

# HABITAT GAME & ADMINISTRATIVE RULES

The Habitat adheres to a 'ZERO TOLERANCE POLICY'

The Habitat follows FIFA Rules with the following exceptions:

## GENERAL FACILITY & TEAM REQUIREMENTS

### Ø Pass Card/Rosters

- MYSA no longer sanctions indoor. Liability insurance will be supplied through other means endorsed by the Habitat for Soccer & Sports.
- Roster/Liability forms must still be turned in to the front desk by the end of the second game. Coaches are to have a copy of the current team roster at all times. There are no ads after the third week. The Habitat is now taking the responsibility of validating all indoor rosters.
- The Habitat will continue to follow age limit guidelines set by MYSA for all teams. All teams are expected to comply with the MYSA August 1 birth date deadline.

### Ø The Ball

- The game ball will be supplied by the HOME team. \* Size 4 for U8's, U10's and U12's \* Size 5 for all other ages.

### Ø The Number of Players/Coaches

- **Only 2 coaches** are allowed to be in box at any given time. Unrostered children are not allowed in the bench area.
- U8's play 7v7 (6 and the goalkeeper).
- U10 and U12's playing on Reilly or Pantano will play 6v6, (5 and the goalkeeper).
- U10A's on Veterans or Kurowski play 7v7 (6 and the goalkeeper).
- U12's playing on Veterans or Kurowski play 7v7 (6 and the goalkeeper).
- U14 and above playing on Veterans or Kurowski play 6v6, (5 and the goalkeeper)
- U14 and above playing on Reilly 5v5, (4 and the goalkeeper).
- The minimum number of players to start the game is 4. If a team borrows a player to play the game, the borrowing team will forfeit the game and the score shall be declared as 3 to 0.
- The maximum number of players listed on ANY age roster is 15.
- When the score differential is 5 or more, the losing team MAY field 1 extra player.

### Ø Players' Equipment

- No Jewelry can be worn in youth leagues U8 up U18 leagues. Player removes jewelry or they do not play the game. If the player just had their ear pierced the earrings must still come out or they do not play.
- Adult leagues if jewelry is worn, you play at their own risk.
- Medical insignia may be worn but must not be dangerous to any player.
- Playing with Casts, splints or braces will be left to the referee's discretion. The Habitat will support the decision made by the referee.
- Shin Guards are required.
- In case of a color conflict, the HOME team shall change jerseys.
- Keepers may wear soccer goalkeeper helmets; they must be soft helmet not plastic. Field players may wear soccer head ball gear.
- Uniforms must all match (shirts).
- Shoes flats (indoor shoes) or turfs shoes are allowed on all fields.
- NO CLEATS are to be used on fields (games, practice, or pick-up).
- The HABITAT will NOT supply pinnies.

### Ø The Referee

- The referee shall change uniform jersey in the event of a color conflict with the players.
- The referee will abide by all Habitat Referee Dress Codes or be fined accordingly.

### Ø Game Length

- U10's and up consists of 2 halves, each 25 minutes long, with a brief break between halves.
- U8 games will consist of 4 quarters, each 12 minutes long.

### Ø COACHES ARE RESPONSIBLE FOR THEIR FANS.

- If the referee must terminate the game because of parent/spectator issues– the game will NOT be replayed. (Refer to our Zero Tolerance Policy)
- No one can abuse the refs. Verbally or physically. Strict action will be taken in this matter. (Refs use cards).
- No one plays or coaches if alcohol is present on breath.
- Threats or assaults at any time to the referee, another coach or player, or any Habitat Personnel will result in a criminal complaint with the local authorities and banishment from the facility

Ø COACHES WILL BE SHOWN CARDS and are subject to our facilities Zero Tolerance rules and policies.

Ø The Habitat adheres to a 'Zero Tolerance Policy'. It is the coach's duty to inform all parents/players.

Ø Parents and spectators are not allowed on the field at any time unless invited by the referee

## FIELD PLAY

### Ø Substitutions

- ALL substitutions are taken at the team's risk.
- The player leaving the floor must be within 1-yard of the bench door before the new player may enter (This includes Goalkeepers).
- If both players are on the floor outside the door area, the referee MAY punish the offending team with a 2-minute penalty (Blue Card) to be taken by the player entering the floor.

### Ø Starts and Restarts

- The HOME team kicks off first. Each half starts with a DIRECT kick and can be in any direction.
- If the ball hits the ceiling, the game will restart with a DIRECT kick by the opposing team at the place where the ball was last played, unless inside the penalty area, then it comes out to the top of penalty area.
- If the ball hits the netting or goes into the bench area, the game will restart with a DIRECT kick by the opposing team on the side nearest the place where the ball hit the netting or bench area.
- Players have only 5 seconds to put the ball into play, or the opposing team will get possession at the same spot and will restart with a DIRECT kick.
- If the ball gets jammed between 2 players and the boards, the referee MAY stop play and restart with a drop-ball.
- THE HABITAT DOES NOT TOLERATE SLIDING or BOARDING. The first offense will result in a BLUE CARD. The second offense by the same player will result in the player receiving a yellow or red card.
- U8's: All infractions will result in an indirect kick to be taken at the originating point of the infraction.

### Ø Offside/3-line Rule

- There is no offside rule.
- Goal kicks & Keeper throws MAY NOT cross 3 lines unless the ball touches the floor or another player. The restart shall be a DIRECT kick from midfield.
- Any player may kick the ball over 3 lines during dynamic play.
- Once the ball is in control of the keeper's hands, the keeper may release the ball to the floor and kick it across 3 lines only if the kick originates OUTSIDE the penalty area. He is considered a field player at that time and may be challenged.

### Ø Fouls and Misconduct

#### ○ Accumulated Fouls

- § U10 & Up - Once a team has committed the 6<sup>th</sup> foul that player will be sent off the floor for two minutes. He/She may return to the floor before the two-minute penalty has expired only if the opposing team scores. Hand balls are not considered a foul.
- § When two players go off simultaneous, from opposing teams, for a Blue card they both return if either team scores.

#### ○ Cards

- § **Blue** 2 minutes playing short-handed, Players come out after the opposing team scores  
I.e. to many players; persistent infringement of the rules, sliding or boarding first offense, spitting on the field, encroachment, delay of game, foul language. An intentional handball in the goal area that does not prevent a goal, the player is given a blue card and the opposing team a penalty kick.
- § **Yellow** 5-minutes playing short-handed regardless of scoring  
I.e. pushing or deliberately boarding a player, swearing, an intentional handball in the goal area that prevents a goal, the opposing team is also awarded a penalty kick
- § **Red** Ejection from game and playing short-handed for the rest of the game.  
i.e. spitting at another person, sliding/boarding for a second time, fighting (red card and a minimum of a two game suspension) Game suspensions will be carried over into the next session/year if it is issued in the last game on the session/season. Any player or coach given a red card must immediately leave the building.

#### § Cards & PK's will not be issued to our U8 team

- **Coaches are not allowed on the field unless they have permission from the referee.**  
§ No foul language is to be used. 2 minutes penalty for improper language at a minimum.
- **Coaches Red Card**  
§ 1<sup>st</sup> Offense – 1 game suspension and a \$25 fee  
§ 2<sup>nd</sup> Offense – 1 game suspension and a \$50 fee  
§ 3<sup>rd</sup> Offense – 1 year suspension from coaching any team

### Ø Free Kicks

- Opposing players MUST allow 5 yards (15') distance from the ball in all directions or MAY be punished for encroachment (Blue Card) or delay of game (Blue Card). Restart is a direct kick.

### Ø **Penalty Kick**

- When a penalty kick is awarded the fouling player must go off the floor for at least two minutes. If a goal is scored he comes back on (Blue Card only). Time does not start until after the shot is taken.
- The kick is taken from the designated spot.
- **Ball is placed on white line. Player starts at top of arc and may take as many steps as wanted.**
- All other players must remain beyond the yellow line.
- The keeper must remain on the goal line but can move sideways until the ball is touched.
- Standard goal-nullification rules apply.
- The kicker **MUST** wait for a signal from the referee.
- Goalkeepers that end the game must be in the goal for penalty kicks. This applies for the sudden death period and then to penalty kicks. Same keeper that ends the game/ or sudden death unless he/she is injured, then a new one may be put in.

### Ø **Corner Kick:**

- Is **DIRECT** and is taken from the designated spots.
- Referees: Please be aware of where the spot is in relation to where the ball hits the net.

### Ø **Bench Doors:**

- Must be kept closed and locked at all times except when substituting players.
- It is highly recommended that substitutions **NOT HAPPEN** if the play is near the door.
- If the coach repeatedly leaves the door unlocked/open, the Referee will issue a bench penalty.

### Ø **Boards**

- Players may use one hand on the boards for balance and protection.
- Two hands are allowed if the referee decides this is for protection.
- Caging an opponent against the boards is considered to be **OBSTRUCTION**.
- The restart will be a **DIRECT** kick by the opposing team.

### Ø **Standings/Scoring**

- Maximum goal differential kept on the scoreboard in any game will be 5.
- At a five goal lead, the losing team may add another player to the field. The referee does not need to be notified.
- When the goal differential falls below five, the extra player must leave the playing field. If the extra player remains on the field, a blue card will be issued and two players will be asked to leave the field. (1 extra player and 1 for the 2 minute Blue Card penalty)
- Maximum of 5 goals will be considered in the standings
- Three points will be awarded for a win
- One point will be awarded for a tie
- In the event of a tie when determining play-off standings, tie-breakers will be:
  - § Head to Head
  - § Goals Against
  - § Goals For
- U8 and U10 B & C leagues are non-competitive. No standings will be kept.

### Ø **Playoff Game Tie-Breakers**

- Five minutes sudden victory overtime (Golden Goal Rule)
- Followed by a series of five penalty kicks for each team, *only* the players presently on the field will be allowed to participate in the penalty kicks including the goalkeeper

### Ø **Tournament Standings only**

- 6 Points for a win
- 2 Point for a tie
- 0 Points for a loss
- 1 Extra point for a shut out
- 1 Point for each goal up to a maximum of three

## **GOALKEEPERS**

### Ø **Goalkeepers**

- May throw the ball at all age levels.
- They may not punt the ball.
- The keeper may place the ball on the ground and kick the ball as if he were a field player.
- The 3-line rule will not apply for the goalkeeper in this situation, if outside the penalty area; however they may not pick up the ball once placed on the ground to be kicked.
- Drop kicks are allowed.
- Keeper may go out of his/her goal arc bring ball back in and pick up with hands if played from other team. Not from his/her own team.
- Keepers have 5 seconds to get the ball into play.
- If keepers makes save & their body goes over arc but the ball remains in the arc it is a **NOT** hand ball.
- Goalkeepers do not serve blue or yellow cards. Another player must go off the field.
- Goalkeepers can receive and must serve a red card.
- Goalkeepers can slide to make a save in the arc. If they start their slide in the arc and their momentum takes them out of the arc there is no penalty.

### Ø Goal Kick

- Is DIRECT, can be taken from anywhere inside the 6yrd goal area, and must touch the floor or another player before crossing the 3rd line.
- Referees: Please be aware of where the spot is in relation to where the ball hits the net. There is a big difference between a goal kick (CANNOT cross 3 lines) and a net ball (CAN cross 3 lines).

## **INCLEMENT WEATHER POLICY**

### Ø **In the event of inclement weather, Please check our website: [www.thehab.com](http://www.thehab.com)**

- It is the responsibility of the coaches to make sure the front desk has accurate phone numbers.
- We encourage that additional phone numbers be left for assistant coaches/team managers that may be used in the event we cannot reach the coach.
- It is **not** the responsibility of the Habitat to notify parents or players.

### Ø In the event a coach cancels a game for any reason the following process will be followed

- The opposing coach will be notified as soon as possible
- The team canceling the game will receive a forfeit

**Although we cannot guarantee canceled games will be made up, the Habitat Staff, as in previous years, will do everything possible to reschedule as many makeup games available time allows.**

## **ADULT RULES**

### Ø Refer to all of the above indoor rules.

- The 3-line rule does not exist in the adult league.
- No keeper restrictions. They may play the ball with their feet after a save. (Once the ball is at keepers feet they may not pick the ball back up)
- Goal kicks and all throws may go full field.
- If the keeper throws the ball into the opponent's goal, it will be considered a goal in indoor play. It does not have to hit a player!
- Goalkeepers may dropkick the ball. (No Punting!)
- Goalkeepers are allowed to wear helmets. Must be Soft soccer helmets.
- Players must show pass cards before game (ref's check before each game. NO PASS CARD, NO PLAY!!)
- A player can not play for a team in which he/she is not listed on the roster. A player can only play for the team that their player pass card is issued for.
- Rosters are frozen after the first game.
- Any player playing for a team that is not of legal age, does not have a player passcard for the team, or does not appear on the official roster, will incur a game forfeit for the team they are playing for.
- Must be 30+ to play in league.
- RED CARDS – Coaches and Players
  - § 1<sup>st</sup> Offense – 1 game suspension and a \$25 fee
  - § 2<sup>nd</sup> Offense – 1 game suspension and a \$50 fee
  - § 3<sup>rd</sup> Offense – 1 year suspension from coaching or playing on any team
  - § Fighting Offense – 5 games suspension and \$50 fee
- If a team is down to 3 players on the field and another player has to leave the field due to a penalty and/or injury, leaving 2 players and the keeper, the game will be terminated. You **may not** play with 2 players and a keeper
- Players coming into the game and leaving the game must cross within 2 to 3 feet of door and may not turn and play the ball while doing so.
- A player on an A Division team cannot play on a C or D Division team and a B player cannot play on a D Division team.