

SAN RAMON SPORTS
GENERAL RULES OF THE FACILITY

1. Individuals utilizing this facility do so at their own risk. The property owner(s), league operators, officers, owners, referees and staff of San Ramon Sports assume no liability for any injuries or accidents which may occur. Please reference Liability/Injury Waiver and Release Forms and signage posted within the facility.
2. Conduct within the facility should be in the spirit of good sportsmanship as is on the field. Please No Alcohol or Drug use prior to playing.
3. Should you find or lose any items please report this immediately to a San Ramon Sports employee. San Ramon Sports does not assume responsibility for any items lost.
4. No food, drinks, chewing tobacco or chewing gum permitted on playing service.
5. No sunflower seeds or similar type products are permitted in the facility.
6. No Glass containers on the field.
7. All play must be conducted as set forth in the LAWS OF THE GAME as modified by this facility.
8. We reserve the right to refuse play and or service to anyone.

It is our sincere hope that all players and spectators enjoy our facility. Our facility is here for your enjoyment. If there is anything we can do to improve it, please let us hear from you. Your comments and suggestions are encouraged and appreciated.

SHOULD YOU HAVE ANY QUESTIONS PLEASE FEEL FREE TO CONTACT US:

925-831-9050

www.sanramonsports.com

Information contained herein is subject to change. San Ramon Sports reserve the right to make changes without notification.

GUIDELINES AND POLICIES

San Ramon Sports is open to all members of the community. (Please see LEAGUE AND PLAYER INFORMATION).

LIABILITY/INJURY WAIVER & RELEASE FORM: No individual will be allowed to participate in any league games, practice session, tournament, clinic, open pick-up games or other activities until a release form has been properly completed and signed.

LEAGUE REGISTRATION & FEES: Registration must be paid in full before the first game is played. Teams dropping out of a league will forfeit their registration fees. Teams with outstanding fees shall not be allowed to re-register. Re-registering teams will be assigned to a division based upon availability and performance in past session(s).

LAWS OF THE GAME: The laws of the game followed at San Ramon Sports are as set forth in the USFF OFFICIAL INDOOR SOCCER RULES, unless otherwise specified.

SPORTSMANSHIP: Individuals are expected to play under control, within the rules of the game and to the best of their ability, while keeping the safety of all in mind.

REFEREE STAFF: San Ramon Sports management would like to reaffirm that referees appointed to officiate each game have complete authority and that his/her decisions on points of fact connected with the game are final.

PLAYER ROSTERS: teams may roster 15 players. (Adult teams on the small field may roster 13 players due to fewer players on the field) Changes will be permitted up to the **SIXTH (6th) GAME**. No more than two (2) youth or three (3) adult players who play at a higher level, (than the team registering), are allowed on the roster. Adult and Youth players may only play down 1 division. In Youth leagues, younger players may play in an older division, older players cannot play in a younger division. Failure to comply will result in forfeiture of all games played with illegal player(s). After the Sixth Game, no roster changes are permitted.

San Ramon Sports reserves the right to make the necessary changes within league divisions to ensure an equal level of ability and competition.

LEAGUE AND PLAYER INFORMATION

League Standings Point System: Win = 3 points
 Tie = 1 point
 Loss = 0 points

League games that end in a tie score after regulation play shall remain in a tie game.
LEAGUE DIVISIONS TIES: Any league divisions ending in a tie at the end of the league season shall be governed by the following tie breaking system order:

- 1st Comparison of league record against each other.
- 2nd Comparison of goal differential against each other.
- 3rd Comparison of most “goals for” during the session.
- 4th Comparison of least “goals against” during the session.

INDIVIDUAL PLAYER DIVISIONAL PARTICIPATION: Players may only be on one roster in a given division and league. Players may participate in more than one division and league. A lower division team may not field more than Three (3) players from an upper division(s). Players must be able to provide proof of identification on request. Failure to provide this identification will exclude the player from participation. San Ramon Sports reserves the right to determine if a player is considered too advanced for a given division and remove the individual from the team roster. This is done in the spirit of maintaining parity in a given division.

GAME DAYS: Primary game days are assigned to division. Divisions may be assigned to play on alternate game days depending upon: the length of the session, the number of teams participating and recognized holidays over the course of a session.

GAME SCHEDULE & MAKE-UP GAMES: If a team is unable to play within 5 minutes after the scheduled game time, the opposing team will be award a 9-0 forfeit. Reschedules are not allowed. Check your divisions play days before signing up.

RED CARD POLICY: A player coach sent off in (or after) a game by a referee (red carded) will automatically be suspended from the next game in the session. In addition, a player will be banned from playing on any other team until the suspension has been served. If a player is ejected in the last game of the session (he/she) will be prohibited from playing in the first game after he/she registers for another session.

A player or coach red carded for the offense of “foul and abusive language” will be suspended as outlined above.

A player red carded for the offense of “persistent infraction of the rules after receiving a caution (yellow card) or a third 2 minute time penalty” will be suspended as outlined above.

A player or coach red carded for the offense of “violent conduct” (including but not limited to : spitting, threatening, continued rough play, etc.) will be suspended as outlined above and in addition will be suspended for one additional game and subject to further disciplinary action as decided by the facility management.

A player or coach red carded for “assaulting an official” will automatically be suspended from any further activities at San Ramon Sports.

Should a coach of a team be unable to control a player’s actions after a red card is issued, the coach will also be suspended as outlined above.

A player accumulation three red cards over a one year period will forfeit his or her membership for that same period of time.

“JUMPING-IN” – A player jumping in from the player box onto the field to break up or participate in a fight will automatically be ejected from the game.

FIGHTING: ZERO TOLERANCE POLICY – Anyone fighting will be ejected and their membership will be terminated indefinitely. Anyone threatening or stalking another member, staff, official or spectator will also be ejected, terminated and reported to the local authorities. AN “ASSAULT ON AN OFFICIAL” SHALL BE DEFINED AS AN ATTEMPT TO COMMIT A BATTERY UPON AN OFFICIAL AND AN ACT WHICH IS CLOSE TO ACCOMPLISHMENT SHALL BE SUFFICIENT TO CONSTITUTE AN ASSAULT UPON AN OFFICIAL. LOCAL AUTHORITIES WILL BE NOTIFIED.

MANAGER/PLAYER RESPONSIBILITY: It is the responsibility of each player and the player’s team representative to be aware of the total status of their players’ infractions. Failure to comply may result in further disciplinary measures which may include suspension of the coach/rep. and forfeiture of games sanctioned player played in. (this includes use of illegal players – those not registered properly on the team roster or not current on facility membership dues). Web schedules are to be used as a reference, changes may occur from time to time, the arena shall maintain the most current official game schedule.

TERMINATION OF PARTICIPATION: the facility management reserves the right to terminate an individual’s and team’s participation at the facility for violation of the facility policies as posted.

LAWS OF THE GAME

LAW 1: THE FIELDS OF PLAY

1. Field #1 - Youth - Leagues up to Under 10
Adult - Recreation Leagues
- Field #2 - Youth - Under 11 – Under 18
Adult - Competitive Leagues

LAW II THE BALL

1. Size 5 Soccer balls will be used for all adult games as well as Under 13 through Under 18 boys and girls.
2. Size 4 balls will be used for all youth games U9 thru U12
Size 3 balls will be used for all youth games U6 thru U8
3. Home Team supplies the game ball.

LAW III NUMBER OF PLAYERS

1. Field 1 – U6,U7, U8 Seven players – U9, U10 Six players (one whom shall be a goal keeper) Any team behind by seven goals may add an additional player until the score drops below seven.

Field 2 – Youth U11 – U18, Women's & Coed Leagues – Seven players (one of whom shall be a Goalkeeper)

All Men's Leagues- Six players (one of whom shall be a goalkeeper)

2. Minimum of FOUR players on a team is needed to start and continue a game.
3. Unlimited substitutions allowed as listed under SUBSTITUTIONS below.
4. Any player may change places with the goalkeeper, provided that the referee is informed before the change is made and provided also that the change is made during a stoppage of the game.

SUBSTITUTIONS:

During Play: Player must be within 3 feet of his/her team door or off the field before a substitute player can come on.

When Play Has Ceased: After a goal is scored

After a penalty is awarded

On an injury time out

When the ball leaves the field of play

LAW IV PLAYER EQUIPMENT

1. All players must be current registered members of San Ramon Sports.
2. Players must dress in matching jersey, preferably with permanent numbers for proper identification.
3. Shin guards are mandatory and must be totally covered by stockings/socks.
4. ONLY FLAT SOLED OR TURF SHOES designed for indoor artificial surfaces must be used. (No stuffed/screw-in shoes)
5. Goalkeeper must wear colors which distinguish them from all other players and referees.
6. In the event of a color conflict the home team must change or request over-shirts at the check in area.

LAW V: REFEREES

1. At least one referee will be present during play.
2. When two or more than two referees are present, the two field referees shall have equal authority and responsibility.
3. They shall keep a record of the game.
4. Reports on EJECTION must be filed before leaving the facility.

LAW VII: OTHER GAME OFFICIALS

1. The second or third referee shall be a timekeeper/scoreboard operator.

LAW VII: DURATION OF GAME

1. Youth U11 – U18, and all Adult games shall be played in two equal halves of 23 minutes each.
2. Youth U7 – U10 games shall be played in two equal halves of 20 minutes each.
3. All half time intervals shall be 3 minutes.
4. The clock shall only be stopped for serious injuries, as determined by the referee.
5. Playoff and championship games will consist of two 20 minute halves. Ties will result in one full 5 minute overtime. If still tied at end of overtime, a penalty kicks shootout will take place.

LAW VIII: START OF PLAY

1. Kick-off will be given to the home team. Visitors will have kick off at the start of the Second half. Ball is in play when it moves from foot contact in any direction. (Any touch is considered sufficient movement)
2. A kick-off will start the game and restart the game after a goal has been scored.
3. Teams will change direction at halftime and alternate kickoff.
4. A goal cannot be scored directly from kickoff.
5. Restart due to injury will be from where play was stopped.

LAW IX PLAY OF BALL

1. The ball is out of play when it wholly crosses the perimeter wall and makes contact with safety netting. Restart will begin three feet from the wall where ball went out of play.
2. When the ball makes contact with the overhead safety netting, an indirect free “kick-in” will be awarded to the opposing team from the touch-line at a point closest to where the ball made contact with the safety netting.

LAW X METHOD OF SCORING

1. A goal is scored when the whole ball has passed over the goal line, between the goalposts and under the crossbar, provided it has not been thrown, carried or intentionally propelled by hand or arm by a player of the attacking side, except in the case of a goalkeeper who is in his own penalty area.
2. The team scoring the greater number of goals during the game shall be the winner.

LAW XI THREE-LINE VIOLATION

1. When the ball crosses three lines (two touch lines & center line), in the air towards an Opponent’s goal, without being touched by another player or touching the perimeter wall. Ball must start from on or behind the first touch-line to have a three-line violation.
2. Penalized by awarding an indirect free kick to the opponents at the center of the first touch line.
3. Teams playing two (2) players short or trailing by more than 4 goals, will not be penalized. A goalkeeper may never propel the ball over the three lines in the air.
4. Three-line violation is fully enforced during play-off and/or championship games.

LAW XII

FOULS AND MISCONDUCT

1. MAJOR OFFENSES (Direct Free Kick Awarded)
 - Kicking or attempting to kick an opponent
 - Tripping or attempting to throw an opponent
 - Jumping at an opponent
 - Charging an opponent in a violent or dangerous manner
 - Charging an opponent from behind
 - Striking or attempting to strike or spit at or on an opponent
 - Holding an opponent
 - Pushing an opponent
 - Intentionally handling the ball (except goalkeeper within their own penalty area)
 - Slide tackling with body contact
 - Charging (Checking) an opponent into the perimeter wall
2. MINOR OFFENSES (Indirect Free Kick Awarded)
 - Playing in a dangerous or reckless manner
 - Fair charging an opponent when the ball is not in playing distance
 - Obstructing an opponent
 - Slide tackling (knew touching the turf) – Note exceptions for goalkeeper
 - Illegal substitution
 - Delaying game: When a player fails to put ball into play within five seconds. (Absent any other violations, i.e. infringement, etc.)
3. MISCONDUCT (Cautioning)
 - A player shall be cautioned if he/she:
 - Persistently infringes the laws
 - Shows by word or action dissent at any referee decision
 - Is guilty of unsporting behavior
 - A player shall be ejected if he/she:
 - Is guilty of violent conduct or serious foul play
 - Uses foul or abusive language
 - Persists in misconduct after being cautioned
4. Goalkeeper Restrictions
 - Once a goalkeeper has gained control of the ball with his hands:
 - Must release the ball into play within 5 seconds
 - After releasing, cannot play the ball again with his hands until it has been touched by an opponent
 - May not handle the ball after a goal kick has been taken until it has been touched by an opponent
 - At no time may a goalkeeper handle a ball that is intentionally played to him by the foot from a teammate. However, the goalkeeper may handle

the ball, inside the penalty area, after feeding it to himself from outside the penalty area.

A goalkeeper is not permitted to slide outside of the penalty area

Punishment for any of the above will be the awarding of an Indirect Free Kick from where the infraction occurred, or from the nearest penalty box designation.

At the Referee's discretion, a time penalty assessed against a goalkeeper may be served by another member of his team that is already on the field (in case of ejection – goalkeeper leaves the premises)

5. Delay of Game

If a player or bench intentionally delays the game, the referee may award a 2 minute (Blue Card) time penalty for delay of game. This includes any unnecessary delay in taking the field.

If a player, in the opinion of the referee, feigns an injury, the referee may award a two minute time penalty (Blue Card) for delay of game.

6. Time Penalties

Time penalties fall into three categories:

5-minute penalties (red card)

4-minutes penalties (yellow card)

2-minute penalties (blue card)

Any combination of 3 cards = red card

A time penalty of 5 minutes is awarded only at the time a player is ejected. The entire time penalty must be served, regardless of any goals scored.

7. A Time Penalty can be award for:

1- Illegal substitution

2- Player re-entering game without making equipment adjustment

3- Any of the ten (10) major offenses

4- Any of the first four minor offenses

5- Whenever a player is cautioned

6- Delay of game

7- Unsporting behavior

8- A 2 minutes time penalty will be assessed against any player caught chewing gum on the playing field. In addition, a penalty kick will be awarded to the opposing team.

8. Release of Players from Penalty Area

At the expiration of their full time penalty; penalty time will carry over to the next time period of play (i.e. to the second half or over-time periods)

After a goal is scored against their team and they are short handed.

In case of 4 minute penalty, the first 2 minutes must be served
Only one player can come out per goal. Others in penalty box must serve out their entire time penalty, unless another goal is scored, and so on..
When three players from same team are in Penalty Box
Four Players must still be on field.
Referee will notify players when they may return to the field

9. Bench Penalty

Unsporting behavior from a team bench will result in a verbal warning against the team. Should the conduct persist a bench penalty will be issued against the offending team. The team manager/coach must remove one of the field players to serve a time penalty.

LAWXIII

FREE KICKS

1. The following apply to all restarts:
Ball is in play when it moves from foot contact from the initial player.
Opposing players shall be ten (10) feet from the ball (Any touch is considered sufficient movement.)
Player taking kick cannot play it again until someone else touches the ball.
If an opponent refuses to move back (10), he may be given a time penalty for unsporting behavior.
2. The following apply to direct and indirect free kicks:
If a player taking the kick delays the taking for longer than five (5) seconds after having been signaled to do so by the referee, he may be awarded a time penalty for unsporting behavior.

LAW XIV

PENALTY KICKS (SHOOT OUT)

1. Time shall be extended at the end of each period to allow the taking of a penalty kick.
2. The ball shall be placed at the penalty spot.
Players from either team shall not be permitted to be closer than third line of the offending team, with the exception of the keeper and shooter.

LAW XV

KICK-INS

1. This is an indirect free kick, a goal shall not be scored directly from a kick-in.
2. Kick-ins must be taken from a point 3 feet from where the ball left the field of play. The ball is considered to be out of play when the whole of the ball makes contact with the protective netting.

LAW XVI

GOAL KICKS

1. When the whole of the ball passes over the end perimeter wall between the corner markers, having last been played by one of the attacking team, it shall be kicked into play from within the goal area, by a member of the defending team.
2. A goal shall not be scored direct from such a kick

LAW XVII

CORNER KICKS

1. When the whole of the ball passes over the end perimeter wall between the corner markers, having last been played by one of the defending team, a direct corner kick shall be awarded to the attacking team, the whole ball must be placed on the corner mark, at the nearest corner spot. A goal may be scored from such a kick.

MEN'S, WOMEN'S, COED & YOUTH: HANDICAP LAW

A team leading more than four (4) goals will not be permitted to have more than two attackers in the attacking third of the field. The attacking third of the field will be defined as the area between the last touch-line and the goal. Violation of this law will result in an indirect free kick awarded to the defending team. The kick will be taken from the center of the closest touch-line. Premier divisions will be exempt of this law. The Handicap Law does not apply during playoff or championship games.

COED SOCCER: Referees will strictly enforce the following special rules:

Coed teams are comprised of three (3) women, three (3) men plus a goalie of either gender. Exception: If women are serving a two (2) minute penalty or if a team has only two or one women present the team will play short-handed. Any number of women may play as long as one (1) man is fielded. A team may never play more than three (3) men not counting the goalie.

In the event that only one (1) woman is fielded and issued a blue or yellow card, a man must serve her penalty. If a red card is issued the game shall be terminated and subject to forfeiture.