

**CITY OF PHILADELPHIA
PARKS & RECREATION
INDOOR SOCCER PROGRAM
RULES AND REGULATIONS**
(Revised December 2016)

I. ELIGIBILITY

- A. Players may play for only one (1) team and in only one (1) division. If a player registers for two teams, the team that he or she plays for first will be considered the legal team.
- B. Participants must represent a group or organization within the City of Philadelphia.
- C. Player limit is fifteen (15) per team.
- D. Roster must be submitted at registration. Additions/deletions may be made on the scheduled registration dates. Must use the official Indoor soccer roster if you add or delete, **TYPED ONLY**. No roster- No registration.
- E. Teams may hand in copies of outdoor roster if there are no changes. If team is adding any players, they must fill out the official Indoor Soccer Roster. **(Only typed rosters accepted)**.
- F. REGISTRATION: Teams must be paid on commitment night. If your team is not paid, YOU may NOT register. Any teams not registered will not be included in schedules. NOTE: ONLY THE CITY CHAIRMAN CAN GRANT AN EXTENSION.
- G. Items to be accepted as proof of birth date are: Current or last year's EPYSA player pass, or official government document listing birth date and ID number.
- H. Use of an ineligible player will cause a team to forfeit all games played using that player. Playing under an assumed name, falsifying rosters or giving false information to league directors will constitute a commission of fraud. The penalty to the player and/ or coach for such a commission of fraud will be a minimum one- (1) calendar year suspension from Philadelphia Parks & Recreation Soccer Programs from the date of discovery of the offense.
- I. Once a State Select Player is identified, they must play on an A Division Team.

II. FORMATION

- A. The leagues will consist of as many teams who properly register. Any team not providing home court time will be placed on a provisional list; application into the league may be rejected due to lack of court time.
- B. Each team shall state the division it wishes to be placed in on its application. The Program Coordinator and Chairman shall consider this request when classifying teams; however, the Program Coordinator and Chairman shall reserve the right to classify teams differently if the league situation warrants such classification.
- C. The city champion in the B divisions must move up to the next level the following season.
- D. Playoff formation will be determined by each League Director with formation of the regular season schedule and coaches notified of the procedure at that time. Older aged teams will play on a bigger court, no matter if it is the away team's court.
- E. Mandatory participation in the All Star games is required of every club.

III. LEAGUE LAWS

- A. This program will be governed by the policies and procedures of the Department of Parks & Recreation, the Indoor Soccer Bylaws, and the current FIFA Laws of the Game for youth outdoor soccer with the exception of those Laws as stated in these pages.
 - 1. The club soccer director MUST give in a copy of each team's home court ground rules at registration. A complete list will then be compiled and distributed to all coaches with their division schedule. In no instance shall a local ground rule SUPERSEDE League Laws (example: ball hitting the ceiling is not a penalty).
 - 2. Home team MUST provide a legal game ball; a set of legal goals, and nets securely attached to those goals so the ball cannot pass through. Failure to do so may result in a forfeit of the game.
 - 3. Visiting team should provide a back-up ball.

4. ALL cautions and ejections should be noted on the referee report and the report E-mailed THAT NIGHT. Line-up sheets should be mailed that night with written events. The official shall notify his/her assignor of any cautions or ejection's immediately after the game. The assignor shall notify the appropriate league director of all cautions and ejection's.
5. Coaches must bring their player passes to every game. The official WILL check the passes prior to each game. The line-up sheet should be filled in and given to the official prior to the start of the game. Only players who are actually present should be on the line-up sheet. The official will check off each player present on the line-up sheet. If a player comes late, they must check in with the official before they can play. If passes are lost or stolen you must immediately call your league director and the registrar to obtain new passes. Both players and all coaches must have a pass in order to play. The first time a team shows up for game with no passes, they may play however all players must sign the back of the referee's line-up sheet. If this happens a second time the game may be protested and that protest will automatically be upheld.
6. Official shall be paid one-half of the fee (\$30.00) by each team prior to the start of the game (\$15.00 per team)
7. THERE IS NO FORFEIT TIME. Teams must be ready to play at the SCHEDULED game time or a forfeit may be awarded. Two forfeits and a team may be dropped from the league.
8. If SCHOOLS are CLOSED (Philadelphia School District), ALL GAMES ARE CANCELED. Information will also be available on the Leagues Hot Line.
9. Winning team (or home team if a tie) MUST call the score of the game to the League Director within 24 hours of the end of the game. Please note if any problems occurred or if an official was not present.
10. Coaches MUST report any cautions or ejections to the league director immediately after a game (this includes players, coaches and spectators). Failure to do so may result in disciplinary action against the offending coach.
11. Once the league schedule is published, games will only be postponed for State Cup games (no league cups, tournaments, other sports, trips, etc).
12. The City Chairperson (or his designee) has the authority to solve any problems not specifically stated in the rules, as well as to render decisions on matters involving unusual circumstances.

IV. PROTESTS

- A. Protests may be made on rule interpretation and eligibility ONLY. A referee's *judgment cannot be protested*. No protest will be considered regarding any player's eligibility if a team fails to have referee check player passes before the game. Passes will be checked before every game.
- B. Any protest must be submitted in writing (with evidence to support the protest) to the City Soccer Chairperson, along with a \$50 check or money order made payable to "Indoor Soccer Advisory Council" as the protest fee.
- C. Playoff Protest Procedure- protests involving regular season games must be made within 48 hours of the last regular season game. Any protest involving playoff games must be made within 24 hours after the game has finished (quarter or semis or finals).
 1. Rule Interpretation
 - a) The protester MUST notify the referee AT THE POINT OF PROTEST, and have the referee note that a protest has been lodged on the official (referee's) line-up sheet with the time in game and the score at that time noted. Protester MUST SIGN the line-up sheet. The whole protest need not be written on the sheet.
 - b) Submit protest in writing, as stated above, to the league director within 48 hours of termination of said game. A protest WILL NOT BE CONSIDERED unless it meets BOTH of the following criteria:
 - The protest has a DIRECT effect on the outcome of the game; and one team was given a decided advantage over the other.
 - c) The protest will be reviewed by the City Chairman, who may or may not convene a protest board to hear the case, may rule on the protest, or may reject the protest due to the above clauses.
 - d) Games for which the protest is upheld will be restarted from the point of protest, and the \$50 protest fee is returned.

2. Eligibility

- a) May be protested at any time. Burden of proof is on the team that is protesting.
- b) If a player is ruled ineligible, penalty will be as stated in Rule 1, Section h.
- c) Players or coaches on disciplinary suspension are considered to be ineligible for the duration of the suspension.
- d) Players or coaches appealing a disciplinary suspension are suspended until the situation is ruled upon.

V. FEES

A. A \$150 entrance fee is required to be paid to the league along with the team commitment form. No team will be allowed to register without first having paid their league fee. THERE ARE NO REFUNDS.

VI. SCHEDULE

- A. Season is from first week in January to the middle of March.
- B. Once the schedule is given to teams, the only postponements will be for State Cups. Let the League Director know on your REGISTRATION FORM the dates you are unable to play. Include school or religious functions and tournaments - FIND OUT if there will be any problem dates.
- C. Postponed games will be rescheduled through the League Director ONLY. Games played without the League Director's consent WILL NOT COUNT
- D. Games postponed WITHOUT League Director's approval will be a FORFEIT FOR BOTH TEAMS.
- E. If game is a forfeit, **DO NOT PAY THE OFFICIAL.**

VII. STANDINGS

- A. A win is 3 points, a tie is 1 point, and a loss is 0 points. Ties after regulation time in regular season games remain as ties. If scores are not reported within 48 hours the winning team will be penalized one point towards their standings.
- B. Teams with the most points when the schedule is completed will be the first place teams, second highest will be second, etc. In the event of tied standings, the team winning the most regular season games against the other team will be declared the higher place. If still tied, records against teams in their division will be used, starting with the highest placed team and going down through the division. If still tied, a game will be played, with two- (2) five (5) minute sudden-win overtimes if the game is tied after regulation.
- C. If the game is still tied after the sudden-win periods, a six (6) player shoot-out will occur (five (5) players in divisions older and including Under 11). Players on the floor at the end of overtime alternate penalty plays on the opposing goalkeeper. The team that scores the most goals is the winner. If still tied, each team selects one player not on the floor at the end of the shoot-out to take a penalty play. Play continues in this manner until one team is ahead after an equal number of players have shot. When a team has used all players, it may use any player on the team. Players may be selected in any order thereafter; however, no player may shoot a third time until every player on his/her team has shot twice, etc. Exception: When one team has used all available players, both teams may then return to select any player for the next shot.
 - E.g. If Team A has only 8 players, than Team B can match this same number of players.

VIII. PLAYOFFS

- A. League Director shall notify teams of playoff procedure when regular season schedules are distributed.
- B. Procedure stated in Rule 7, Section b & c should be used to break all ties in the playoff games.

LAWS OF THE GAME

Official Youth Outdoor FIFA Laws, with the following exceptions:

LAW I - THE COURT OF PLAY

1. The League Director shall deem each court acceptable. Court size or conditions are not grounds for protest; the referee may postpone a game if he/she deems court conditions unacceptable.
2. No corner flags are used. The center circle area shall have a ten-foot radius.
3. The penalty area shall be fifteen (15) feet from the back wall, and twelve (12) feet wide. There is no penalty-kick mark.
4. There is no corner area.
5. Basketball Court Lines will be the field of play. Ceilings are out of play. Other out-of-play objects may be determined by home court restrictions.
6. Indoor Soccer goal specifications are the following minimum standard: 5' high, 7' wide and 12" deep. Maximum standards are 6' high and 10' wide. Any team, whose goal does not meet minimum standard, will be subject to protest.

LAW II - THE BALL

1. A Futsal Ball will be used in all leagues (2 balls will be given to each team prior to the start of the season)
 - U10 and below - Size 3 Futsal Ball
 - U11 and above – Size 4 Futsal Ball

LAW III - NUMBER OF PLAYERS

1. All leagues younger than and including 10 & under shall play with six (6) players, one of whom shall be the goalkeeper. All leagues older than and including 11 & under shall play with five (5) players, one of whom shall be the goalkeeper.
2. Substitutions are unlimited in number. Substitutions may be made at the following stoppages of play: Start of each half, after a goal, during a time-out, when in possession of a free kick, when own goalkeeper has possession of the ball, and on benching penalties. If the team in possession of the ball makes a substitution, the other team may substitute. A player serving a benching penalty may not be substituted for on the court. He may be replaced at the expiration of his penalty time.
3. Substitutions shall be made in an expedient manner. A two-minute intentional delay-of-game penalty may result for REPEATED infractions of this law. Referee shall verbally caution a team at the first infraction. The clock will STOP for substitutions with five (5) minutes or less remaining in the game.
4. A team may start a game with 5 players in all leagues ages 10 & under and 4 players in all leagues ages 11 & older. Opposing teams with complete starting lines need not play short. No less than 4 players shall play at a time in all leagues ages 10 & under and no less than 3 players shall play at a time in all leagues 11 & older. (See LAW XII - Fouls and Misconduct's). Late arriving players must give pass to the referee upon entering game. Failure to provide pass will result in an illegal substitution. Player shall be cautioned and removed from the game until pass is provided.

LAW IV - PLAYERS' EQUIPMENT

1. No studded shoes are permitted. No hard-soled shoes are permitted. Rubber-soled athletic shoes are recommended.
2. Matching color shirts with numbers are mandatory for all players. No two numbers may be alike on the same team. If two teams have the same color shirts, the HOME team must change or wear pinnies of a different color. Teams shall avoid black as a primary shirt color.

LAW V - REFEREES

1. The referee is the sole judge as to the decisions rendered about the game. Dissent and verbal abuse will not be tolerated. A 2-minute penalty can be issued to players or coaches.
2. The referee is solely responsible to signal players for expiration of penalty time. If a player re-enters the game before the penalty has expired, the player can receive a 2- minute penalty.

LAW VI-DURATION OF THE GAME

1. The duration of the game shall be two (2) equal periods of twenty (20) minutes each. There shall be a five (5) minute interval between periods.

LAW VII -THE START OF PLAY

1. A flip of the coin shall determine team kicking off or goal to be defended.
2. The kickoff is an indirect kick and the ball is in play when it is kicked and moves forward.
3. Every player on the opposing team of the kicker shall be not less than ten (10) feet from the ball until the ball is kicked off.

LAW VIII - BALL IN AND OUT OF PLAY

1. The ball is out of play when it goes completely over the line (basketball court boundaries)
 - Sideline – ball is put back into play at the spot that it went out with an indirect kick
 - Behind Goal Line – if touched by defensive player – Corner Kick
 - Behind Goal Line – if out of play by offense – Goal Kick

LAW IX - OFF SIDES

1. There are no off sides. However, the goalkeeper MAY NOT be obstructed or prevented from playing the ball in any way. An indirect kick for the opposing team will result if obstruction occurs.

LAW X – GOALIES

1. May only use their hands when some part of their body is in contact with the penalty area
2. May NOT put the ball to their feet after they have picked it up
3. Ball MAY be played back to goalie from a teammate
4. Goalie May “dribble” back to penalty box and pick ball up
5. Goalie MAY NOT throw the ball over half court without touching a player 1st (unless they are on a penalty)

LAW XI - FOULS AND MISCONDUCTS

1. Should a player of the defending team intentionally commit a foul within the penalty area that calls for a direct kick, a penalty play will follow.
 - a. All players must be behind the halfway line except the opposing goalkeeper. They may not cross the line until the ball hits the goalkeeper, the wall, or the goal.
 - b. Any player may attempt the play. The player has five (5) seconds to attempt a shot. The ball is placed at the halfway line to start. If five (5) seconds expire before a shot is attempted, an indirect kick is awarded to the opposing team from the spot where the ball was when time expired.
 - c. Play continues once the shot is attempted.
 - d. The goalkeeper may move as soon as the ball is touched.
 - e. A penalty play must be continuous toward the goal and once the shot is attempted, the shooter may not touch the ball again until another player has touched it, other than the goalkeeper.
 - f. If the goalkeeper fouls the offensive player, the play shall be retaken and a caution issued to the goalkeeper. If the offensive player fouls the goalkeeper, no shot will be allowed and a free kick awarded the defensive team from the spot of the foul.
 - g. Intentional handling of the ball by the goalkeeper outside of the penalty area that prevents a goal scoring opportunity shall result in the penalty play being retaken and a caution issued to the goalkeeper.
 - h. **DELAY OF GAME:** After a foul is signaled (Direct Kick or Indirect Kick), it is the responsibility of the defensive team to retreat 10 feet immediately. **IT IS NOT THE RESPONSIBILITY OF THE REFEREE TO ENSURE THAT THE DEFENSIVE TEAM HAS RETREATED 10 FEET. PENALTY:** If the defensive team does not retreat 10 feet and the offensive team plays the ball into the defensive player, the defensive player will be charged with a 2-minute delay of game. The defensive player must leave the court and his team will play shorthanded.

2. If an INTENTIONAL, FLAGRANT foul prevented a ONE-ON-ONE with the goalkeeper, a penalty play may be awarded.
3. If a FLAGRANT foul is committed, it will be penalized with a two (2) minute benching penalty. The player committing the foul shall sit out until the penalty time has expired. Any player receiving two (2) two-minute will be given a caution. On a third two-minute penalty a player receives, he/she shall be ejected from that game for its entirety, and will be automatically suspended for his/her team's next game.
 - a. Delayed Penalty - If a third player of any team shall be penalized while two (2) players of the same team are serving penalties, the penalty time of the third player shall not begin until the penalty time of one of the two players already has expired. Still, the third player penalized must at once proceed to the penalty bench, but may be replaced on the floor by a substitute until such time as the penalty time of the penalized player shall begin.
 - b. If there is no substitute available for a third penalized player, that player may remain on the floor until the first penalized player's penalty time has expired, and, at the next stoppage of play, go to the penalty bench and have the first penalized player return. The first penalized player will serve the third penalized player's penalty time until a stoppage occurs. HOWEVER, if a player's benching penalty was aggressive in nature or a flagrant foul, he/she will serve it immediately without regard to a substitute being available to replace him/her. A player serving a prior benching penalty that was not aggressive in nature or a flagrant foul MAY return to the court as a substitute until the third player's penalty time has expired, and then return to the penalty bench for the remaining time in his/her penalty. If all three penalties are aggressive in nature or flagrant fouls, there will be NO substitutions on the court.
 - c. When a team has three players serving penalties at the same time and while due to LAW XII - section 3a, a substitute for the third penalized player is on the floor, none of the three penalized players on the penalty bench may return to the floor until the next stoppage of play.
 - d. If a goal is scored by the team in a power play, the short handed team may immediately bring a player back IF that player was in the penalty box for an offense that was not aggressive in nature or a flagrant foul. If it was, the player MUST REMAIN in the penalty box for the duration of the penalty time and the team must remain short-handed.
4. Only a ball kicked DIRECTLY/INTENTIONALLY to the ceiling or lights shall result in a two (2) minute benching penalty. An indirect kick for the opposing team shall put the ball into play, taken from the spot where the ball was KICKED. If two or more persons of opposing teams simultaneously cause the ball to hit the ceiling, there is NO penalty. Head balls are NO penalty. Balls that hit the ceiling after contacting another player are NO penalty.

LAW XII - CONDUCT

1. Good conduct by all players and coaches is mandatory before, during and after all games.
2. Each team is responsible for the conduct of its players & fans. (PLEASE NOTE- Spectators that are removed from the court may result in suspension/discipline towards the Coach and or Club)
3. Any player receiving a red card or coach who has been removed from a game by the referee will be given a minimum one (1) game suspension, which cannot be appealed. Removed/suspended coach(s) will not be permitted in the building. Failure to comply will result in further disciplinary action. Second offenses and conduct of a more serious nature will be dealt with by the Soccer Committee.
4. If a player is red carded, his/her coach MUST immediately call the league director and report the ejection. The City Chairman will decide if further action is necessary. The coach will RETAIN the player's pass. The referee will send a detailed report to the City Chairperson. Coaches must notify league director regarding Yellow Cards as well. Failure to inform league director of carded players will result in the coach being suspended-length TBD.
5. Suspensions for Misconduct Toward Game officials/League personnel: If serious injuries are inflicted to a game official due to an assault the minimum suspension will be at least five (5) years. And the offender will be prosecuted.
 - a. Deliberately striking or kicking or attempting to kick, throwing a soccer ball at, or spitting on a referee/league personnel
 - b. **First Offense:** 1 year, **Second Offense:** 3 years.
 - c. Throwing of a soccer ball or other objects, a verbal threat of bodily harm or property damage towards referee/league personnel.
 - d. **First Offense:** 3 games, **Second Offense:** 1 year minimum

- e. Gesturing, or signaling obscenely at a referee/league personnel.
 - f. **First Offense:** 3 games, **Second Offense:** remainder of year.
 - g. Abusive language directed at a referee/league personnel. **First Offense:** 3 games, **Second Offense:** remainder of year plus.
 - h. Dissent: **First Offense:** 1 game, **Second Offense:** 3 games.
6. Suspension of Misconduct Toward an Opponent, Colleague or Spectator.
- a. Fighting (i.e. engaging in combat with an opponent, colleague or spectators by means of mutual exchange of blows delivered by hand, head, foot or other portions of the body). **First Offense:** 3 game min. **Second Offense:** 1 year minimum.
 - b. Deliberately attempting to strike or kick an opponent, colleague or spectator. **First Offense:** 1 game, **Second Offense:** 4 games min.
 - c. The verbal threat of bodily harm or property, gesturing or signaling obscenely, the throwing of objects at an opponent, colleague, or spectator. **First Offense:** 2 games, **Second Offense:** 4 games minimum.
7. Suspensions for serious Foul Play and Persistent Misconduct
- a. Serious foul play shall be understood to be play characterized by fouls, as defined by the Laws of the Game of an aggravated nature committed with such fervor as to threaten an opponent with serious physical harm. **First Offense:** 2 games, **Second Offense:** 4 games.
 - b. Suspension for abusive language directed at an opponent, colleague or spectator: **First Offense:** 1 game, **Second Offense:** 3 games.
 - c. Persistent misconduct. **First Offense:** 1 game, **Second Offense:** 2 game
 - d. Dissent: **First Offense:** 1 game, **Second Offense:** 2 games
 - e. If a team or spectator enters the court due to a confrontation (bench clearing) First Offense: Team forfeits game being played & the next game. Second Offense: Remainder of the year. Spectator: First Offense: 3 games & coach 1 game. Second Offense: Remainder of the year. The above suspensions are to be considered minimum. The league reserves the right to increase these suspensions based on the seriousness of the violation. Situations not listed will be dealt with on an individual basis by the Soccer Committee.
8. Conduct Detrimental to the Good and Welfare of Soccer
- a. Any player, team official or club officer whose conduct is considered to be detrimental to the good and welfare of soccer shall be suspended for one (1) game for the first offense and for a minimum of two (2) games for the second offense or more within a two (2) year period. Such misconduct shall include but shall not be limited to misbehavior while a spectator, the consumption of alcoholic beverages and/or the use of illegal substance in the vicinity of the playground before during or after the soccer game.
 - b. Suspensions are not necessarily reciprocal with other leagues. Players/coaches suspended in Parks & Recreation will not play in the next season game. An exception would be actions of grievous nature such as attacking a referee. These will be dealt with on an individual basis.
 - c. The Philadelphia Parks & Recreation will suspend **FROM ALL DEPARTMENTAL ATHLETIC ACTIVITY**, for a minimum period of one (1) year, anyone who, in retaliation to an athletic event, and will make sure offender is prosecuted.
 - d. Physically assaults a referee, league personnel, volunteer, family members or otherwise causes damages to the property or personal possessions of the aforementioned people. Minimum ONE year
 - e. Cautions (yellow card) will be accumulated during the season. Upon receiving his/her 2nd caution, said player will receive a 1 game suspension and after the receiving the 4th caution will get 3 game suspension and will be subject to further disciplinary action.
 - f. Appeals of disciplinary actions (other than the mandatory one game suspension) may be made to the Grievance Committee by handing in a written appeal within 48 hours along with a \$50.00 appeal fee.
 - g. If a game is abandoned by the referee due to conduct, the referee will send a game report to the league. The league will then decide the course of action.

LAW XIII - FREE KICK

1. Players on the opposing team must be ten (10) feet away from any free kick

LAW XIV - CORNER KICK

1. If the ball goes out of play behind the net by the defending team, a direct kick shall be taken from the point anywhere within three (3) feet of the corner closest to where it went out by the attacking team. All defenders must remain at least ten (10) feet from the ball.

LAW XV - TIME OUT

1. Each team is permitted one (1) time-out per half, one (1) minute in duration. Time-outs may be requested after a goal, when in possession of the ball, and on benching penalties. After a time out the game will be restarted with an indirect free kick from the spot the ball was at the time the time out was called (unless the referee has already awarded a direct free kick).

LAW XVI - TIMEKEEPERS

1. The referee is the official timekeeper.
2. The referee will follow these laws:
 - a. The ball is in play when it is kicked and moves.
 - b. The clock is stopped on all goals, time-outs, benching penalties, cautions, and ejections. The clock will STOP for substitutions ONLY with five (5) minutes or less remaining in the game.

LAW XVII - ELASTIC CLAUSE

All other incidents not covered in these rules will be decided by the Indoor Soccer Committee whose decision will be final.