

LEXINGTON SPORTING CLUB



INDOOR ADULT 6V6 LEAGUE RULES AT INDOOR 2 404 SPORTING COURT

FIFA RULES IF NOT MODIFIED WITHIN

* NOTE - RULES ARE SUBJECT TO CHANGE AT ANY TIME *

PLAYERS: All players must be registered in Lexington Sporting Club Indoor's system with a completed liability waiver AND included on the team roster.

FIELD DIMENSIONS: 185' x 85'.

GAME DURATION: The game shall consist of two 26-minute halves with a 2-minute halftime.

OVERTIME: No overtime period until playoffs. - Golden Goal rule- Two 5-minute periods, the first team to score in either period wins the game. If neither team scores, it will go to PKs to determine the winner. PKs will be taken from the top of the goalkeeper box. 5 attempts per team, can extend if still tied. **For coed, 1 female player must take a PK.**

ROSTERS: Format is 6v6 including goalkeepers. Teams' rosters must consist of a minimum of 11 players. If your team has less than 11 players, LSC Indoor may assign a free agent(s) to your roster depending on the number of free agents. No roster cap.

GENDER & AGE: Must always have at least 2 female players on the field. If a team should only have 1 female player for any reason, they must play a player down. However, a co-ed team may play with more female players on the field than the minimum requirement of 2. All players must be 18 years old and above.

BALL: Size 5. The home team provides the correct size soccer ball.

HOME TEAM: The Home team is listed first on the schedule and will wear the lighter color. They will have the first-half kick-off. The away team will have a kick-off second half.

EQUIPMENT: All field players will be expected to wear: a shirt with sleeves, shorts, soccer socks, shin guards, and correct footwear. It is not the referee's responsibility to monitor the player's correct equipment. Players are responsible for their equipment. **At our Sporting Court location, players must**

wear indoor shoes only- no cleats allowed. The two teams must wear colors that distinguish them from each other and that match. LSC Indoor does not provide league shirts or pinnies.

FREE KICKS: The opposing team needs to be 5 yards away on free kicks.

RESTARTS: Kick-ins for any out-of-bounds play from the sidelines. The ball is out-of-bounds if it hits the net or ceiling.

PENALTY KICK: A penalty kick will be taken from the furthest intersecting point of the red circle and all other players on both teams will be behind the halfway line when the kick is taken.

HEADING: Heading is allowed in adult leagues at Lexington Sporting Club Indoor.

SLIDE TACKLES: No slide-tackling rule is enforced in all leagues at LSC Indoor facilities.

CLOCKS: The game clock will continue to run during any injury to allow games to run on time. The only time the referee can stop the clock is with 1-minute left in the game, so he/she can control the flow of the game and add necessary time if needed. (With the understanding that the game following will still begin on time).

OFFSIDE: While there is no official offside because we have only one referee, it is up to the referee's discretion to call offside if a player is continually 'cherry picking'.

SUBSTITUTIONS: Substitutions will be allowed at any point during the game, regardless of which team has possession of the inbounds play. The clock will continue to run during substitutions. Players must attempt to leave the field of play as quickly as possible and not interfere with the play. If a player coming on touches the ball before the player coming off is on the sideline, it is an indirect free kick for the other team. This rule is stated as such, however, the referee is in full control of all substitutions.

ROSTERS: There is no cap on the number of players a team can have. Rosters will be locked after the 4th week of games. All players must be formally registered with the league and paid in full before playing. A pro-rated fee will be given if a player decides to join a team after the second game. All players must check in at the front desk before entering to play. Proof of identification will be requested upon entry.

Non-Roster Players: Two opportunities exist in case a team needs a player come game time.

- Existing League Players: Players currently playing in any of the LSC Indoor leagues in that same season are eligible to play on teams needing substitutes on a per-game basis without paying a guest player fee. **Players can only substitute a total of two times per season per league.** If this non-rostered player plays a third time during the season, it will be a \$15 fee. Teams using this option **MUST** notify LSC Indoor at cvaladez@lexsporting.com 2 hours before their game with information on who they intend to use as a sub. A record will be kept of all non-roster existing league player substitutions.

- Guest Players: Teams using a Guest Player (someone outside the current season's LSC Indoor leagues) MUST notify Lexington Sporting Club at least 2 hours in advance of your game by emailing cvaladez@lexsporting.com. Guest players will be registered as participants at LSC Indoor and must fill out a liability waiver before being allowed to play. A \$15 guest player fee must be paid each time the guest plays. Fees will be assessed for each guest player on a per-game basis. No guest players are allowed after the 6th game has been played. **No Guest players on your team unless a minimum of 6 players are registered and fully paid.** If you break the guest player rules and play someone who is not on your roster without notification or after the 6th game has been played, LSC Indoor has the right to call it a forfeit for your team. Please take responsibility as we try to ensure fairness across all our divisions.

INJURY SUBSTITUTIONS: In the event your team suffers an injury that prevents a player from finishing the session, we will allow each team one emergency injury substitute. This player will be able to finish out your session for the injured party. This new player must pay the normal guest player fee per game they attend (not including playoffs).

QUALIFYING PLAYING AREAS: During play, if a ball strikes a qualifying playing area (divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for the non-offending team. If the restart is inside the penalty box, the restart will be on the edge of the penalty box. The ball is in play at all other times, including when it rebounds off a goalpost, crossbar, wall, or corner flag post and remains in the field of play. If the ball strikes the netting or ceiling, play is out-of-bounds.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off. **RED CARD** suspension = out for the rest of the game PLUS the next game, no exceptions.

YELLOW CARD: Players can remain on the field for their first yellow card.

SECOND YELLOW CARD: A second yellow card to the same player results in the player being suspended for the remainder of the game, with no sub (resulting in the team playing a man down), and the player responsible is suspended for the next game as well.

RED CARD: A red card results in the player being suspended for the remainder of the game, with no sub (resulting in the team playing a man down), and the player responsible is suspended for the next game as well. **DENIAL OF AN OBVIOUS GOAL SCORING OPPORTUNITY (DOGSO):** Subject to the referee's discretion. **All Red cards will be subject to review by management. Based on the severity of the incident, a player may be suspended for additional games.**

SPORTSMANSHIP: Players, coaches, and spectators are always expected to display good sportsmanship. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

REFEREE: Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.

LEAGUE POINT SYSTEM: Below is the point system set in place for 8v8 adult leagues.

- Games will be scored as 3 points for a win, 1 point for a tie, 0 points for a loss.
- Forfeits will be recorded as a 4-0 loss to the team who forfeits.
- Double forfeits will be recorded as 0-0. If there is a tie in the standings at the end of the season, it will be determined in the following order: Head-to-head results --> Goal differential --> Goals scored --> Goals allowed
- **SCORE CAP: The referee may stop keeping the score on the scoreboard in the event of games exceeding a 10-goal difference. LSC will max out at a 15-goal differential.**