

MEDFORD PARKS & RECREATION
Adult Indoor Soccer (Futsal) League Rules, Regulations & Procedures
Revised Jan. 2012

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..... LEAGUE MANAGEMENT

- A. League Director has final authority to make decisions pertaining to all soccer league rules, regulations and schedules.
- B. Upon enrolling as a team in leagues sponsored by the City of Medford, each team and all players agree to abide by MPRD rules and regulations.
- C. Whenever possible, league placement decisions will be made to ensure competitive balance and logistical convenience.
- D. MPRD staff and game officials may stop, postpone or cancel any game due to weather, darkness, unsafe conditions, participant behavior or other circumstances that may jeopardize participant safety in any way.

2..... ELIGIBILITY AND PARTICIPATION

- A. To be eligible, players must have personally signed the official team roster or a liability waiver prior to playing in any league games. Failure to comply subjects a team to possible forfeiture in which ineligible player(s) participated.
 - 1) Teams may have as many players as needed. Rosters are not limited to a maximum number.
- B. Minimum age for participation is 18 with the following exceptions:
 - 1) Men's, women's and co-ed teams may have two players age 16 or 17 participate in a game if a parent/guardian signs the roster or liability waiver prior to participation.
- C. **A player may not compete on two teams in the same league category.** League categories are Men's, Women's, Co-Ed.
- D. Only amateur players are permitted to participate in MPRD leagues. Professional or semi-professional soccer players are ineligible for MPRD league play without permission from the League Director.
- E. Players may switch teams only after one of the following two conditions have been met:
 - 1) Team captains (old and new) must agree to the switch.
 - 2) In the event the old team captain does not grant permission, the player must sit out one game before being allowed to play for the new team.
- F. The League Director must be notified in writing prior to a player playing in a game the same day as the player is dropped from a previous team.

3..... STARTING TIMES, FORFEITS, TIME LIMITS

- A. Game times begin at 6 p.m. unless otherwise noted on schedules.
 - 1) Forfeit time is five minutes after scheduled game time. If four registered players are not fielded by forfeit time, the short-handed team(s) will forfeit. The Referee's watch is the official time. In order to avoid forfeits, a team may borrow a player from the opposing team **if both captains agree**.
 - 2) In the event of a forfeit, teams may play a practice game lasting no longer than 45 minutes from the originally scheduled start time. All players must follow eligibility guidelines to compete in a practice game. Referees and supervisors may stop a practice game for reasons that represent the best interests of the league or MPRD.
 - 3) After two forfeits, a team may be dismissed from the league for the remainder of the season. A waitlisted team may be given an opportunity to fill the league spot.
 - 4) A team that foresees a conflict with a particular game and notifies the League Director at least 24 hours in advance of game time will be credited with a loss but will not be penalized.
 - 5) Games will not be rescheduled unless a league management clerical error or a weather-related event arises.
- B. Tie games will be recorded as a half-win/half-loss for both teams.

4..... WEATHER-RELATED POSTPONEMENTS

- A. In the event weather conditions produce icy road conditions, team captains should contact the MPRD sports hotline (774-2424) and/or check www.sportsmedford.com for weather-related postponements.

5..... REFEREES AND SUPERVISORS

- A. Referees and supervisors are given full authority to take prudent actions necessary to maintain proper and safe playing conditions.
- B. The referee may inspect equipment and participant gear for safety at any time.
- C. A facility supervisor is provided for each game. His or her scorekeeping is final unless a discrepancy is brought to the attention of the referee or supervisor at or very near the time of occurrence.
- D. In the event a referee is not present by game time, teams may start a practice game. The game will be rescheduled. The facility supervisor will attempt to locate a referee for the remaining game(s).
- E. In the event of a no-show by a facility supervisor, the referee is responsible for keeping score and reporting it to the League Director.
- F. Lineups are due to the referee/facility supervisor at least five minutes prior to game time. Failure to comply may result in a penalty assessed at the start of the game for the offending team.

6..... UNIFORMS AND EQUIPMENT

- A. Teams supply their own equipment except the game ball and goals.
- B. Soft-soled athletic (“tennis”) shoes are recommended footwear for soccer. Cleats are not allowed on the court at any time. No hard-soled shoes or boots allowed. Referees will determine if a shoe is a potential hazard.
- C. Each player must have a legible number on the back of his or her shirt/uniform.
 - 1) Only one person on each team may assume the number “0” or no number.
 - 2) If more than one player does not have a legible number, he or she will automatically be considered in violation of this rule.
 - 3) Duplicate numbers are not allowed.
 - 4) The minimum number height is 6 inches, but 8-inch numbers are preferred.
 - 5) T-shirts with magic marker-drawn numbers are permitted.
 - 6) Home team is listed first on the schedule and is expected to 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. Both teams are encouraged to bring multiple jersey colors to games to avoid color conflicts.

7..... CODE OF CONDUCT/DISCIPLINARY PROCEDURES

- A. The captain is the official representative of his/her team unless another player designates him/herself as team captain to the scorekeeper prior to the game. The captain is responsible for his or her team abiding by rules, procedures and regulations. All players are expected to know Medford city-league rules, regulations and expectations.
- B. No smoking, tobacco chewing, swearing, profanity or obscene gestures allowed.
- C. No physical attacks or verbal threats before, during or after games will be tolerated. Excessive foul language will not be allowed and may be grounds for suspension.
- D. Only captains may address officials regarding judgment calls.
- E. 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.
- F. Any player ejected from a game must leave the facility immediately.
- G. 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.
- H. Verbal abuse, negative comments, vulgarity, racial remarks and objectionable demonstrations will not be tolerated.

Officials **may** issue a warning. If ignored, the player or spectator faces ejection from the game and from areas surrounding the court, and potential stiffer penalties.

- a. Any player, spectator, or coach refusing to abide by an official's decision will be ejected.
- b. Any player or spectator deemed by the official or scorekeeper/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 physically attacking or striking an official, scorekeeper/supervisor, player or spectator before, during or after games shall face expulsion from the league and possible criminal charges.

I. Penalties for Code of Conduct violations may include (but are not limited to) the following:

- a. Verbal warning from official or Supervisor
- b. Ejection
- c. Suspension

J. A Code of Conduct letter will automatically be issued to player if the following occurs:

- a. Ejection from game = 1-game suspension
- b. 3 total yellow cards in a season = 1-game suspension
- c. Multiple red cards in a season = Multi-game suspension

K. A player or team expelled from the league will not receive a refund.

8.....PROTESTS

A. Protests must be submitted in writing, accompanied by a \$25 filing fee, to the MPRD office, at the Santo Community Center, 701 N. Columbus Ave., within 24 hours after the game. Protests are to help clarify and interpret rules, not to question the judgment of officials. Protests are to help prevent similar occurrences and to better the league. Depending on the amount of staff time required to investigate the protest, the League Director may refund the \$25 fee if the protest is upheld.

B. Protests must be stated at the point of contention (before the ball is put into play) and the referee, scorekeeper/supervisor and opposing team captain must be notified as to the exact rule that is being protested. Protesting captain must complete a typed description of what happened.

9.....GAME AND MISCELLANEOUS PROCEDURES

A. Futsal laws govern play with these exceptions:

- 1) A pass back to the goalie may be picked up by the goalie.
- 2) All penalty kicks, corner kicks and kick-ins are direct; free kicks and goal kicks are indirect.
 - a. A distance of three yards is required on free kicks.
- 3) On all free kicks and goalkeeper possessions, the ball must be put into play within four seconds. Stalling fouls result in a direct kick from the point of the infraction.

B. Games consist of two 20-minute halves, running clock, with a five-minute halftime.

- 1) Each team receives a one-minute timeout per half (none in overtime).
- 2) Substitutes may enter the game on a dead ball or in a manner that does not give a team an unfair advantage.
- 3) If the game is tied after regulation, one five-minute overtime, running clock, will be played (no golden goal). If the game is still tied after overtime, the contest is deemed a tie.

C. Blood rule. When blood is visible, the game will be stopped to allow for quick dressing of wounds.

- 1) Any visible blood stains on clothing must be taped over or removed entirely. Numbers are not required for those needing to change shirts due to blood stains.
- 2) Skin wounds/abrasions must be bandaged with no visible blood leakage.
- 3) Each team should have a supply of athletic tape and bring spare shirts.

D. Wearing jewelry is **prohibited** for safety reasons.

- 1) Players are encouraged to tape wedding bands or wear batting gloves.
- 2) Casts (plaster, metal or other hard substance in its final form), exposed jewelry (wrist watches, bracelets, metal barrettes, large earrings and neck chains or any other item deemed dangerous by the umpire) may not be worn during the game.

E. The City of Medford does not provide medical or accident insurance to participants. Participants compete at their own risk.

F. The postseason tournament determines the league champion. Regular-season games determine tournament

seeding. Ties are broken by head-to-head outcomes; multiple ties are broken by the League Director using traditional tie-break methods.

G. The MPRD web site (www.sportsmedford.com) is the primary source for up-to-date schedules, standings and rules. MPRD will use e-mail and/or phone communication to disseminate schedules or other information.

H. Past team performance may be considered during initial league composition. The League Director reserves the right to make scheduling decisions in the best interests of competitive balance.

I. Teams that drop or are dropped from the league lose any right to reclaim any part of their entry fee once the schedules have been posted on the MPRD web site.