officials or the Facility Supervisor.
- N. Players are required to wear jerseys or t-shirts of the same color and design. Reversible jerseys are highly recommended. Home team will be listed first on the schedule. Home team must wear white or light-colored jerseys. If there is a color conflict, the visiting team will be required to wear a different color or forfeit the game. There will be NO SHIRTS AND SKINS GAMES.
- O. Participants must wear non-marking court shoes. Any footwear that leaves marks on the floor will be barred.
- P. Protests must be submitted in writing, accompanied by a \$25 filing fee, to the MPRD office at the Santo Community Center within 24 hours after the game. Protests are to help clarify and interpret rules, not to question the judgment of officials. Due to limited gym space and tight league schedules, no protested games will be replayed. Protests are to help prevent similar occurrences and to better the league.
- Q. Players who wish to change teams are permitted only if the player's original team captain agrees. Otherwise, there will be a one-game wait period from the date the request was received before the player may play for his or her new team.
- R. Participants assume full responsibility for personal insurance coverage.
- S. League information is posted at [www.sportsmedford.com](http://www.sportsmedford.com).
- T. **Goalkeeper Stalling Rule. In the final five minutes of the fourth quarter and anytime during an overtime session, goalkeepers have 5 seconds to release the ball. The ball must contact another player before the goalkeeper may re-possess the ball. Goalkeeper possession is defined as holding, trapping or protecting the ball in a manner that slows the normal pace of play. Violation results in a penalty kick.**

#### 4. CODE OF CONDUCT

- A. Smoking, tobacco chewing, swearing, profanity, obscene gestures or inappropriate behavior (as determined by MPRD staff or officials) is not permitted on City property.
- B. Any player or spectator deemed by the Facility Supervisor to not have control of his/her faculties to the extent that there is a chance of physical injury to him/her or others will be asked to leave the facility.
- C. Any player ejected from a game must leave the facility immediately. Players receiving a red card are automatically suspended for the team's next scheduled game. Players receiving multiple red and/or yellow cards over the course

of the season are subject to suspension, as determined by the League Director.

- D. Destruction of property, theft or assault before, during or after activity, will be handled by law enforcement. Individuals and teams will be held equally responsible for any damage or theft stemming from their use of the facility.
- E. Penalties for Code of Conduct violations may include (but are not limited to) the following:
  - i. Verbal warning from official or supervisor
  - ii. Yellow card
  - iii. Ejection (red card)
  - iv. Suspension
- F. A player or team expelled from the league will not receive a refund.