

Long Island Sports Complex Official Striker Soccer Challenge Rules

**IN CASE OF INCLEMENT WEATHER, PLEASE CALL
516-546-0900, FOR FACILITY UPDATES.**

- No player is permitted to participate in the Striker Soccer Challenge without a completed, signed, and approved Release and Waiver of Liability Form. Approved player status can be viewed on your roster management tab after signing into our online league portal.
- The rules of FIFA will be enforced except as modified herein for indoor play. All calls are at the discretion of the Referee and the decision of the Referee is final.
- All teams can congregate prior to their scheduled start time in the lobby of the Sports Complex. Teams are to remain in the lobby until there is under 5:00 minutes left in game currently being played. No coaches, players, or guests are allowed to wait behind the goal once they descend down to the field.
- All games start on time, therefore teams who have just finished their game must leave the field immediately after their traditional handshakes. Please remind your players parents not to congregate on the field at the conclusion of the game.
- Both coaches are responsible for bringing a game ball to each game, and to remind their players to always bring both colored team jerseys to every game.

ZERO TOLERANCE POLICY

This policy applies to all coaches, players, parents, and spectators. Abusive and obscene language, violent play/conduct, fighting and other behavior (including, but not limited to sarcasm, taunting, etc.) deemed detrimental to the game will not be tolerated. This policy applies before, during and after the event at the soccer field and its immediate surrounding areas. Remember; the referee does not have to show a yellow card before showing a red card.

Player Rules

- **No Sliding:** Sliding is prohibited and an immediate yellow card. However, the Goalkeeper is allowed to slide only inside their own penalty box.
- **NO Heading:** Players in Under-11 programs and younger shall not engage in heading. Referees have been instructed When a player deliberately heads the

ball in a game, an indirect free kick should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

- Shin guards are mandatory
- No gum is permitted in the facility
- No jewelry is allowed to be worn by any player
- Keep player benches clean of all debris
- No player will be allowed to play with any type of hard or soft cast on
- A player may register with only one team

Team Rules

- Roster is submitted with Liability Waiver Form prior to start of Challenge play
- All teams must have appropriate uniforms
- Molded cleats or indoor soccer shoes/sneakers. Metal Cleats are prohibited
- Guest players allowed with submission of Liability Waiver form (must be submitted no later than 72 hours prior to game time for approval)
- No additional players allowed after submission of roster
- No foul language or vulgar chanting from players or spectators
- **All teams must be ready to start their game on time (game clock will start at discretion of referee). Please keep players off the field while prior game is in progress.**

Spectator Rules

- Spectators are responsible for siblings at all times
- Spectators must not linger on the field at the conclusion of each game
- Any verbal abuse directed at any Referee or Challenge Official will result in a forfeiture of game
- Spectators must sit in designated areas only
- No smoking or alcoholic beverages are permitted on the premises

Playing time is Running Time

- Please advise your players to be at the field at least 15 minutes before your scheduled start time
- All games are 50 minutes, two 25-minute halves. Half time is a brief intermission is approximately 2-3 minutes (teams do not switch halves)
- Time kept on the field by referee (running time).
- No overtime play. No injury clock stoppage.
- **IF A PENALTY KICK IS AWARDED IT WILL BE TAKEN REGARDLESS IF TIME HAS EXPIRED.**

- Games start promptly according to Challenge schedule regardless if a team is late or not present
- Failure to field a team will result in a team forfeit

Home Team

- The Home Team is listed first on the schedule and will be responsible for change of shirt in the event of a color conflict
- Home team is responsible for game ball

Ball Size

- Ages U9, U10, U11, U12, use size 4 ball, U13 and older will use size 5 ball.
- If a game is played between U12 & U13 teams, then a size 4 ball is used.
- **Players are encouraged not to bring soccer balls to the field**
- **Coaches are responsible for bringing game ball to field**

Player Min/Max for U9, U10, U11, U12

(The number of players on the field per team is including the goalie)

U9 & U10 Min 5, Max 7

U11 & U12 Min 6 Max 9*

*** U11 & U12 can play 10 v 10, if both coaches agree otherwise 9 v 9.**

Player Min/Max for U13, U14, U15, U16, U17

U13 the maximum including goalie is 9 v 9

U14 thru U17 8 v 8 or Coaches Choice

Age and Cross Age Competition Game Player Max (including goalkeeper):

- **U10 vs. U11:** 9 v 9 or See "Coaches Choice Rule"
- **U12 vs. U13:** 9 v 9 or See "Coaches Choice Rule"
- **U13 vs. U14:** See "Coaches Choice Rule" (Recommended 8 v 8)
- **U14 thru HS:** 8 vs. 8 or less

Max Roster Size:

U9 thru U14: 22 Players

U15 thru HS: 27 Players

Coach's Choice

- Prior to the start of your match, both coaches can agree to play with less players, than the stated maximum above, however, coaches must notify the referee first. In instances when both coaches disagree on the number of players, the lower number will win out, however, the difference cannot be greater than one player.

Game Day Roster

Each team is required to bring a copy of their approved roster to every match for the benefit of the Referee. Be prepared to hand a copy to the referee if they request it. Player passes are not required, but an approved roster is.

Kickoff/Start of Game

- The soccer ball will be placed in the center of the field to start games and after goals are scored
- The Home Team will kick at start of game
- Opposing team must stand beyond the center circle on their side of the field

Free Kicks

- Outdoor rules apply for all free kicks. Opposing players must provide 8 yards from the ball at all times
- Balls hitting the overhead net or ceiling are considered in play.
- A ball that touches the ceiling netting cannot be scored directly from the net, it must touch another attacker or two defenders after hitting the net.
- Free Kicks from your defensive-end do not have to touch a player in the defensive end before going into the attack side of the field.
- **IF A FREE KICK IS AWARDED IT WILL BE TAKEN REGARDLESS IF TIME HAS EXPIRED.**

Keeper Saves & Goal Kicks

- If a goal kick is kicked by a field player/Keeper or the ball is thrown by the Keeper over the midfield line without making contact with a player, opposing team is awarded ball at midfield
- Goal Kicks are awarded according to FIFA Laws

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| <ul style="list-style-type: none">• All goal kicks must either land in your own defensive end first or touch a player in your own defensive end before going into your offensive end. The penalty for the infraction is an indirect free kick from anywhere on the half line. A Goalie who makes a save must either kick or throw the ball within their own defensive half first before going into their offensive end. Even if the goalie puts the ball down and dribbles the ball out of the box the ball must still land on their half of the field first before going into their offensive end. The penalty is an indirect free kick from anywhere on the half-line. |
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Corner Kicks

- Corner Kicks are awarded according to FIFA Laws

Throw-ins

- From the touchline.

Substitutions

Substitutions (including goalkeepers) are allowed “on the fly” during play or when a stoppage occurs. “On the fly” substitutions require that the player coming off the field be within three feet of the player’s bench before the new player can enter the field

Off-sides

Off-sides will be called.

Guest Players

You can have a maximum of three guest players on your roster for any given match. You cannot use a guest player from a team that is in the Challenge, if that player will be, or has played against your opponent. Please remember that not every team in your bracket has the same schedule. All Guest players must be approved prior to playing. Any Guest Players who are not on any Striker Challenge Roster, must first be approved to play as well. **All requests for guest player approval must be submitted by 8PM the Wednesday evening, prior to the match in which that player is playing.** The electronic online Limited Waiver Form must be signed and returned for review and approval no later than 24 hours prior to the first match on the expected weekend of play. No player is allowed to play until your roster reflects an electronic approval.

Running up the score:

The Striker Soccer Challenge requests that all coaches during the winter season take a break from running up the score. Nothing is gained by doing so. We are all volunteers and parents. The “Challenge” is a club of volunteers, and we expect the coach of the stronger team to take the right path and make a genuine effort to speak with the opposing coach during the match to make sure feelings are not frayed amongst the players.

After a 5 goal lead:

Any team which has a lead of 5 goals must take a player off the field. If the lead widens, for each additional goal, another player is removed.

Cancellations/ Refunds

- Games that are cancelled due to inclement weather will not be made up (But every attempt will be made if time is available to make up games lost to snow conditions)
- There will be no refunds after initial schedule has been released.

Other

- No protest will be heard
- Referee's decision is final
- No refunds
- No makeup games
- No smoking in building or eating in field area.
- No running up the score.

Point System

- A forfeit will be recorded as a 2-0 score and a three-point win.

POINT SYSTEM

WIN = 2 POINTS

TIE = 1 POINT

LOSS = 0 POINTS

Tiebreakers

The team with the most points in a single division or group will win the division or group.

Please remember that the Striker Soccer Challenge is not played to win a trophy, so please refrain from running up the score on your fellow challenge members.

In the event of a tie, the following tiebreaker system shall apply to determine the standings:

1. Winner of Head to Head Competition (This criterion will not be used if more than two teams are tied.)
2. Most Wins
3. Least Goals Against
4. Most Shutouts
5. Toss of the Coin

Red Card

A sendoff (red card) will result in a minimum of a one (1) game suspension. A send off as a result of two (yellow) cautions will result in the player or coach being suspended for the next match. All suspensions shall commence immediately. The Head Referee is responsible for informing both ownership and the Striker Soccer Challenge Head Administrator that a red card

infraction has occurred, and the Administrator will inform all parties affected. Ownership reserves the right to impose additional suspensions, depending upon the severity of the offense and accumulation of suspensions.

Fighting:

Any player ejected for fighting will be suspended from the league for the remainder of the season. The Striker Soccer Challenge reserves the right to notify the team's club president(s) if any violent act takes place. Please advise your players.

No-Shows and Forfeits

A no-show occurs when a team willfully does not show up at game time according to their official schedule, following the 5-minute grace period. Penalties for no-shows are as follows:

- One no show may result in a team being terminated at the discretion of Ownership.
- The accumulation of two no-shows in a season shall result in the team's termination from the Striker Soccer Challenge.
- A forfeit will result in a 2-0 win to the team not at fault.

The Striker Soccer Challenge is the sole property of the Long Island Sports Complex, and the goal of The Long Island Sports Complex is to provide a venue for youth soccer players to play in a year round climate-controlled environment, and offers players, coaches, parents, and other family members an enjoyable experience.

The Long Island Sports Complex Striker Soccer Challenge Rules are subject to change at the discretion of ownership.