

# Bladium Sports Clubs Indoor Soccer Playing Rules



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## **Rule 1—Zero Tolerance Rules**

### 1.1– Player, Coach and Spectator Conduct

- (a) If an official on the surface or off (i.e. scorekeeper) hears either a player on the surface or on the bench use profane language, the official will stop the game and issue “first” warning to the offending player. The same warning will be rendered to the players’ bench and the coach of the team. A second offence warrants a 2 minute unsportsmanlike conduct penalty.
- (b) The on/off surface official hears profane language and determines that the public (fans, Parents, etc.) can hear profane language, a two minute penalty will be assessed to the offending team. Any player on the surface at the time of the infraction may serve the penalty.
- (c) The on/off surface official hears profane language used a second time from the team, bench, or coach, and determines that the surrounding public can hear the profane language, a five minute major penalty will be assessed, an on-surface player will serve the penalty, and the team will be player short for the duration of the penalty.
- (d) If the team still cannot be controlled, the referee at their discretion may default the game and award a win to the other team.
- (e) Any player involved in a fight before, during, or after the game will receive a game misconduct for that game. The circumstances will then be reported to the league authorities for further action. Any player so removed from the game will automatically receive a three game suspension from play in that league.
- (f) Any player who comes off the bench to get involved in an altercation will automatically receive a game misconduct and the circumstances will be reported to the league authorities for further action.
- (g) Any player, already on the bench, leaves the bench during an altercation will automatically receive a game misconduct penalty and the circumstances reported to the league authorities for further actions.
- (h) Any player who becomes involved in an altercation will receive a game misconduct penalty and the circumstances reported to the league authorities for further action.
- (i) Any profanity, abusive language or gestures used by a player directed to another player or person will result in a minor “Unsportsman-like Conduct” penalty. A second infraction of this rule within the same game will result in a misconduct penalty. A third infraction within the same game will result in a game misconduct penalty and a one game suspension. If the player does not control his/her behavior, additional game suspensions or league ejection may be issued. Bladium reserves the right to eject any player at any time for unsportsman-like behavior.
- (j) Any player found to be playing under the influence of alcohol or drugs will automatically be ejected from the league and have their membership suspended. Reinstatement will be subject to Bladium Suspension Review Board.
- (k) Team Coaches or Captains can only approach Bladium Officials and Referees in regards to complaints or issues of Policy.
- (l) Failure of team coaches/captains in controlling their players or spectators may be deemed as grounds of forfeiture of play.
- (m) Any player attempting to play while suspended will cause his/her team to lose by forfeiture. The player in question will receive a 5 game suspension. Any team using a non-registered player will cause his/her team to lose by forfeiture and/or suspension of the team captain. The non-registered player in question will not be permitted Bladium membership.
- (n) Unsportsmanlike conduct will be assessed a minimum 3-minute minor penalty. There is no maximum penalty and is subject to referee’s discretion. This includes lack of respect for league referees and officials during and after a game, challenging or disputing the referees decision, shooting the ball after the whistle has blown, delaying the game, interference of play from the benches. The throwing of sticks or other equipment will bring an automatic game misconduct penalty and a one game suspension. If an injury occurs as a result of thrown equipment there will be an automatic 5-game suspension and board review to return to the league.
- (o) During games, spectators may not approach the team benches or direct comments to individual players or approach scorekeepers or referees. Spectators will receive one verbal warning. If a second warning is issued, a bench minor will be issued to the team. If the spectator continues without regard to the warnings, they will be ejected from the facility.
- (p) Upon entering the club, all members must present their membership card to the front desk staff before they will be allowed to participate in any activity

### 1.2 Abuse of Officials and the Facility

- (a) Any physical abuse or threat of physical abuse to a Bladium staff member, official, or spectator will result in an immediate ejection from the league. Any profanity, abusive language or gestures directed at a Bladium Staff member may result in an immediate suspension of membership.
- (b)
- (c) The Bladium wants you to enjoy your game and the facility. In order to maintain the playing surface there is a zero tolerance policy for GUM CHEWING and CHEWING TOBACCO. Persons caught chewing gum and/or chewing tobacco will be asked to stop and if they continue they will be issued with a blue card.
- (d)
- (e) Players, who spit on the surface for any reason whatsoever, will be given a blue card If they spit again they will be issued a yellow card and so on.
- (f)
- (g) Bench Penalty: Unsportmanlike behavior from a team box will result in a verbal warning against the team. Should the conduct persist a bench penalty will be issued against the offending team. The team manager/coach must remove one of the field players to serve a time penalty.

### 1.3 Unsportsmanlike Conduct

- (a) Challenging or disputing the decision of the referee
- (b) Creating a disturbance of any kind
- (c) Shooting the ball after the referee has blown the whistle or the play has been stopped
- (d) Delaying the game by deliberately throwing or shooting the ball out of the playing area
- (e) Using obscene or abusive language
- (f) Interfering in any way with the game official
- (g) Interference of play from the bench
- (h) Making physical contact with an opponent after the whistle has blown or play has been stopped
- (i) Abuse of official (verbally or physically)
- (j) Not immediately following the decisions of the official after a penalty has been called
- (k) Throwing any thing onto the playing surface.

### 1.4 Fighting, Dangerous Play and Excessive Penalty Rules

- (A) **FIGHTING WILL NOT BE TOLERATED BY BLADIUM.** This includes any altercations involving league players. Instigating a fight will bring an automatic game misconduct penalty, a 5-game suspension, and a 5-minute major penalty. Two players instigating together brings an automatic game misconduct penalty and 3-game suspension for the instigators, and a 5-minute major penalty per player. A player retaliating against an instigator will bring an automatic game misconduct penalty, a 3-game suspension and a 5-minute major penalty. A second major fight during the same season will bring an automatic season ending suspension, with a possible lifetime league ejection.
- (b) Regardless of contact with another player, the intent to fight another player will result in an automatic game misconduct penalty and a 3 game suspension.
- (c) Players becoming involved in another players altercation receive a minimum 3-game suspension. Additional penalties or possible suspension may result from lack of compliance from direction of referees or league officials. This includes players in the players and penalty boxes. Any player leaving these boxes during any altercation will be assessed an automatic game misconduct penalty and a 3-game suspension regardless if they get involved in the altercation.
- (d) **BLADIUM IS A NON-CONTACT LEAGUE.** No intentional body contact or checking is allowed at any level. Bladium realizes there will be incidental body contact during a game. However, you may not play the body of an opposing player to get to the ball. Lowering your shoulder, extending your arms, and taking your eyes off the ball and looking at the opposing player while making contact will be considered a check. A Checking Penalty is 5-minute major. Checking from behind, Boarding and Charging will result in an automatic game misconduct penalty, a 3-game suspension and a 5-minute major penalty. The second offense will result in ejection from the league and membership suspension with Bladium board review for reinstatement.
- (e) Players incurring a total of 40 penalty minutes during any one season will be suspended for one game. Players incurring a total of 70 minutes during any one season will be suspended, again for one game. Players incurring a total of 90 minutes during any one season will be reviewed by the Bladium Suspension Review Board as to the extent of further suspensions and fines.

### 1.5 Disciplinary Review

- (a) Bladium intends to provide a facility and environment for recreational and competitive indoor soccer. However, safety is always of the utmost importance. For this reason, it is important that we make player safety a priority. Therefore, if Bladium or it's officials deem it necessary to access additional penalties or suspensions to a player for his/her actions, they may do so. These include actions prior to, during, or after games and involving Bladium staff, officials, coaches, players or spectators. Any player suspended for more than one game may file an appeal. All appeals must be in writing. All appeals must be received by Bladium within five (5) days of suspension notification.

### **Rule 2 - The ball:**

#### 2.1- Approved ball:

The referee will approve the ball used in the game and is not responsible for the ball during the match or after the match ends.

#### 2.2- Ball bursts:

If the ball becomes defective during the match, the game shall be stopped, a new ball obtained, and a drop ball given at the place where the ball was when the referee stopped play, unless another restart appropriate to the stoppage should occur, subject to rule 8.5.

### **Rule 3 - The number of players:**

#### 3.1- Teams:

There shall be two teams each consisting of the following:

- (a) Minimum of Four players need to start and continue a game
- (b) Any player may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided also that the change is made during a stoppage of the game.
- (c) Substitute players are to remain in the player boxes. ONLY PLAYERS AND TWO COACHES ARE PERMITTED IN THE BOX. A TEAM HAVING A NON-PARTICIPATING PERSON IN THE BOX WILL BE AWARDED A TWO MINUTE TIME PENALTY.
- (d) Rosters will be frozen by the 6<sup>th</sup> game. Players who have played in at least 3 regular season games will be eligible for the playoffs.
- (e) Players may play for teams in different divisions, but they cannot play for 2 teams in the same league. A team may pick up a goalie from another team
- (f) Once a player has played a game for a team, that player must remain with that team for the remainder of the season.
- (g) Captains are responsible to make sure all the players are on the final roster by the 6<sup>th</sup> week.
- (h) Teams using illegal players, that is, players from other teams in the league or players without a membership will forfeit the game and may be subject to a suspension.
- (i) A team may pick up a guest player only when they're short players and with the approval of the referee and the opposing coach.

### 3.2 substitution:

- (a) During the game, substitutions for field players and the goalkeepers may be made at any time on an unlimited basis, provided the player being substituted for is within one yard of their own bench area, or entirely off the field of play at their own bench area, *before* substitution is made. It is an infraction of "too many men on the field" if the substitute and the field player are on the field at the same time and either becomes involved in the play of the ball.
- (b) For too many players on the field, a blue card will be given to the player entering the field. The player will then have to serve the time penalty and the team play short for the duration of the penalty. Play shall be restarted in accordance with rule 13 - free kicks.

## **Rule 4 - The player's equipment:**

### 4.1- Nothing dangerous is allowed:

- (a) The referee is sole judge as to fitness of equipment. This includes but is not limited to jewelry, neck chains, bracelets, watches, rings, etc.
- (b) Shin-guards are mandatory at all facilities! Shin guards must be fully covered by soccer socks. Shoes worn must be of the type that are manufactured and designed for use on indoor artificial surfaces. Outdoor molded cleats are allowed. Failure to observe these equipment rules will result in a one game suspension. A second offense may result in membership suspension.

### 4.2- Goalkeepers:

Shall wear colors, which distinguish him from other players and the referee. Any field player who replaces the goalkeeper must wear a different colored jersey to that of their team or wear a colored bib.

### 4.3- Infringement:

- (a) A player may be sent from the field-of-play to adjust or correct his/her equipment, and must not return to play without first reporting to the referee, who shall be satisfied that everything is in order. Any player, who is sent from the field to correct or adjust equipment, may not return until the next stoppage in play.
- (b) A time-penalty shall be given to a player who violates this condition. If the referee stops the game to issue this time-penalty, the game shall be restarted with a free kick taken by the opponents in accordance with rule 13.

## **Rule 5 - The Referee(s)**

### 5.1- Authority:

The referee's jurisdiction begins when they enter the facility and ends when they leave the facility. The referee shall keep a record of the game.

### 5.2- Powers:

The referee's power for penalizing extends to offenses committed when play has been temporarily suspended or when the ball is "out-of-play". Referee decisions on all matters of the game are *final* so far as the result of the game is concerned. There will be absolutely no protests!

Referees have all of the following powers:

- (a) Enforce the rules. Should a player commit 2 infringements of a different nature, he shall penalize the more serious offense.

- (b) Advantage: Refrain from penalizing in cases where the referee is satisfied that by so doing, he would give an unfair advantage to the offending team. However, if in the referee's opinion the advantage *does not* materialize within a few seconds, the referee may blow the whistle and apply the appropriate foul & restart.
- (c) Discretionary power: The referee has the power to stop the game for any infringement of the rules, and to suspend or terminate the game due to poor behavior of the players, coaches, spectators, or any other cause should he deem stoppage necessary.
- (d) Penalize/Caution/Eject: Penalize any player or non-player personnel guilty of misconduct, caution any player for unsporting behavior, and, if he persists, eject him from further participation in the game. In such cases, an ejection report must be filed with the facility director for disciplinary actions.
- (e) Illegal entry: Allow no person other than the players to enter the field without his permission.
- (f) Injury stoppage: Stop the game, if in his opinion, a player has been injured, have the player removed as soon as practical, and resume the game. The game clock will be stopped during injury stoppages.
- (g) Ejection: Send off from the field-of-play any player or non-player who is guilty of:
  - (h) Violent Conduct or Serious Foul Play.
  - (i) Insulting, Foul or Abusive Language, or
  - (j) Persists in misconduct after having received a Caution.
- (k) An ejection report must be filed with the facility director and the player or non-player so ejected must leave the playing area, bench area, and the spectator area. Play may not be resumed until the person complies with the referee's request to leave.
- (l) Signal restarts: The referee may give a verbal or whistle signal for play to restart after all stoppages. The referee must blow the whistle only for:
  - (m) Kick-off.
  - (n) Penalty Kick.
  - (o) Shootout attempt.
  - (p) Corner kick.
  - (q) Re-starts from the top-of-the-arc.
- (r) Control the game clock: The referee controls the game clock and may take time to his watch, as necessary.

#### **Rule 6 - Assistant Referee & other Game Officials:**

As needed.

#### **Rule 7 - Duration of the Game:**

##### 7.1- Duration:

- (a) A regulation game shall consist of two halves, 25 minutes in length, with a One-minute interval between halves. Youth Games are 20 minutes halves.
- (b) Playoffs games will consist of two halves, 20 minutes in length.
- (c) Duration is subject to the following:
  - Play shall be extended to permit the taking of a penalty kick, or a shootout attempt in the each half, if the infraction occurred immediately prior to the expiration of time.
  - As allowed elsewhere in the rules at the referee's discretion.

##### 7.2- Interval between periods:

A one-minute interval shall be provided between the first and second half and overtime period (if any). This is to be strictly enforced! There is no warm-up period provided!

##### 7.3- Overtime:

- (a) There are no overtime periods for regular session games.
- (b) Play-off, Semi-final and Championship Final games:
  - If tied at the end of regulation time, the game will be decided by a 5 minutes sudden death overtime. If still tied, then the game will go into penalty kicks. There will be a coin toss to determine which team shoots first. There will be three penalty kicks per team.
  - If then still tied after the first set of three shootouts, the game will be decided by *sudden death* penalty kicks.
  - Co-ed penalty kicks require 1 of the 3 players involved to be women.
  - Any of the players involved in the game duration regulation time may take part in the penalty kicks. No players can join in the shootout unless they have played in the game.

#### **Rule 8—The Start of Play**

##### 8.1 Game beginning:

The home team kicks off first. After the referee's whistle, the player shall take a place kick from the center spot. The ball must travel in any direction on the kickoff or the kickoff will be retaken. All opponents must be at outside of the center circle. The kicker may not play the ball a second time, including instances where the ball

bounces off the perimeter wall back to the kicker, without first having touched another player. A goal may be scored from a kickoff.

**8.2 After a goal has been scored:**

The game will restart in like manner to section 8.1, by the opposing team.

**8.3 After the end of each half:**

Ends shall be changed and the opposing team will kick off the second half (home team kicks off to start the first half).

**8.4 Punishment:**

For any infringement of rule 8, the kick-off shall be retaken except in the case of the kicker playing the ball a second time before another player has touched it - for this offense, a free kick shall be taken by the opponent subject to rule 13.

**8.5 Drop ball:**

When restarting play after a stoppage for any other cause not mentioned elsewhere in these rules, the referee shall drop the ball at the place where it was when play was stopped, and it shall be deemed in-play when it touches the floor. Any drop ball restart that occurs in the penalty area shall be dropped at the top-of-the-arc instead. If the ball is played before it touches the floor, the ball shall be re-dropped. In any situation where a team has clear possession of the ball when play was stopped, a drop ball shall not be used.

**8.6 Five-second requirement:**

After having given a signal to do so, a team has five seconds to put the ball into play. Failure to restart within (5) five seconds shall result in a possession turnover to the opponent. If this occurs on a goal-kick restart, the ball shall be restarted by the opponent from the top of the arc.

**Rule 9 - The Ball In and Out of Play**

9.1 The ball is in play at all times from start to finish including:

- If it rebounds from a goalpost, crossbar, corner flag post, or off the perimeter wall into the field-of-play.
- If it rebounds off a referee who is in the field-of-play.
- In the event of a supposed infringement of the rules until a decision has been made by the referee.

9.2 The ball is out-of-play when:

- It has wholly crossed the perimeter wall or contacted the perimeter netting surrounding the sides and ends of the field.
- When it has made contact with the building superstructure or lights above the field-of-play. If there is netting above the field-of-play, the referee will be sole judge as to whether any contact has occurred, and teams are advised to continue to play until they hear a whistle. If play is stopped for "superstructure" contact, a free kick will be awarded to the opponent at the center spot of the nearest "red" line where contact occurs.

**Rule 10 - The Method of Scoring**

**10.1 Legal goal:**

Except as otherwise provided in these rules, a goal is scored when the whole of the ball has passed completely over the goal-line between the goal posts and under the crossbar, provided it has not been thrown, carried, or intentionally propelled by the hand or arm of a player of the attacking team. A goal may be worth one or two points. Any player shooting the ball outside of the two points arc will be awarded two points. If the ball deflects of the defender inside the arc, it is still two points. If it deflects from a teammate inside the arc, it is still two points.

*Exception:* A goalkeeper who was within his own penalty area who has legally propelled the ball over his own goal line.

The team scoring the greater number of goals shall be the game winner. A player cannot score more than 3 goals in the beginner's leagues.

**Rule 11 - Three Line Violations**

**11.1 Definition:**

A player is guilty of a three-line violation when he/she passes or last touches the ball across three lines (*two zone lines plus the halfway line*) in the *air* towards his/her *opponents* goal line, without it touching another player, the perimeter wall, the turf or the referee.

### 11.2 Punishment:

If a three-line pass is declared, the referee shall award a free kick, which shall be taken by the opponents at the center spot of the first zone line that the ball crossed.

## **Rule 12 - Fouls | Time Penalties | Misconduct | Cautions | Ejections**

### 12.1 Fouls:

Any player who carelessly, recklessly, or with disproportionate force commits any of the following offenses, is guilty of committing a foul and shall be penalized by the referee by the awarding of a free kick to be taken by the opposing team from the point of the infraction, subject to the exclusions in rule 13: Any team committing 6 fouls per half will receive a two minutes penalty. The player who commits the 6<sup>th</sup> foul will serve the penalty. After the 6<sup>th</sup> foul in the half, the referee/scorekeeper will continue to keep track of the fouls starting again at zero. Penalties may carry over to the 2<sup>nd</sup> half.

- Kicks or attempts to kick an opponent;
- Trips an opponent;
- Jumps at an opponent;
- Strikes or attempts to strike an opponent;
- Pushes an opponent;
- *Or who commits any of the following actions:*
- When tackling (charging) an opponent, makes contact with the opponent before contact is made with the ball;
- Spits at an opponent or throws the ball at him;
- Holds an opponent or holds the perimeter wall to prevent an opponent from playing past;
- Handles the ball deliberately in a premeditated and calculated manner, i.e., Carries, strikes or propels the ball with his hand or arm (this *does not apply* to the goal-keeper who is within his own penalty area);
- Boarding or propelling an opponent into the perimeter wall (*Note: a time-penalty must be given for boarding.*)
- Playing in a manner that is considered dangerous by the referee;
- Charging fairly, with the shoulder, but when the ball is considered by the referee to be not within playing distance of the players concerned;
- When not playing the ball, impeding the progress of an opponent by running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent;
- Charging the goalkeeper anywhere within the penalty area.

### 12.2 Goalkeeper restrictions:

The following infractions shall cause the referee to stop play and award a free kick for the opponents to be taken at the top of the restraining arc:

- *Hand -to -hand:* A goalkeeper, who has had hand control of the ball, and then having released the ball from his hands to be played either by his feet or by a teammate, shall not handle the ball with his hands again until it has either been touched or played by an opponent, or a stoppage of play occurs.
- *Pass-back:* If a defender *intentionally* passes the ball back to his own goalkeeper using his feet, the goalkeeper shall not touch the ball with his hands. The goalkeeper *is allowed* to play the ball only with his/her feet, when a pass-back occurs.
- Five (5) second distribution: A goalkeeper, determined to have possession of the ball with his hands or at his feet/foot, who remains within his penalty area, *must* distribute the ball outside of his penalty area within (5) five seconds of having received the ball into his/her possession within the penalty area.
- Illegal procedure - handling by the goalkeeper: A goalkeeper who attains possession of the ball from outside the penalty area, shall not handle the ball inside of the penalty area by bringing the ball inside with the feet and then picking the ball up.
- Handball outside of the penalty area: *Intentional handballs* by the goalkeeper outside of the penalty area shall be determined to be severe in nature and a time penalty must be given against the goalkeeper who intentionally handles the ball in a deliberate attempt to break up a play or save a shot at goal from outside the penalty area. In situations where the goalkeeper first handles the ball legally within his penalty area, and then his momentum carries him outside of the area while still holding the ball, shall not be deemed to be severe in nature and a time-penalty will not be awarded. The referee will award a simple handball, free kick restart at the place of the infraction.
- Goalkeeper striking: A goalkeeper shall be ejected without previous caution if he intentionally strikes an opponent by throwing the ball violently at him, or pushes him violently while holding the ball. A penalty kick shall be awarded if the offense was started from within the penalty area or a shootout if the offense was initiated from outside the penalty area.
- A goalkeeper may not collect the ball with his/her feet outside of the goal area and bring the ball into the goal area and pick the ball up with his/her hands. A free kick at the top of the arc will be awarded if this occurs.

### 12.3 Goalkeeper privileges:

- (a) Another member of his team may serve goalkeeper time penalties. All time penalties so served shall be charged against the goalkeeper for accumulation purposes toward subsequent time penalties.
- (b) An opponent may not obstruct a goalkeeper in an attempt to prevent him from putting the ball into play.
- (c) *A goalkeeper may not be charged in the penalty area.* In cases where an attacker intentionally obstructs the goalkeeper or makes contact with the goalkeeper not in possession of the ball, the referee shall stop the game and award a free kick.
- (d) A player who carelessly or recklessly commits a foul against the goalkeeper, which falls short of an ejection, but never the less endangers the goalkeeper beyond what is considered to be normal hazards of play, must be cautioned for unsporting behavior. Any repeat by this same player results in immediate ejection.
- (e) Any player, who intentionally charges into the goalkeeper in a violent manner or intentionally kicks the goalkeeper while he/she is in full possession of the ball, shall be ejected immediately for serious foul play.

### 12.4 Time penalties:

- (a) Penalties to players, substitutes, coaches, etc., shall be divided into the following categories:
  - Five minute penalties – Red Card                      Player involved is ejected from game, team serves a full 5 Minute penalty
  - Two minute penalties – Yellow Card                      A full four minutes must be served
  - Two minute penalties – Blue Card                      A maximum of two minutes must be served, i.e. Power                      Play
- b After the start of the game when play is not in progress, and any player, substitute, coach, etc. commit an offense, the same time penalty shall apply as though play were actually in progress.

#### **Delayed penalty:**

- (a) The referee is not required to stop the game immediately to administer a caution or a blue card time penalty. He may, if he chooses, apply the advantage to the observed foul. If he does apply the advantage, and the advantage is immediately realized, he shall penalize the offending player (s) when:
  - (b) The offending team gains ball possession.
  - (c) The referee decides to stop play.
  - (d) A goal is scored during the advantage. The offending player(s) penalty shall be recorded for accumulation purposes but no time shall be served. The punishment shall be the appropriate re-start for the reason why the time penalty was called.

#### **Power play goal:**

- (a) If a team is reduced to a lesser number of players than its opponents by a Blue Card and such team is scored upon by its opponent, then the player having the least amount of penalty time remaining may return to play.
- (b) When each team has a player serving a time penalty for a related incident and a goal is scored, *neither player shall be released and no time penalty shall be voided.*

#### **Multiple penalties on the same team (Assumes 6 on 6) :**

There must always be a minimum of four (4) players on the field for each team. If a team has two (2) players serving time penalties, and a third player receives a time penalty, the third player must go immediately to the penalty box. He shall, however, be replaced by a substitute since there is always a (4) player minimum on the field. The penalty time for the third player in will not start until that of the first player in has elapsed. Order of return to the field will be first in to last time expired

#### **Multiple penalties to the same player:**

If a player is serving more than one time penalty, he shall not be immediately released, when the opponents score a power-play goal. Rather, his first time penalty will be erased and his second time penalty will begin at the start of the place kick.

#### **All time penalties are cumulative:**

A player who receives a blue card , who later commits another time penalty occurrence, shall be shown a yellow card. If there is another time penalty occurrence by this same player, he will be given a red card ejection.

**Authorized penalty box exit:**

A player shall not leave the penalty box unless released at one of these occasions:

**The expiration of his time penalty.**

At the end of a period of play ( e.g. Half Time) to consult with his team, provided he returns to the penalty box before play is restarted.

A power-play goal is scored against his team and the player had been issued a blue card.

For an infraction of this section, an additional time penalty will be given to the player who exits before the appropriate time is allowed.

12.5 Team Time Penalties:**Bench misconduct:**

Verbal or physical abuse of the referee of any kind *will not be tolerated*. For any subsequent team violation after being warned for bench misconduct when the offender is *not* identifiable, the referee can assess a bench misconduct time penalty and a player will be chosen by the offending teams coach to serve the time penalty. This does not, however, prevent the referee from assessing penalties to individual players or non-playing team personnel. Note: the offending team is required to play short a player(s).

12.6 Misconduct Time Penalties (Blue Cards):

For any of the following offenses, a two (2) minute time penalty will be assessed and the appropriate restart given. The offending team is required to play short a player (s). No shootout may be awarded for misconduct time penalties.

**Referee's discretion:**

A misconduct time penalty may be given to any player deemed guilty of an offense which of itself does not warrant a caution.

**Encroachment:**

Defending players must give the maximum ten (10) feet allowance when free kicks are about to be taken.

Player(s), who interfere with the taking of these kicks by deliberate encroachment, must be assessed with a two-minute misconduct time penalty (no "warning" is necessary).

**Equipment adjustment:**

A player who enters the game having failed to comply with the referee's orders requiring equipment adjustment or correction, shall be assessed a misconduct time penalty.

**Delaying the re-start of the game:**

In the opinion of the referee, players of the offending team shall not engage in tactics designed to delay the restart of the game, or otherwise waste time following the referee's whistle to stop play. A player shall be deemed to be wasting time if he/she intentionally touches the ball, which then causes a delay in the restart of play. For any violation of this rule, the offending player shall be assessed a misconduct time penalty.

**Intentionally playing the ball over the perimeter wall:**

A player who, in the opinion of the referee, intentionally plays the ball over the perimeter wall *after a stoppage in play occurs*, shall be assessed a misconduct time penalty.

**Misconduct for spitting on the playing field:**

If, a *player or substitute or non-player personnel spits on the surface*, that person shall be assessed a blue card.

12.7 Caution Time Penalties (Yellow Cards):

A player, substitute, or non-player personnel shall be cautioned and a two (2) minute time penalty must be given when:

- He is guilty of Unsporting Behavior.

- He is guilty of Dissent by word or action.
- He is guilty of Taunting.
- He is guilty of persistent infringement of the rules.
- He exits the field-of-play during a delayed blue card advantage or is guilty of a second time penalty offense while playing under the blue card advantage signal.
- Cumulative time penalty caution: If a player receives a second time penalty, and has not already been cautioned, he must now be cautioned.

**Four (4) minute dissent:**

Any penalized player, substitute, etc., Must proceed immediately to the penalty box. If this person continues to challenge or dispute the referee's decision, they must be assessed an additional two (2) minute time penalty and be cautioned. Further dispute will result in an ejection. All caution time penalties will result in the offending team playing short a player for the duration of the time imposed (subject to section 12.4).

**12.8 Ejection Time Penalties (Red Cards):**

A player, substitute, non-playing personnel, etc., shall be sent off the field-of-play (i.e. Ejected), if in the opinion of the referee:

- He is guilty of Violent Conduct.
- He is guilty of Serious Foul Play.
- He is guilty of using Offensive, Insulting, or Abusive Language.
- He commits a Second Caution Time Penalty.
- He receives a Third Penal Category or Misconduct Time Penalty (not a "team" penalty).

If play is stopped for a player to be ejected for an offense without a separate breach of the rules having been committed, the game shall be resumes by a free kick awarded to the opposing team. Players, substitutes, etc., so ejected under this rule 12.9 must have another player serve their five (5) minute time penalty. This five (5) minute time penalty is a "hard" time penalty, meaning the offending team plays short the entire five minutes, regardless of the number of goals scored against them. Any player / coach / spectator / etc., so ejected must leave the playing area, coaching area, field area, etc., and be out of the sight and sound of the referee. Anyone failing to follow the referee's request to leave the area will result in termination of the game and a (4-0) forfeit by the offending team recorded on the game report filed by the referee.

**Simultaneous ejections:**

In situations where two (2) or more simultaneous ejections occur, other players shall serve them and the number of field players shall not be lowered beyond (4).

**Maximum time single incident:**

Despite the number or nature of penalties assessed for a single incident, no player designated by a coach to serve the offenders ejection time, shall serve more than a maximum of a five (5) minute penalty. A *single incident* is defined as occurring from the moment of the original stoppage of play and continuing until play is re-started.

**Unseemly behavior:**

Spitting at another person, or similar unseemly behavior, blatant taunting, misconduct directed at the referee, leaving the penalty box to engage in confrontation or dissent, shall be considered violent conduct and will result in a Red Card.

**Delay of restart after an ejection:**

Play shall not be started again until the ejected player, substitute, non-player personnel, spectator, etc., has completely left the playing area, bench area, facility spectator area, etc. Ejected players or other non -player personnel are to go to the front lobby area of the facility without delay.

**Rule 13 - Free Kicks:**

### 13.1 Free kick regulations:

When play has been stopped for a simple foul listed in the section entitled "12.1 - Fouls", and the restart does not call for a penalty kick or a shootout attempt or for an infraction listed elsewhere in the rules, play shall be restarted with a free kick taken by a player of the opposing team.

When a player is about to take a free kick, all opponents shall be at least ten (10) feet away from the ball until it is moved into play. The ball must be stationary when the free kick is taken, and the kicker shall have five (5) seconds within which to play the ball after being signaled to do so by the referee.

Failure to put the ball into play within five (5) seconds of the referee's signal will result in a possession "*turnover*" to the opponent.

On all free kicks that are not penalty kicks, shootouts, or kick-off, the ball shall be deemed to be in-play when it has moved. There can be no circumstances where the player taking the kick may be allowed to play the ball twice, until, it has been touched by another player. This includes instances where the ball rebounds from the perimeter wall or the referee --- before it has been touched by another player (Exception: Shoot-out Restart).

A goal may be scored directly against either team from a free kick.

#### **Location:**

Free kicks shall be taken from the point of the infraction subject to exclusions listed herein or elsewhere in the rules. The referee has the freedom to allow the kick to be taken within a three (3) foot radius of the point of the infraction, unless, in his opinion, a team would gain an unfair advantage from the liberal placement.

#### **Free kick taken from within the defensive penalty area:**

Notwithstanding any other reference in these rules to the point from which a free kick must be taken, a free kick awarded to the defending team, within its own penalty area, may be taken from any point within the penalty area.

#### **Free kicks originating in the penalty area:**

When a player is taking a free kick from within his own penalty area, all opposing players shall remain outside the Penalty Area until the ball has been kicked outside of the area. All opponents must also be at least ten (10) feet from the ball while the kick is being taken. The ball shall be deemed to be in play after it has moved, and after it has gone beyond the penalty area. The goalkeeper is not allowed to receive the ball into his hands until it has first passed outside of the penalty area. If the ball is not kicked directly into play or, if the kicker touches the ball twice before it has left the penalty area, the kick shall be re-taken.

#### **Free kicks from within the attacking penalty area:**

All free kicks indoors are direct free kicks (i.e., A goal may be scored directly from them). However, there may be a circumstance where an "indirect type foul" such as "dangerous play" may occur inside the Penalty Area and committed by the defensive team. In the opinion of the referee and in circumstances of this nature, the free kick awarded to the attacking team shall be taken at the top-of-the-arc.

#### **Penalty Kick:**

Penalty Kicks are only awarded if there are less than 5 seconds left in the period of play, otherwise a Shootout will be awarded. If a penalty kick has been awarded and time has run out, the kick will be allowed to be taken. However the ball can only be struck once, i.e. there can be no rebounds or follow up.

#### **Infractions that occurring off of the field:**

If the referee stops play for an infraction, which occurred off the field of play (i.e. Bench misconduct), the game shall be restarted with a free kick. This free kick is taken by a player of the opposing team, from the place where the ball was when play was stopped, subject to exclusions elsewhere in the rules.

#### **Substitution Violations:**

If play is stopped for a substitution violation listed in section 3.6, play shall be restarted with a free kick taken by a player of the opposing team from the place where the ball was when play was stopped; subject to the exclusions in Rule 13, Free Kicks.

#### **Intentionally propelling a ball out-of-play & Time Wasting:**

If, in the opinion of the referee and while the ball is still in-play, a player intentionally kicks the ball out over the perimeter wall, the correct restart will be the awarding of a free kick to the opponent at the top of the offending teams penalty arc. This is enforced regardless of where the ball was at the moment it was kicked from play, deliberately to waste time.

### 13.2 Encroachment:

If a player on the opposing team encroaches or within ten (10) feet of the ball before a free kick is taken, the referee may issue a Blue Card to the offending player. It will, solely, be the referee's judgment concerning whether encroachment has occurred.

### 13.3 Violation Kicker:

If the kicker, after taking the free kick, that is not a shootout, plays the ball a second time before another player has touched it, a free kick shall be taken by the opposing team from the spot where the infringement occurred. If the kicker delays the taking of the free kick for a period longer than five (5) seconds after having been signaled by the referee to do so, that team shall lose possession of the restart.

## **Rule 14 - Penalty Kick Or Shoot-Out**

### 14.1 Definition:

A free kick from the *top-of-the-arc* taken by an opponent against the opposing goalkeeper without interference by other players.

Should a player of the defensive team commit one of the fouls listed in section 12.1, while within his own penalty area, he shall be penalized by the awarding of a Shoot Out for the opposing team. A Shoot Out can be awarded irrespective of the position of the ball, if in play, at the time the offense is committed. If there are less than 5 seconds remaining in the period of play, a Penalty Kick will be awarded instead of a Shoot Out. The ball shall be placed at the top of the arc.

### 14.2 Player Positions on a Penalty Kick:

The referee shall not whistle for a penalty kick to be taken until the players are positioned in accordance with the following:

All players, with the exception of the player taking the kick and the opposing goalkeeper, shall be on the field-of-play, but outside the two-point arc area, and at least ten (10') feet from the penalty mark.

The opposing goalkeeper must stand on his own goal line with both feet, and may move side-to-side before the ball is kicked.

Players are not permitted to stand on the restraining arc, and are not permitted to interfere with the kicker. Any such interference shall result in a misconduct time penalty being assessed against the offender(s).

### 14.3 Ball in play:

The player taking the penalty kick must play the ball forward and the ball shall be deemed to be in-play when it has moved.

### 14.4 Violation Goalkeeper:

If after having given the signal for the kick to be taken, the referee sees that the goalkeeper is not in his right place on the goal line, he shall, never the less, allow the kick to proceed. It shall be retaken if a goal is not scored.

### 14.5 Encroachment violation by attackers or defenders:

Players who enter the Penalty Area before the ball has been kicked need not be deemed guilty of misconduct. The referee, having waited to see the outcome of the kick, is empowered to issue a team warning and retake, if necessary. Referees shall issue a misconduct time penalty for persistent infringement after a warning.

### 14.6 Outside interference:

The kick shall be retaken, if, while the ball is in play it is stopped by some outside agent. If it rebounds back into play and then is interfered with, restart is subject to rule 8.5: Drop Ball.

### 14.7 Penalty Kick in extended play:

Play must be extended at the end of any period for the taking or retaking of a penalty kick. The extension shall last until the referee is satisfied that the kick has been completed. The referee will decide whether a goal has scored or has not been scored. The period shall end immediately after the ball ceases its momentum toward the goal. The provisions of all previous paragraphs apply except that no players other than the kicker and the opposing goalkeeper shall be allowed to participate in extended play.

In circumstances described in paragraphs 14.7 and 14.8, the game shall terminate immediately after the ball rebounds back into the field-of-play.

## **Rule 15 - Restarts / Ball kicked over the Perimeter Wall:**

### 15.1 Kick-in:

When the entire ball passes over the perimeter wall along the sideboards and/or touches the netting above the sideboards, a free kick shall be taken from the point where it left the field of play.

If, in the opinion of the referee, a player has purposely propelled the ball over the perimeter wall in a time-wasting manner, the referee shall award a free kick to the opposing team. This free kick is to be taken at the top-of-the-arc of the team, which intentionally played the ball over the perimeter wall. A player of that team may kick the ball, in any direction, and the ball shall be deemed to be in play when the ball moves. A goal may be scored directly from such a kick.

### 15.2 Goal Kick:

When the entire ball passes over the perimeter wall between the corner markers (excluding that portion between the goalposts and under the crossbar) having last been touched by a player of the attacking team, play shall be restarted with the ball in the goalkeeper's hands. The goalkeeper must distribute the ball from within his penalty area within 5 seconds. The ball is not in play until it has left the penalty area

#### **Ball in play:**

If the ball is not kicked beyond the penalty area directly into play, the kick shall be retaken. When a goal kick is taken and the player who has kicked the ball touches it again before it has left the Penalty Area, the kick must be retaken.

If the kicker taking the goal kick plays the ball a second time after it passes outside of the penalty area, but before it has been touched by another player, a free kick shall be awarded to the opposing team.

### 15.3 Corner Kick:

When the entire ball, having last been touched or played by one of the defending team players, passes over the end perimeter wall, or into the end perimeter netting, between the corner markers, excluding legal goal, a member of the attacking team shall be awarded a corner kick, subject to the exclusions in rule 13.1.

A goal may be scored directly from this kick.

#### **Placement:**

The entire ball shall be placed on the corner marker at the nearest corner from where it went out-of-play, and it shall be kicked-in from that position. The ball is in-play when it moves.

#### **Whistle:**

A whistle signal by the referee is mandatory for the taking of a corner kick, or after a guaranteed substitution is completed prior to the taking of the corner-kick.

All opposing players must remain ten (10) feet away from the ball until it moves into play.

## **Rule 16 - Co-Ed Rules**

### 16.1 Co-Ed Roster Rules

- (a) Coed teams are comprised of three women and three men plus a goalie of either gender. Exception: if women are serving a two-minute penalty or if a team has only two or one women present the team will play shorthanded. Any number of women may play as long as one man is fielded. A team may never play more than three men not counting the goalie.
- (b) In Co-ed D2 games, a woman must take all free kicks that originate in the middle third of the field and their attacking third of the field. A man may restart play if the kick originates in the defensive third and is being kicked by the defensive team. However, the 3-line violation is in effect at all times.

## **Rule 17 - Bladium House Rules**

### 17.1 Team Fees (Deposits and Placement)

- (a) In order for returning teams to secure a spot in the next league they are required to have their deposit in by the returning team deadline. After which time they will not be guaranteed a spot.
- (b) New teams must pay the full league fee at least two weeks prior to the start of the league.
- (c) Teams that do not get place in a league will be issued a refund for their initial deposit.

- (d) Individuals who register to play in a league will be required to place the entire registration fee at the time of sign-up and are required to get their fees in before the league sign-up deadline.
- (e) Individuals will be placed on a prioritized waiting list according to when their deposit was received.
- (f) Any individuals who are not placed on a team will be issued a refund for their registration fee.
- (g) No individual may play on a team unless their full registration fee is paid.
- (h) Balance of the team fee is due by the start of the season. The following schedule will apply for any unpaid registration fees:
- (i) As team coach/captain you have assumed the role of Financial Manager for your team. This means you are responsible for the collection of team fees. All league payments for your team should be made through you to Bladium.

#### 17.2 Player Eligibility

The league administrator reserves the right to determine the eligibility of any player playing on any team.

#### 17.3 Game Forfeits

Any team forced for forfeit a game will be recorded in the league standing as losing 5 to 0. Any team winning by forfeit will be recorded in the league standings as winning 5 to 0. No individual statistics will be given to any player.

#### 17.4 Management Rights and Reservations

Management reserves the right to change, amend, or interpret any of the above mentioned rules and regulations at any time for whatever reason they deem necessary. Bladium reserves the right to refuse admission to any person for any reason it deems necessary.

#### 17.5 Protest Policy

If at any time during a game a team wants to file protest, the captain or team representative must first make a verbal announcement during the next stoppage of play following reason for the protest. All games must be completed, so you cannot forfeit or leave the game. If you leave or forfeit the game in protest it will count as a lose against the teams record. Following the verbal protest, the team captain may discuss the situation with the referees of game officials after the completion of the game for any policy clarification. Only the captain may be present in the discussion. Discussions must be maintained professionally without any verbal abuse or yelling in which case the referee will deny any further dialog. A written protest letter must be received within 24 hours of the completed game for board review. The captain will be notified within five (5) days of the league's decision. If these guidelines are not followed, the protest will not be considered.

#### **17.6 Tiebreaker Criteria:**

- A) Head to head
- B) Goals Against
- C) Goals For
- D) Mini game

## **Bladium Tournament Series Rules and Regulations**

1. Team Rosters: Rosters may have up to 15 players including the goalie and must be turned in to the tournament director before the first game. Teams must be ready to play 30 minutes before their scheduled game time or face possible forfeiture of the game.
2. Jerseys: All teams must come with light and dark jerseys.
3. Game length: Games will consist of two (2) twelve (12) minutes halves running time. Stop time will only be used in the last two minutes of the game if the game is within a goal or less.
4. Games: Each team is guaranteed three games (3). The winning team will be awarded two (2) points and one (1) point for a tie. In groups of four (4) the top two teams will advance to the second round. The following will be used to break any ties:
  - a. Head to head
  - b. Goals against
  - c. Goals for
  - d. Mini game.
5. Equipment required: Same colored jerseys, shorts and shin guards.
6. Rules: Standard indoor soccer rules will apply.
7. Fighting: Fighting will not be tolerated by Bladium. Instigating a fight will result in an automatic ejection for the players involved and a 5 minute penalty. It will also result in the ejection of the tournament.
8. Ineligible players: Any team using an ineligible player will cause his/her team to forfeit the game. Any team playing in a tournament with age restriction must be prepared to show proof of age if requested by another coach or Bladium Official.
  
9. Coaches: Only two coaches will be permitted on the bench during game play. Any coach or player who engages in unacceptable verbal or physical behavior toward an official will be subject to a time penalty, and possibly suspension from the bench and/or tournament.