

St. John Arena Indoor Soccer League (SJAISL) Rules and Policies
Updated 10/31/08

Contact information:

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1. Youth games U10 through U19 will consist of two 25 minute halves with a 5 minute intermission. U8 and U6 will play two 20 minute halves with a 5 minute intermission. Adult U30 and Over 30 will consist of a two hour pick up session.
2. Matches will be a 6 vs. 6 formats except for U19 divisions and Adult divisions. These divisions will play 5 vs. 5.
3. Any youth scheduling requests MUST be submitted in writing to the Soccer Director by a deadline to be given prior to registration starting **(unless stated otherwise, the deadline for requests will be the last day of regular registration).**
4. All adult divisions will be played by registered players splitting up as evenly as possible for that nights matches and playing a pickup game as follows: (so light and dark shirts should be brought for all matches) All those registered for the above adult divisions will show up on the night scheduled, split up as evenly as can be done for fair play and enjoyment of all, and play each night. Teams should each have 6-8 players per team and if there are two teams for that night, they will play two 25-minute halves and games ending within 1 hour. If there are enough registered players showing up for 3 teams (18-24 players), they should play single 15-minute matches and then switch (with winner staying on to start the rotation) and then continue to switch so that teams play two in a row and then sit out for one match and every team would play each other two times for a total of 60 minutes of play and games ending for the night in 1 ½ hours. If there are enough registered players showing up for 4 teams (24-36 players), they will play 15-minute matches and rotate (with winner staying on to start the rotation) with each team playing two in a row and then out for two in a row and playing a total of four 15-minute matches for a total of 60 minutes of play with games running ending in 2 hours. This is a basic scenario and may change.
5. All youth teams, including high school age, must be supervised by a responsible adult while at all matches.
6. All children under the age of 12 must be supervised at all times by a non-playing, non-coaching responsible person over the age of 13.
7. **All parents will be responsible for supervising their children (their own as well as any which they have brought or agreed to watch for friends/family) Coaches will be responsible to monitor their players at all times. Should their not be an Arena representative present (this includes referees) all players and spectators as participants in the function, have a responsibility to report any dangerous, unsportsmanlike, or damaging behavior within a reasonable amount of time. The coordinator can be reached at most times should you need to reach someone or the main switchboard for the hospital (740-264-8000) can also be reached to send security over should it be necessary.**
8. Only the players and coaches of the match currently in progress or for the next scheduled match will be allowed on the floor area of the Arena.
9. Warming up outside of the field will only be allowed if passes are maintained on the ground to avoid potential damage to property such as signs. Shooting at the basketball hoops, arena walls, glass or other structures will not be allowed during events of SJAISL.

10. All matches will be played in accordance with FIFA Indoor rules other than those specifically modified for the league in an effort to provide fair play and safety.
11. All complaints, injuries, incidents, and recommendations should be reported to JKYSC or the Coordinator in writing. All written correspondence will be reviewed and appropriate actions taken. Please send all communications to: JKYSC, c/o Aldo Crisante, P.O. Box 4721, Steubenville, OH 43952.
12. EQUIPMENT: A player shall not be allowed to play wearing anything which may at the referees decision be considered dangerous (i.e. hard head band and/or jewelry). All players must wear shin guards and non-cleated playing shoes. Dimpled bottom turf shoes are allowed...regular soccer cleats are not permitted to avoid damaging the turf.
13. LENGTH OF GAME: the game shall consist of two halves based upon division with a half time break not to exceed 5 minutes and a 5 minute warm up period in between matches. The length of each half for the U8 and U6 division will be 20 minutes. U10 and older will be 25 minute halves. Games started late will be reduced in time to end appropriately and will be directed at the discretion of JKYSC representatives (including the referee)
14. ATTIRE: all players should be in similar colored shirts, different from the opponent's color, and all goalies must wear a shirt different in color than being worn by either team.
15. START OF PLAY: The kickoff shall be taken from the center of the field and the ball **can be played forward or back** and cannot be played again by the person doing the kickoff until touched by another player (**except in U8 and U6 which may dribble any ball into play**). All kickoffs are indirect. Opposing players must be no closer than 3 yards until ball is put into play.
16. Games are forfeited if at **10 minutes** after scheduled game starting time (or 5 minutes after the end of the previous match if games are running late) your team cannot provide at least 4 players to start your match. (referees can shorten the game times to allow games to get back on schedule but not more than 5 minutes per half).
17. THE BALL IS OUT OF PLAY when:
 - A. The ball has completely crossed the goal line, whether on the ground or in the air.
 - B. The ball hits the rafters or any suspended structure over the field.
 - C. The game has been stopped by the referee for any other reason.
 - D. The ball crosses the plane of the field perimeter (the wall system).
 - E. The ball hits any person standing along the field perimeter. (**intentionally interfering will be a penalty against the team whose player/spectator interfered**).The ball is still in play at all other times including:
 - A. If the ball rebounds from a goalpost, crossbar, or the "glass" in the court.
 - B. If the ball rebounds from the referee while he/she is in the field of play or while the referee or ball boy is leaning onto the field of play.
 - C. In the event of a supposed infringement and no call has been made or for the continuation of play in the event of the advantage rule.
18. SCORING: A goal is scored when the entire ball has passed over the goal line (between the goalposts and under the crossbar), provided it has not been thrown or carried by a player of the attacking side and there was no infraction occurring prior to the goal in which the call is made after the ball crosses the goal line. A game is decided by whichever team has the greater number of goals at the expiration of regulation time. The game can end in a tie. There will not be overtime periods or shootouts.
19. FREE KICKS: Free kicks are classified as either "direct" or "indirect". From a direct kick, a goal may be scored directly from the kick without anyone else touching the ball. **No free kicks will be closer to the goal than the closest of the "3 lines", the defensive line.**

20. In the instance of an indirect kick, the ball must touch another player of either team prior to crossing the goal line to be counted as a goal. A ball crosses the goal line into the goal on an indirect kick without being touched by another player will be a goal kick for the defensive team. Under no circumstance may the ball be played twice in row by the original kicker. During an indirect kick, the referee will raise his arm indicating this free kick as an indirect kick and thus having to touch a second player prior to scoring a goal.
21. When a free kick, either direct or indirect, is being taken, no player of the opposing team may be within 3 yards (9 ft) of the ball until it is touched into play.
22. Balls going out of bounds over the end line:
- A. is a goal kick (indirect from anywhere in the goal box) when touched last by the attacking/offensive team at their defensive teams end line and goal area.
 - B. is a corner kick (*direct kick from the defensive "3 line"*) when last touched by a player who is defending that goal end line. No longer will corner kicks be taken from the corner (turf change has eliminated the painted dot in the corner)**
23. Ball going out of bounds over the side perimeter will be an indirect free kick for the team opposing the player to last touch the ball. The ball will be placed within 1 yard (3 ft.) of the side wall and no closer either goal than the defensive area line.
24. The ball must be stationary when the free kick is taken.
25. All restarts/free kicks occurring in the area closer to the goal than the defensive area field line will be brought out to the line, nearest the place of the offense to be kicked. This will be for all direct and indirect kicks (***the only dead ball restart that will take place within the defensive quarter of the field will be the goal kick.***)
26. FOULS AND MISCONDUCT:
- A Direct Free Kick is awarded against a player who intentionally commits any of the following offenses:
- A. Kicks or attempts to kick an opponent.
 - B. Trips or attempts to trip an opponent.
 - C. Jumps at an opponent. (jumps which are vertical are not considered dangerous if in an attempt to play a ball in the air and player does not swing his arms or legs in a dangerous manner)
 - D. Charges an opponent in a violent or dangerous manner.
 - E. Charges an opponent from behind.
 - F. Strikes, or attempts to strike an opponent (automatic ejection)
 - G. Holds an opponent with his or her hands or arm
 - H. Pushes an opponent
 - I. Handball offense
 - J. A slide tackle (**Slide Tackling is Prohibited in all Indoor Age Divisions**)**
- An Indirect Free Kick is awarded against a player who intentionally commits any of the following offenses:
- A. Playing in a manner considered to be potentially dangerous (this includes attempts to play the ball from behind a player which currently has control of the ball)
 - B. Charging fairly (i.e. with the shoulder) NOTE: the intent is to avoid potential danger which we believe to be greater in indoor than outdoor so what is considered fair charging in outdoor can be called as an indirect free kick in the SJAISL matches.**
 - C. Intentionally obstructing an opponent when not playing the ball (if you are playing the ball, this is "shielding" the ball which is not a foul)
 - D. If the goaltender fails to put the ball back into play after having control of it with his/her hands for more than 6 seconds.
 - E. Having too many players on the field at one time.
 - F. Putting both hands on the wall to push off.

- G. Being guilty of unsportsmanlike conduct (this includes shouting at the referee or the opposing team/player or to insult or distract his/her...continuous abuse of unsportsmanlike conduct can result in a red card/ejection)
- H. The goaltender uses his/her hands after the ball is passed to him/her intentionally by a teammate off of his/her foot (a deflection off knee, chest or head can be played by the goalie with his/her hands)
- I. The goaltender picks the ball back up with his or her hands after having played the ball with is or her hands, placed the ball back on the ground, and no other player has touched the ball prior to pick the ball back up.
- J. Three line rule: If a team behind their defensive line plays the ball in the air without touching another player or without touching the turf prior to passing the other team's defense line (over all 3 lines), an indirect kick for the opposing team will be awarded at the defensive line closest to where the ball was originally played from.

The referee's should be calling all contact which could result in potential injury to a player. All attempts should be made to avoid contact between all players and the goalie will be given the advantage on calls in which he/she is attempting to play a loose ball (a 50-50 ball) in the goal box area as long as the goalie is not doing so in a manner which the referee feels is potentially dangerous to the other players (i.e. such as jumping over or running into other players).

27. Special considerations:

- A. If the play potentially becomes too dangerous along the wall, the referee will stop play, move the ball away from the wall and restart the game with a drop ball.
- B. Players may only use their hands on the wall to slow their momentum and can not use their hands on the wall to gain advantage such as pushing or obstruction.
- C. If a player attempting to play the ball uses both hands on the wall to avoid hitting the wall for safety because another player is pushing or charges into them, it will be called against the defensive player as an indirect kick for the offensive player.
- D. A dangerous charge along the wall will result in a yellow card (caution).
- E. A violent charge or trip along the wall will result in an ejection (red card).

28. GOALTENDER: The goaltender may not be charged or obstructed (different than "shielding" while playing the ball). The penalty for charging the goalie is a yellow card for the offensive player and a direct free kick to the defensive team. The penalty for obstruction with the goalie is an indirect free kick to the defensive team. Any collision with the goalie which is violent in nature which should have been avoidable by the offensive player shall be an ejection for the offensive player.

29. GOALKEEPER POSSESSION: a goalkeeper is considered in possession by touching the ball with any part of his/her hand or arm. This includes parrying the ball but does not include if the ball rebounds off the goalie. Goalkeeper cannot play the ball with his or her hands once placing the ball on the ground to be played by his/her feet until touched by another player. The goalkeeper can use his/her hands to play the ball when no part of the goalkeeper (hand, feet, or any other part of their body) is touching outside of the goal box. If the goalkeeper is off the ground and last touched the turf outside of the goal box, this will be a hand ball. If the goalie leans over to pick up the ball and no part of the goalie touches the turf, this is not a handball but if the goalie should touch the turf with any part of their body while playing the ball, it will be considered a hand ball. **NOTE: The ball can be outside of the box and not be a hand ball by the goalie playing it as long as the goalie has not touched any part of the turf or wall system outside of the goal box while in contact with the ball.**

30. Any player, coach, or spectator who is guilty of indecent, insulting, abusive or vulgar language shall be cautioned by the referee and can be ejected from the Arena premises.

31. There will not be any penalty kicks in SJAISL. All **free** kicks will be taken from the point of the defensive line closest to the infraction.

32. Cautions/EJECTIONS: A player may be cautioned for persistently infringing the rules/policies, for unsportsmanlike conduct, for incidental foul language by word or action or if a player shows dissent. Player may be ejected if necessary by the referee. Players may not be substituted for after an ejection. The team must play the remainder of the game short the number of players ejected.
33. Automatic ejections will be for violent actions, serious foul play, intentionally fouling a player from behind on a breakaway, two cautions/yellow cards, persistence in misconduct/foul or abusive language. All ejections carry a minimum one game suspension and fighting carry a minimum suspension for the remainder of the current session and the next session.
34. The referee can award a 2 minute and 5 minute penalty for any infraction which the referee deems appropriate especially for intentional dangerous play, unsportsmanlike conduct, and for any team which hits the scoreboard (no warning—a team must play one man short for 2 minutes) The team with the infraction will play short the player until the time period expires. In the event of a 2 minute penalty, the time will expire at the end of the two minutes or when the opposing team scores a goal, whichever is shorter. All yellow cards will result in an automatic 5 minute penalty.
35. The ejected player must contact the Coordinator prior to being able to play any subsequent games. Soccer is not a game of physical strength and the only contact between players should be when they are within 1 yard (3 ft) of the ball and attempting to play the ball and then only shoulder to shoulder. All players should play the ball and not the opposing players.
36. All decisions of the referee are final. The Coordinator along with the Arena and head referee will notify those in the league of any changes to the rules and policies by posting them by the Arena office and by sending them out via email.
37. Any violation of these rules will be grounds for the Arena or its representatives to require you to leave the Arena grounds, have you removed, and/or be banned from future SJ AISL and other Arena events. Violation of the policies by a team can make the completed game(s) or games in progress a forfeit and may subject the team in violation to forfeiture/suspension for future games/sessions.
38. All players registering are agreeing to abide by these rules and policies and future modification/amendments which will be published and made available.
39. Additional regulations and rules or changes may be implemented at any time prior to or during a season.
40. All rule changes will be distributed via the coach or primary point of contact for each team and will be considered enforceable from that point on.

Should you have a recommendation, please feel free to submit it via the contact information at the top.