



LEAGUE RULES

PHILOSOPHY

The league philosophy is to promote indoor soccer play through good sportsmanship. If any individual or team does not follow this philosophy, they will be subject to action by the discipline committee.

FIELD OF PLAY

Field Markings:

Center Circle: A circular line with a 15 foot radius (10 foot on field #3) from the center spot

Red Lines: Placed across the field in each half, equidistant from the halfway line. The lines shall extend vertically to the top of the perimeter walls. Each red line shall be marked with a 9 inch diameter spot at the center of the line.

Penalty Area: This area is 30 feet wide and 25 feet deep. It is marked by a 30 foot line parallel to the goal line and 25 feet away from the goal line and two lines perpendicular to the goal line 8 feet from the inside of each goal post.

Penalty Mark: A 9 inch circular mark, within the penalty area, 24 feet from the midpoint of the goal line. From this mark, a restraining arc, having a radius of 15 feet (10 feet on field #3), shall be drawn outside the penalty area.

Goal: Placed at the center of each goal line. The opening is 14 feet wide and 7.5 feet high. On field #3, the opening is 12 feet wide and 6.5 feet high.

DISCIPLINE

A. Any player ejected from a league game must leave the soccer arena and retire to the clubhouse or viewing deck. Players who fail to do so may face further disciplinary action. Any normal ejection shall result in a one-week suspension and a minimum of one game missed. If a longer suspension is warranted, the team rep. will be notified by email or phone.

Suspensions carry over to all leagues and tournaments played at Oakwood.

B. Any player receiving a second red card may be suspended for the remainder of the league session with no refund of fees.

C. Any "major suspension", 8 weeks or more, will require the suspended player to provide a copy of his/her driver's license for on-file purposes. Failure to do so will jeopardize reinstatement.

FORFEITS & RESCHEDULING OF MATCHES

A. There is a five (5) minute grace period, teams must show up on time as scheduled.

B. Any team which fails to show for a scheduled game forfeits the match. Forfeits will be recorded as an 5-0 result.

C. Any team forfeiting a second league game will be subjected to termination from the league with no refund of fees.

D. If it is impossible to make a scheduled match, please notify Oakwood at least 2 days prior. Only if mutually agreed by both teams, makeup games will be booked during open hours, at the discretion of the league office. Confirmation from both managers will be needed by the league office.

Inclement weather rescheduled matches are assigned solely by the league office.

PROTESTS

There will be no formal protests. The league director's interpretation of the rules shall be final. The tournament committee reserves the right to decide on all matters pertaining to this tournament. Decisions by referees may not be appealed, and decisions by the league director deciding a protest or dispute are final and may not be appealed.

LEAGUE STANDINGS

A. Standings determine the team positions for playoffs. Standing are in order of points for Wins and Ties. Point totals can be seen below for each win and tie:
3 points for a win, 1 point for a tie, no points for a loss.

A two-way tie in points will be determined by:

- 1) Head to Head Results
- 2) Goal Differential
- 3) Goals For
- 4) Goals Against
- 5) Must Shutouts

A three-way or more tie in points will be determined as follows:

- 1) Goal Differential
- 2) Goals For
- 3) Goals Against
- 4) Must Shutouts

* When the tiebreaker system is used, the criteria are followed from 1 through 4 until one team is eliminated and then the criteria start over again at Rule #1. Rules are repeated until one team remains.

ROSTER SIZES AND RESTRICTIONS

A. A player can register with only one team in a division. This means Mens B/C Sunday players cannot participate on 2 teams that night.

B. Maximum number of players per roster 14 for adult. No players may be added or dropped from a roster once the maximum number of players is on the roster.

C. The league will run with 7v7 players. Coed leagues must always have at a minimum of two (2) women and (1) man on the field. A minimum number of 5 is needed to play. If a team does not have 5 players, a forfeit will be declared.

D. Adult division players must be 18 years or older to compete. Any youth player under 21 must have the waiver/roster signed by their guardian.

E. The use of an unregistered player may result in a forfeiture. The team and player will be subject to action by the discipline committee.

F. Rosters are frozen after game #7 of current league.

G. Subs can only be used to replace roster players that cannot make a game (ex: 2 players cannot make it; you are allowed 2 subs). Subs are allowed for regular season games if they are checked in by league staff. All subs must sign an Oakwood waiver before being allowed to play. A sub can only participate 3 times in a single season. Please tell your subs to bring a shirt that is the same color as your team color. Subs are not allowed to play *If a team does not follow these rules and a sub is found to be playing in a game, then the sub will be removed, and the team may be subject to forfeiture of the game. Teams can borrow players from other teams to assist in a regular season game – this will not be counted as a forfeit but must be made known to the ref/JAL staff

PLAYER EQUIPMENT

All players must wear shin guards. No metal-rimmed glasses or jewelry of any kind will be allowed. Soft Casts, splints, or body braces made of a hard substance in its final form such as leather, rubber, plastic, plaster, or fiberglass must be covered on all exterior surfaces with no less than ½ inch thick, high-density polyurethane, or an alternate material of the same thickness and similar physical properties to protect the injury. The ultimate authority is the referee. Players may not play with these casts without the approval of the Referee.

SUBSTITUTIONS:

Subs are “on-the-fly”

REFEREES

The referee is responsible for control of the game and their decisions regarding facts connected with play are FINAL.

ALCOHOLIC BEVERAGES

- A. NO alcoholic beverages will be allowed in the soccer arena.
- B. NO SMOKING or GUM CHEWING on the playing arenas!
- C. Any player under the influence of a controlled substance will be expelled by the referee. Players are not allowed to drink alcohol before playing.

15. INFORMATION

Call the Oakwood office during the hours of 10:00AM – 3:00PM regarding soccer questions or email julianna@oakwoodsportscenter.org