

Team Payment Policy:



League Rules

Our league rules, field size, and roster size have been put in place to maximize the overall experience for players. Games should be fun, fast, and entertaining. Emphasis should be on player enjoyment, competition, sportsmanship, and fun.

The Duration of the Game

<u>Age/Division</u>	<u>Players</u>	<u>Roster</u>	<u>Field Size</u>	<u>Ball Size</u>	<u>Time</u>
Kinder/1st	4v4 (no GK)	6-8	Half	3	2x22 min
2nd-5th	6v6 + GK	10-12	Full	4	2x22 min
6th-HS	5v5 + GK	10-12	Full	5	2x22 min
ADULT*	5v5 + GK	10-12	Full	5	2x22 min

CFC / Salem Indoor Memberships:

Every player on every team must sign up for a CFC free membership prior to participating in any game. CFC Memberships are valid for one year from the sign-up date.

Player Restrictions: A player may participate on only one team per division unless noted by CFC Adults director or league management staff. (i.e., a player may not participate in both the Men 1 league and Men 2 league in the same season).

Players cannot be added to the roster following week 5 of a 7-week season. Rosters freeze two weeks prior to the end of that season (ex: after week 5 of a 6 week season).

Player Age Restrictions: All participants playing in an adult league must be eighteen years of age prior to participating. For Over 30, Over 40 and Over 50 leagues, players who will turn the minimum age in the calendar year may participate.

Team Payment Policy:

Each team shall reserve their place in the league by paying a \$160 deposit as ref fees for that season or depending on the league's requirements. The entire league fee (\$650) is due prior to participating in the second league match. Teams failing to comply will not be allowed onto the field, shall have the match terminated, and the team shall be removed from the schedule. The team that pays by week two into the league receives a \$50 discount towards the league fee.

Modifications to FIFA rules

Grace Period & Forfeits

Teams shall be granted a grace period of 5 minutes from the match's printed start time to field the minimum number of players. The official game clock shall begin, and the time shall not be added. If a team fails to field the minimum number of players, a forfeit shall be recorded, and no referee will be assigned to the match.

Team Bench Area

Only active players and designated coaches are allowed to accompany the team into the team bench area during a match. All other spectators must remain in the designated area away from the team benches. Please observe all signage indicating where spectators may view the game.

Number of Players

Teams must field a minimum of 4 players for any indoor match.

Player Equipment

All players must wear shin guards and indoor soccer or athletic shoes. Absolutely no cleats.
Player Uniforms: All team members must wear jerseys of the same color. Goalkeepers must wear uniforms distinguishable from those worn by the other team, the opposing goalkeeper, and the referee. The home team wears white or light colors, and the away team wears black or dark colors.

Substitutions

Each team may substitute players freely on the fly. Players must not enter the field until the player being subbed out is within 3 feet of the player box.

Running Clock

Except in the case of an unusual delay, determined by the Referee, the Game Clock counts down continuously through each Half.

Team Payment Policy:

The ball is out of play

The ball is out of play when it hits the net or leaves the field of play through the player box. All play is restarted with a kick-in that must be taken within 6 seconds of placing the ball.

A Three-Line Violation

occurs when a player propels the ball in the air across the two White Lines and the Halfway Line toward the opponent's Goal without touching the Perimeter Wall, another player, or a Referee on the field of play. Play is restarted with a direct kick from the line closest to where the ball was kicked.

A Superstructure Violation

occurs when the ball contacts any part of the building above the field of play. Play is restarted with a direct kick from the line closest to where the ball touched the ceiling net.

Play restarts with a **Goalkeeper Distribution** from hands anywhere within the Penalty Arch after an attacking player has last touched the ball before crossing an end perimeter wall.

Free Kicks

All free kicks are direct.

"Wall" distance for direct free kicks

All "walls" must be at least 5 yards away from the ball.

Penalties:

There are no penalties. Fouls committed inside the box will be given as a "shootout."

For a Shootout:

- (a) Any player may take the Shootout;
- (b) All players serving Time Penalties are seated in their appropriate Penalty Area. All players of the attacking team stand on or behind the Halfway Line and outside of the Center Circle. Players of the defending team stand behind the Halfway Line and inside the Center Circle;
- (c) The ball is placed at the Restart Mark nearer the attacking Goal;
- (d) The Goalkeeper has at least one foot on his Goal Line and may not move off of it until after the Referee whistles the Shootout to begin;
- (e) Once the Referee whistles the Shootout to begin, the ball is "in play," and the player taking the Shootout plays the ball.

Team Payment Policy:

Offsides

There are no offsides.

Slide Tackling

There are no slide tackles allowed.

Score differential:

If the game has a five-score differential, the opposing team may add an additional player onto the field. The additional player must be pulled off after the score differential changes. *(i.e. Team A is up 5-0. After the addition of an extra player, Team B now is at 5-1; Team B will take their extra player off)*

Blue Card and Time Penalties/Power Play:

In addition to normal yellow and red card offenses, the Referee issues a Blue Card for serious Fouls and Unsporting Behavior (by a player) and for:

- (a) Deliberate Handball or Handball by a Goalkeeper;
- (b) Goalkeeper Endangerment;
- (c) Boarding;
- (d) Any Foul by the Goalkeeper during a Shootout.

Blue cards result in a 2-minute Time Penalty for the person who receives the Blue Card. Players serving Time Penalties serve their Time Penalties, seated until their expiration, and the Referee permits their release.

Short-Handed Play: For each Time Penalty being served by a player, his or her team plays with one fewer field player until its expiration, provided that a team may not have fewer than the minimum required, regardless of the number serving Time Penalties.

Time Penalties expire prior to their completed countdown for a Powerplay Goal. If a team is scored upon having fewer players on the field of play due to one or more players serving Time Penalties, a player from the team is released from the Penalty Area into the field of play. If the team has two players in the Penalty Area, only the player whose Time Penalty or Penalties are recorded earlier is affected.

Team Payment Policy:

Time Penalties for Cards

The following penalties apply to offenses for which a Card is issued (subject to further action by the Administrative Authority):

- (a) Blue Card: 2-minute Time Penalty in the Penalty Area;
- (b) Yellow Card (for a player's second Blue Card): Warning of the subsequent possibility of an ejection (2-minute Time Penalty for the Blue Card);
- (c) "Administrative" Red Card (for a player's third Blue Card): 2-minute Time Penalty and ejection.
- (d) "Straight" Red Card (for a player's third Blue Card): 5-minute Time Penalty and ejection.

Tiebreakers in tournament and league play:

A Tiebreaker proceeds by Shootouts:

- (a) The Referee designates the Goal at which both teams shoot and the team which shoots first;
- (b) All players, other than the player taking the shot and the defending Goalkeeper, remain within their Team Bench areas;
- (c) Both teams have up to 3 shots, with players from each team kicking alternately;
- (d) If, after both teams have taken 3 shots, neither has an advantage, the Tiebreaker continues, alternating one player at a time until both teams have taken an equal number of shots and one team has scored when the other has not;
- (e) The player has 5 seconds to score after the Referee's whistle.
- (f) A foul by either player results in the loss of that Shootout.

COED RULES

Players: Each team must have a minimum of 1 female for all coed matches to start the game. Coed teams shall consist of no more than 3 males and 3 females, and at no time may the number of males exceed this number except during the "Additional Attacker" period.

Additional Attacker: If a team falls behind by 5 goals at any time, an additional player- either gender- may be added. The additional attacker must leave the field once the goal difference is less than 5.

Team Payment Policy:

Free Kicks: All free kicks must be taken by a female.

“Macho” Rule:

Free Kicks:

A female player must take all free kicks, with no exceptions. This provision applies to any kickoff, any free kick resulting from a foul, any kick-in along the perimeter, any shootout or penalty shot, any kick resulting from a “Macho” Rule call, and any other free kick instance that occurs.

Kicks Striking a Female Player:

Any kick from an opposing male player that directly strikes a female player above the waist shall result in a free kick for the female player from the spot of the occurrence. A goalkeeper’s throw shall not be penalized if it strikes a female player above the waist.

Shooting Provision:

Any shot taken by an opposing male player may not pass above the waist of a female player nor intimidate the female player in the referee’s judgment. A female player shall kick the restart from the spot of contact. Header Exception: Any shot headed by an opposing male player will not be regulated with the Coed D “Macho” Rule, even if it strikes a female above the waist.

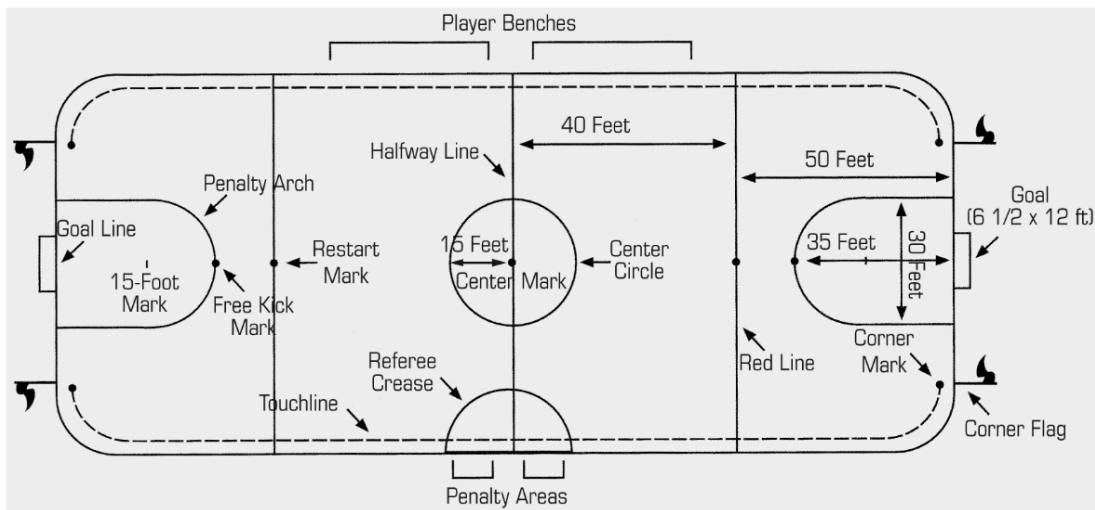
SUSPENSIONS

Player Suspensions: Any individual suspended from indoor league play shall not be allowed to participate in any other CFC league game, regardless of date, until the player’s suspension has been completed. For example, if a player plays on Mondays, Tuesdays, and Fridays but is suspended for three weeks for misconduct, that player cannot participate in any match until their suspension has concluded. This applies to all leagues – indoor, outdoor, coed, etc.

Player Appeal Process: Players receiving a suspension greater than 1 match may appeal their suspension by submitting a \$50 non-refundable administrative fee to CFC Sports and by providing new evidence that the player did not commit the offense. The \$50 fee shall NOT be returned under any circumstance.

Team Payment Policy:

Official Field Diagram



POINTS OF EMPHASIS

No Sliding: For the safety of all players, sliding of any kind is not permitted in any indoor league. The only exception to this rule is that the goalkeeper is allowed to slide within that goalkeeper's penalty box.

Forfeit Games: If a team must forfeit the match, a minimum of 48 hours notice must be given to avoid a forfeit fee. Due to limited field availability, matches that are forfeited will not be rescheduled.

Forfeit Policy: MATCH FORFEITS WILL NOT BE RESCHEDULED. Efforts to schedule an opponent shall be made provided advance notice is given. Teams causing a forfeit shall have the score recorded as a 5-0 loss. Teams forfeiting two or more matches in a single session shall not be eligible to participate in the ending session's championship matches.

Match Reschedule Policy: A match shall be rescheduled provided at least two weeks' notice is given to the League Manager. Due to scheduling conflicts, please note that byes and double-headers may be part of a team's league schedule. Forfeited matches shall not be rescheduled.

**** Club officials have the authority to modify any laws of the games to ensure the quality experience and safety of the players. ****