Stryker Sports Complex

Adult Soccer 6v6 Indoor League Rules & Regulations

TEAM INFORMATION

1. Five (5) players on field plus one (1) goalkeeper
2. Minimum number of players to start match: 4 players (3 field, 1 goalkeeper)
3. Maximum number of players on bench is fifteen (15)

DURATION OF THE GAME

1. Game: Two (2) 25-minute halves on a running clock
2. Half-time: two (2) minutes (or less if both teams are ready to start second half)

PREGAME

1. Players must check-in with on-site administrator and must be listed on roster card.
2. Players who show up after the game has started must still check-in with on-site administrator before entering game.

DIVISIONS/PLACEMENT

1. Teams may request division 1 through 4 on their team registration form (1 was previously Competitive). Stryker reserves the right to increase or decrease the number of divisions proportionate to the number of teams registered.
2. Depending on the number of team registrations, teams may be promoted or relegated based on previous season standings at the discretion of the League Administrator.

TEAM ROSTERS

1. **Team rosters must be turned in by the Wednesday before the first league game. Any changes to rosters must be submitted to the League Administrator no later than the Thursday before the next league game. THERE WILL BE NO ROSTER ADDITIONS ON GAME DAY!**
2. **All players must complete an adult league Code of Conduct and Player Waiver.**
    a. If a player plays without completing the above forms, both the player and team captain are subject to suspension.
    b. Captains who do not complete the above forms are subject to forfeit their team fee and will not play in the league.

PLAYER ELIGIBILITY

1. Players must be 18 to participate in Stryker Adult League.
2. To become eligible for participation, each player must be listed on the official team roster of the team he/she is playing on.
3. A player is not considered rostered until he/she has filled out and submits Stryker's online liability waiver and the Code of Conduct.
4. A player may roster for multiple teams if they are not in the same division.

PLAYER UNIFORM AND EQUIPMENT

1. Shin guards are **mandatory** for all players.
2. Players within the same team must wear shirts that are the same color. The goalkeeper shirt color must be different than his/her fellow teammates AND the opposing team uniform color.
3. The **HOME** team is responsible for changing color or wearing pennies in the event of a color conflict.
4. No jewelry is allowed during play.
5. Indoor soccer shoes or soccer cleats are acceptable footwear. **No metal/steel cleats or spikes.**

SUBSTITUTIONS

1. Substitutions are unlimited.
2. Subs are "on the fly".
    a. Subs can be made at anytime during play or stoppage.
    b. Incoming players may not enter the pitch until the exiting player is completely off the field. All substitutions should occur in the technical area of the team substituting (10 yards from the midfield, within the 10-yard technical box).

FORFEITS

1. No Call, No Show Forfeit
    a. Team captains must notify the League Administrator of a forfeit no later than 48 hours in advance of the start time of their game to avoid a $50 forfeit fee.
    b. Forfeit fees will be collected prior to the team's next game. If a team captain fails to pay the $50 fine, that $50 will be included in the team's next registration fee.
        i. The opposing team will be awarded a 3-0 win.
        ii. **The opposing team will receive $25 off their next registration fee.**
2. Forfeit by Insufficient Players
    a. If a team does not have at least 4 eligible players on the pitch within 5-minutes after kick-off, a forfeit will be declared. A 3-0 win will be awarded to the opposing team.

GENERAL RULES

1. Offside
    a. There are NO offside rules.
2. Sliding
    a. Slide tackling is NOT permitted. A slide tackle is defined as a player going to the ground WHILE challenging an opponent for the ball. The intent of this rule is to limit injury.
    b. The goalkeepers are the only players who are allowed to slide tackle, **but only in their own penalty box.**
    c. It is **LEGAL** to go to the ground when there is no opponent near the player. It is **LEGAL** to slide to stop a ball from going into the goal or out of bounds if there is no opponent near the player.
3. Freekicks
    a. A **direct kick** will be awarded if a player commits any of the following offences against an opponent:

i. Charges
ii. Jumps at
iii. Kicks or attempts to kick
iv. Pushes
v. Strikes or attempts to strike
vi. Tackles or challenges
vii. Trips or attempts to trip
viii. Handling

b. An **indirect kick** will be awarded if a player:
   i. Impedes the progress of an opponent without any contact being made.
   ii. Is guilty of dissent, using offensive, insulting or abusive language and/or gestures or other verbal offences.
   iii. Prevents the goalkeeper from releasing the ball from the hands or kicks or attempts to kick the ball when the goalkeeper is in the process of releasing it.
   iv. Dangerous play (kicking or attempting to kick a ball that is higher than the player's waist when someone is nearby. **Dangerous play does not have contact.** If contact is made, it is a kicking foul.

c. More information:
   i. For a direct or indirect kick, the opposing team must be at least **7 yards** away from the ball.
   ii. The ball is out of play if it hits the ceiling. A throw-in will be given to the opposing team at the nearest touchline.
   iii. Failure of a team to put the ball into play within 5 seconds after the referee has signaled and the ball is set will result in a possession turnover to the opposing team and an indirect free kick.

d. Bicycle Kicks
   i. Bicycle kicks are NOT allowed. The opposing team will be given an indirect kick at the spot of the violation.

e. Game Clock
   i. The scoreboard game clock is unofficial and will countdown from 25 minutes. Once the clock hits 1 minute, the scorekeeper will stop the clock. The referee has the official game clock and game score.

f. If a player leaves his/her feet when scoring a goal, the goal will disallowed.

4. NO SPITTING ON THE TURF!
   a. A verbal warning will be issued. If the player has to be warned again, it will be a yellow card will be issued.

PLAYER/TEAM CONDUCT

1. Any player who is shown a **yellow** card must exit the field immediately and will serve a mandatory 3-minute penalty. The team will play down a player until the 3 minutes has expired or the opposing team scores a goal. If the opposing team scores, the carded player must remain off the field until the 3 minutes has expired, but the team can play at full strength.
2. If a player is shown a **red** card, the player will not be able to return to the current game and will serve a one (1) game suspension. The team will play down a player for 5 minutes or until the

opposing team scores. All red carded players will have ONE MINUTE to gather their belongings and must leave the complex immediately. If a player does not leave immediately, they will be subject to a longer suspension and Wichita Police Department will be called.

3. Cards (yellow or red) given to a bench player will result in that player being penalized, but the team will remain at full strength. To be considered a bench player, that player must be completely off the field.
4. Sideline and Sideline Behavior:
    a. Only rostered players are allowed on the player bench and in the technical area.
    b. Player sidelines are on the same side of the field. Spectators are to be on the opposite side of the field or in the bleachers.
    c. Any profanity or vulgar language from the spectator sideline will result in a warning to the captain of that team. The captain is responsible for calming down the team's fans.
    d. If a second warning is issued, a yellow card will be issued to the team captain and the team will play disadvantaged for 3 minutes. The spectators may also be asked to leave the facility.
    e. Ejections and suspensions will be issued based on inappropriate sideline behavior.
        i. Spectators will receive a warning from either the Game Official or League Administrator.
        ii. A second warning will result in being ejected from the complex.
5. Players who earn multiple red cards in one season will be given an automatic three (3) game suspension at minimum. The player's return to the league will be at the discretion of the League Administrator.