

CAPS Fieldhouse “House Rules”

Roster sizes, Players on the Field, and the Ball

Maximum roster sizes are as follows:

11v11 leagues = 25 Players

9v9 leagues = 22 Players

7v7 = 18 players

6v6 = 15 players

- Players on the field:

11v11 = 10 plus goalkeeper

9v9 = 8 plus goalkeeper

7v7 = 6 plus goalkeeper

6v6 = 5 plus goalkeeper

Coed = minimum 3 females on the field per team at all times for 6v6 and 7v7, and minimum 4 for 9v9

- Recommended Ball size:

Size 5 for ages 13+

Size 4 for ages 8-12

Size 3 for ages 4-7

Only players and registered coaches/team managers are permitted within the fields and bench areas. All spectators must watch from outside the field.

The Field(s) of Play

Each scheduled game will be held on one of our indoor fields located within CAPS Fieldhouse. Our field space can serve as: one 11v11 field, two 9v9 fields, three 7v7 fields, four 6v6 fields, or a combination of different sized fields (for example, one 9v9 field and two 6v6 fields)

11v11:

Field dimensions: 65 x 105 yards

Penalty area dimensions: TBA

Goal size: 8x24 yards

9v9:

Field dimensions: 50 x 65 yards

Penalty area dimensions: TBA

Goal size: 6.5 x 18 yards

7v7:

Field dimensions: 32 x 65 yards

Penalty area dimensions: TBA

Goal size: 6.5 x 18 yards

6v6:

Field dimensions: 30 x 50 yards

Penalty area dimensions: TBA

Goal size: 6.5 x 18 yards

Player's Equipment & Uniforms

Teams are required to wear the same color jersey. In the event of a jersey color conflict with another team, the home team (first team listed on the schedule) is responsible for changing jersey color.

No jewelry such as chains/necklaces, bracelets, earrings, etc., may be worn. Players must wear shin guards! The facility and referees are not liable for injuries resulting from failure to wear shin guards.

Proper footwear must be worn. Firm-ground cleats or turf indoor shoes are recommended. Soft-ground cleats and metal studs are not permitted.

Rule 5 – 30/40/50+ Specific Age Rules

All players must have photo ID with them at the field of play. In the event that a team suspects that their opposition is fielding a player younger than the minimum league age, THE TEAM MANAGER should report this concern to the referee. This should be done prior to the start of the game. The referee will ask the suspected player(s) to provide photo ID that verifies their age/date of birth. If the game has started, the player in question will be asked to leave the field of play (substituted) and the player may not enter/re-enter the game until proof of age has been given to the referee. If a player is found to be underage or is not able to provide photo ID, one or more of the following may be applied:

- 1- If a player is found to be underage or have no proof of ID BEFORE the game starts, the offending player cannot play in the game. The game will then be played as a regular game and count towards standings.
- 2- If a player is found to be underage or have no proof of ID AFTER the game starts the offending team will forfeit the game and a 5-0 win will be awarded to the opposition. There will be no refund of referee fees.

- 3- If a team is found to break this rule more than once they will be disqualified from the league without refund. If a player is found to be underage or without photo ID, it is the player's responsibility to provide the referee with their full name. Failure to do so may result in the team being disqualified from the league. Referees are to report the following on the back of the game sheet: Players full name, team, field number, time of infraction, ID shown or not." Team Manager must confirm this when signing the game report card.

Coed Specific Rules

Minimum number of females on the field per team at all times (including goalkeeper):
6v6 & 7v7- three
9v9- four

In the event that a game must be decided by a penalty shootout, teams must alternate between male and female kickers until this order cannot continue.

Any unique situations will be decided by the facility management.

Length of Games

All league games will be 54 minutes long with a running clock, composed of two 27-minute halves and a two-minute halftime. The games will start exactly on the hour (or half-hour).

Play may be extended to permit the taking of a penalty kick. For example, if a player is fouled with a few seconds left in the game and time runs out before the kick can be taken, the referee may use his or her discretion to allow the resulting penalty to be taken even if there is no time left on the clock. All players besides the penalty taker and opposing goalkeeper must be off the field, and the game will end right after the penalty (no rebounds, like in a shootout).

Please remember there is no guaranteed warm-up time or space on the field prior to games.

Substitutions

There are unlimited substitutions throughout the game for both teams in all leagues.

In all leagues and game formats (except 11v11), substitutions are on the fly and during play. This means that the player exiting the field must be completely off the field before the player coming on can go in. Both the exiting and entering player(s) must be within three feet of their own bench area when substituting. If a player enters the field before the person they are subbing comes off and either of them affect the flow of the game, a blue

card (2 minute penalty and playing down a player) will be given to the player who entered the field prematurely, and play will be restarted with a direct free kick from the area where play left off.

In 11v11 format, substitutions are guaranteed and not made on the fly (FIFA rules). This means that when the ball goes out of play, the referee will signal for the substitution and restart play once subbing is completed. The referee can, but does not have to, allow substitutions if the ball goes out of play and it is the other team's ball (if the referee feels the substitution would put the team in possession at a disadvantage by stopping the flow of the game).

Restarts, Corners, & Out of Bounds

All kickoffs and corner kicks are direct.

A ball is classified as out of bounds if the ball hits the actual ceiling or attached equipment, enters the bench area, or goes over the netting.

If the ball hits just the ceiling netting but does not hit the actual ceiling, the ball is still live and play continues.

When the ball goes out of bounds past a sideline, the game is restarted from where it left the playing field with a traditional throw-in.

Goal kicks & Goalkeeper-Specific Rules

All goal kicks are direct.

When the ball goes out of play for a goal kick, the goalkeeper uses his or her hands to put the ball back into play. All opposing players must be out of the penalty box when the goalkeeper is distributing a goalkick. The goalkeeper is allowed to put the ball down and distribute from their feet; however, once the ball is put down the play becomes live and others may enter the penalty area.

Hand to Hand- A GK who has had hand control of the ball and then having released the ball from his hands to be played either by themselves or a teammate, shall not handle the ball again until it has been touched or played by an opponent, unless a stoppage of play occurs. Goalkeepers are not allowed to bounce the ball to themselves indoors.

Pass-back FIFA rules apply.

Six-second distribution rule—A goalkeeper with possession of the ball in their hands must distribute the ball outside their penalty area within seven seconds of having received the ball within the penalty area. All above infractions will result in a direct free kick for the opposing team at the top of the arc.

Punts/Dropkicks are only allowed in games played in an 11v11 format.

Penalty Kicks & Free Kicks

For 11v11 format games, we follow official FIFA outdoor rules in regards to free kicks and penalty kick distances. The ‘wall’ and/or opposing team players must not be within a 10-yard radius from ball for free kicks. The ‘penalty spot’ is 12 yards away from goal.

For 9v9 format games, the opposing team must not be within a 9-yard radius of the ball. The ‘penalty spot’ is 11 yards away from goal.

For 6v6 and 7v7 format games, the opposing team must not be within an 8-yard radius of the ball. The ‘penalty spot’ is 10 yards away from goal.

Offsides

There are no offsides, with the exception of games played in an 11v11 format.

Fouls/Misconduct/Cards

We follow the same rules as FIFA in regards to yellow and red cards with the following modifications:

Blue, yellow, and red cards may be issued by the referee depending on the type of the offence committed by the player.

When a player is shown a card, they must provide the referee with their full name. This will be recorded on the game sheet and confirmed by the team manager/representative after the game.

Times Penalties—

Blue card = two-minute penalty

Yellow card = three-minute penalty

Red card = five-minute penalty and automatic penalty kick, with play being live as soon as the kick is taken

All card offenses are treated normally in relation to the type of foul that was committed. There are no penalty kicks awarded after a card of any sort, unless of course the foul was committed in the penalty area.

Blue and yellow card penalties are classified as “soft”, meaning that if the offending team concedes a goal during the penalty period, they are allowed to put a player back on the field. The player originally penalized can only reenter the game once he or she has served their time penalty.

All red card penalties are classified as “hard.” This means that no matter how many goals are scored by the opponent, the offending team will continue to play short-handed throughout the duration of the five- minute penalty.

The following classify as a red card: a straight red card, 2 blue cards, 2 yellow cards, or 1 blue & 1 yellow card.

Any player or coach receiving a red card is ejected from the remainder of the game and subject to suspension (see below).

Suspensions

A red card results in an automatic minimum one-game suspension for the next scheduled game of that team. A red card resulting from a combination of two cards is an automatic one-game suspension, while a straight red card is an automatic two-game suspension. For more serious misconduct, the amount of total games suspended will be decided at the discretion of the Director of Soccer Programming.

ANY PLAYER, COACH, OR MANAGER THAT IS EJECTED FROM A GAME MUST LEAVE THE FACILITY IMMEDIATELY.

The team manager is responsible for ensuring that the player leaves. Failure to leave may result in longer suspensions, point deductions, forfeits, or disqualification from the league. The game may not restart until the player has left the premises.

The CAPS Fieldhouse management will not tolerate any type of misconduct. Any person found to be guilty of serious/violent misconduct may be suspended indefinitely from playing at the facility. This will be communicated between the league and the Team Manager.

There can be no appeals for ANY blue, yellow, or red cards regardless of the reason for receiving the card.

CAPS Fieldhouse may contact the Team Manager to inform them of any player suspensions prior to the next scheduled game. However, it is the PLAYER and TEAM MANAGER from the offending team’s duty to understand the suspension duration and ensure it is seen through. The Team Manager is responsible for notifying the suspended player and ensuring that the player serves their suspension.

Any player/team caught not serving his/her/their suspension will receive further suspensions and may be subject to point deduction and/or disqualification.

A player that commits multiple blue, yellow, or red card offenses over the course of a season may be suspended indefinitely from playing at CAPS Fieldhouse. A second red card in any session carries a minimum three-game suspension. More severe disciplinary actions will be considered, including the removal of all privileges to participate in any activities at CAPS Fieldhouse.

No spitting is allowed anywhere in the facility! If a player is caught, it will result in an automatic blue card. If a coach or spectator is caught, they may be asked to leave the facility. Further violation of this policy is grounds for removal from all future participation of any kind in CAPS Fieldhouse.

No slide tackling is allowed, PERIOD! Slide tackling will result in a direct free kick for the other team from where the foul was committed and is an automatic blue card offense.

Rescheduling Procedures

There will be no rescheduling! All forfeits are recorded at 5-0. Any 3 forfeits in one session will result in your team's removal from that session, with no refund.

If, for whatever reason, your team does not show up for a scheduled game, **YOUR TEAM** will be fined the full referee fee. This fee will have to be paid to CAPS Fieldhouse by the start of your next game. Failure to do so may result in removal from league.

If you are unable to field a team for any game **YOU MUST** give 48 hours notice by calling 216-524-2077 and speaking with an employee. Emails are not sufficient. Failure to give 48 hours notice will result in a fine equivalent of the referee fees.

Rules to Determine League Standings

Win = 3 points

Tie = 1 point

Loss = 0 points

League Play

The first 6 weeks/games of the session will be conducted as a round robin, while the last two weeks/games are playoffs and finals. Depending on the number of teams in the league, there may be occasions where every team will not play every team, and not all teams may make the playoffs. Regardless, each team will get to play eight games even if they do not qualify for playoffs, or get knocked out of them.

League Standing Tie Breakers

1. Total Points 2. Goal Difference 3. Head to head 4. Most Goals Scored 5. Least Goals Conceded 6. Penalty Kicks

Playoffs and Final(s)

The structure of the playoffs and final(s) will be affected by the number of teams in the league and will be announced the week before the first scheduled game.

Playoff and Championship games—Games tied at the end of regulation will go straight into a penalty shootout

Referee Fees for one-man system (per game, not per team).

Youth 6v6 = \$24

Youth 7v7 = \$26

Youth 9v9 = \$30

Adult 6v6 = \$24

Adult 7v7 = \$30

Adult 9v9 = \$34

Miscellaneous

- Only players and registered coaches/team managers are permitted within the fields and bench areas. All spectators must watch from outside the field.
- Running time clock at all times
- All “open” leagues have an age restriction of 16 and older (any player under 18 years of age must have parental consent on the team roster form). Any individual under the age of 16 is not permitted on the playing field in such leagues.
- “Goal Cap” - There is no limit to the amount of goals and individual player may score in one game, regardless of the league.
- No boys will be allowed to play in the Girls divisions unless authorized by CAPS Fieldhouse. Girls in Boys leagues/teams are allowed.

Emergency Policies

If there is an injury, please notify the CAPS Fieldhouse staff immediately- we will call for emergency service if necessary. If an ambulance is required (if under 18), the bill will be charged to the family of injured party or to the injured party if an adult (18+).

Facility Requests

Wear a change of shoes into facility to help the wear and cleanliness of the fields

Do not kick balls against any of the walls throughout the facility

NO CHEWING GUM!

Do not park in front of any entrance/exit ways

Do not disturb any other activities within the facility

Please help us maintain cleanliness by picking up after yourself

FACILITY POLICIES AND DOCUMENTS

Team Fees and Payments

All teams must have a valid and current credit card stored securely in our system prior to the first game of the session. Any team failing to provide this credit card will not have completed registration and will not be permitted to play in games. You can provide a credit card by calling (216) 524-2077, or by stopping at the front desk on the first night of the session.

Teams must pay their entire league fee no later than the first game day of the session. If there is a balance remaining on the team fees this will be charged to the credit card we have on file on the game night of that first week.

The only other time this credit card would be charge is if you fail to notify us that your team cannot attend a scheduled game. In this case the card on file would be charged the referee fees. See the Game Cancellation Procedure document for all details.

Team Roster and Release Forms

These forms must be completed prior to your first game. The roster on file may be modified up until the fourth game of a session. All players must be listed on this form before playing for your team. If a player is not listed, it will result in a forfeit.

Game Report Form—this form can be found at the front desk prior to each of your games. All players must sign in and be listed on this form for them to be eligible. For example, if a player and their number are not listed when they score, the goal will not count and a goal kick will be awarded to the opposing team. Team managers and coaches are responsible for ensuring this form is completed prior to the start of each game.

A team Roster, Release, and Waiver of Liability must be completed, signed and turned into the front desk prior to the first game. No player is allowed to play unless they are registered on both the roster and with the facility.

Game Report Cards

After each game, the Team Manager or representative from each team **MUST** sign the referee's game report card. When doing so they must confirm any recorded information is correct including:

- Final result
- Name of any players shown a card and type of card received

If the referee does not approach a member of the team to sign the report card, the team is responsible for making sure a member of the team approaches the referee.

If the Team Manager/representative notices any incorrect information on the report card they must correct and clarify any changes with the referee and representative from the opposing team immediately. **ALL PARTIES MUST AGREE THAT ALL INFORMATION IS ACCURATE BEFORE SIGNING THE REPORT CARD.**

Failure to sign and confirm information on the game sheet may result in forfeit, point deductions, suspensions, or disqualifications. This will be dealt with on a case by case basis. Punishment may be issued depending on the reason/evidence for not signing the report card.