



RISE Soccer House Rules

Team Fees:

A \$200 non-refundable deposit is required for all teams at time of registration. The remainder of the league fee is due before the 2nd game. If balances are not paid when due, the team may be required to forfeit games until the fee is paid.

Scheduling Policy

Session schedules will be obtained via our web site (riserockwall.com). We will make every effort to accommodate your requests prior to final schedules being posted. It is the responsibility of each coach to inform the soccer director of any conflicts prior to the scheduling process. RISE will not make changes to the schedule once the final schedule is posted. NO EXCEPTIONS!

Reschedules:

A team can request a reschedule. A fee of \$35 must be collected prior to RISE working on the reschedule. The opposing team must agree to the rescheduled game. If the opposing team does not agree, then the reschedule fee will be refunded and the game will stand as scheduled.

Roster Form:

All rosters will be required to be completed through our DASH system at any time after registration and before your first game. All rosters will be limited to 18 players. You may add players to your roster up to your third game. After the third game, all rosters will be frozen. Any player not on your DASH roster after your third game will not be allowed to play. It will be each team's responsibility to check your DASH account and verify your roster is correct.

Player Eligibility:

Any player may play on any indoor team regardless of his outdoor affiliation. Any player in good standing is eligible to play on any indoor team. Any player may play on any number of indoor teams as long as he/she does not play on more than one in the same division.

Illegal Or Ineligible Players:

A player added to your game roster after your third game will be considered an "illegal" player unless permission has been given by the League Director. Teams playing illegal players will forfeit any games in which the illegal player participates. The Coach/Captain of a team playing illegal players will receive at least a one game suspension, and could be suspended up to one year.

ID Cards:

Every player and coach entering the player's box must have an RISE membership card. A maximum of two coaches will be allowed in the players' box. Any player who plays illegally by utilizing another player's ID card in a game will be suspended from play at Rockwall Indoor for a minimum of one week and could receive further sanctions from RISE Management. Players and/or coaches who receive red cards will have their ID cards confiscated by the Scorekeeper or the Referee and sent to RISE Management for disciplinary actions.

Youth coaches must have an approved RISE Coach ID card which is subject to a background check. If a youth coach attempts to obtain a soccer card and it is denied, he will not be allowed to coach until he receives approval from RISE Management.

You must have a RISE ID card to be in the player's box during games. No children are allowed in the player's box during adult games.

Division:

A division consists of 4 to 9 teams of similar age, sex and competitive level. Divisions are formed by RISE on a first come basis.

Team Formation:

An outdoor team may register to play together on an indoor team as one team or may split up and play as multiple teams.

Misconduct:

Any player, coach or spectator may be ejected from the building if the Facility Manager or Referee feels that they are being disruptive. All persons red carded/ejected MUST leave building. PLAYERS or COACH receiving Red Card Ejections will be asked to leave the facility; the Referee will keep their card and turn in to RISE Management. Player must contact RISE Management to discuss the disciplinary actions taken.

A goalkeeper that is issued a Blue card for any offense must serve his own timed penalty.

League Standings:

Standings are based on the following point system:

3 points for each win

1 point for each tie

0 points for each loss

Any tie in the standings will be broken in the following order until the standing is broken:

1. Win-Loss-Tie in head to head competition
2. Point differential in all games
3. Fewest points against
4. Total points scored

Forfeits:

Teams not ready to take the field at game time could be made to forfeit. Situations may vary. Only the Facility Manager or League Director can require a team to forfeit. When a forfeit occurs, the opposing team will be awarded a 3 – 0 win. The team that forfeits will be given a loss. Please see last page, “Playing Rules,” for the minimum number of players needed to avoid a forfeit.

Coach Conduct:

ALL youth teams MUST have an adult coach, age 18 or older, in the Player’s box at all times. ALL Coaches MUST have a valid RISE Coach ID Card. Coaches are responsible for their spectators, parents, assistant coaches, and players are all times during your game.

Player Misconduct:

- **SPITTING OR CHEWING GUM ON THE FIELD IS NOT ALLOWED.** Players spitting or chewing gum on the field will be subject to a Blue Card. Second offense is EJECTION and SUSPENSION for the remainder of the season. Spitting is a \$50 FINE. Player/Coach will not be allowed to play/coach until fine is paid to RISE.
- **FIGHTING WILL NOT BE TOLERATED.** First offense is a suspension for the remainder of the season. Second offense is a permanent ban from ROCKWALL INDOOR SPORTS EXPO. Any players leaving the bench to join in the fight will receive the same penalty. No refund of any kind will be given. Any player ejected from a game must leave the facility immediately. If the ejected player does not leave, RISE staff will call the police to provide escort for that player.
- Any player receiving two 2-minute penalties in the same game will receive an automatic Yellow card. A third Blue card will result in a Red card ejection.
- Players are not allowed to leave the penalty box until their penalty time has elapsed. Any player leaving the penalty box will be ejected.

Disciplinary Guidelines: (minimums)

1) Ejection for card accumulation, non-violent conduct, verbal abuse, etc.

- First Expulsion- One week suspension from indoor soccer & \$25 fine
- Second Expulsion- Two week suspension from indoor soccer and \$50 fine
- Third Expulsion- Three month suspension from indoor soccer and \$100 fine
- Fourth Expulsion- Six month suspension from indoor soccer and \$200 fine

2) Ejection for violent conduct

- First Expulsion- One week suspension from indoor soccer and \$50 fine
- Second Expulsion- Two week suspension from indoor soccer and \$75 fine
- Third Expulsion- Three month suspension from indoor soccer and \$150 fine
- Fourth Expulsion- One year suspension from indoor soccer and \$250 fine

3) Ejection for fighting (One on One)

- First Expulsion- One month suspension from indoor soccer and \$100 fine
- Second Expulsion- One year suspension from indoor soccer and \$200 fine

3) Ejection for fighting (More than two players involved)

- First Expulsion- Suspended from all indoor soccer pending RISE disciplinary hearing

Player Misconduct Reports:

The Referee sends all misconduct reports directly to RISE Management within 48 hours. The ejected player or coach must contact RISE Management to discuss the disciplinary actions taken. Any fine or suspension will be determined by RISE Management according to predetermined guidelines. See “disciplinary guidelines”.

Equipment:

Players on each team must have shirts with the same body color. All jerseys must have a permanently affixed number at least 4” and must be a contrasting color to the jersey. No taped or hand written numbers will be allowed. Each player on a team must be assigned his own unique number (NO duplicates allowed). Each team should have alternate shirts available. Alternate jerseys must have a number! In case of color conflicts, the VISITING TEAM will change shirts. RISE does not provide alternate jerseys but can provide scrimmage vests in a color conflict.

Dangerous equipment- Players are not allowed to wear anything deemed dangerous by the referee. At the referee’s discretion, he/she may ask the player to leave the field to remove or cover the dangerous item.

Over 30 Eligibility:

Teams playing in an Over 30 division may carry one player who is 27 years old by the first game of the current session. All other players must be 30 years old by the first game of the current session. Any player not meeting these requirements will be considered an “illegal player”. See ILLEGAL OR INELIGIBLE PLAYERS section. Any player currently on an over 30 roster shall be considered an eligible player with that team only.

Youth To Senior Provisional Release:

Youth players, who are 17 years or old as of August 1st, are eligible to play in adult leagues as long as the player has obtained a provisional release form. This release form must be filled out accordingly and turned in to RISE Management along with \$5.00. This release MUST be signed by a parent of the player. Youth to Senior Provisional Release forms can be found at the RISE Front Desk.

Protests:

No protests can even be entertained if they are based on judgment decisions made by the referee during play. A game cannot be protested because one coach, or both for that matter, thinks the referee was incompetent.

If a coach believes a referee has misinterpreted the Laws of the Game, the coach must complete a Game Protest report, within 1 hour of the completion of the game in question. The form must be turned into RISE Management. The front desk will sign, date and put the time the form was received, they will make you a copy for your records.

Referees:

Two Referees will be assigned to games U16 and older. However, if only one Official appears, the game will be played as scheduled. Protests will not be allowed in regards to having only one referee.

Referee Misconduct:

Referee misconduct may be reported to RISE Management.

Home Team Assignments:

The Home team occupies the north or east bench. The visiting team occupies the south bench and kicks off to start the game.

Substitutions:

All substitutions are made “on the fly”. You do not need permission from the referee. The player leaving the field must be completely off the playing surface before the new player enters the field. After a goal is scored, multiple substitutions may be made as long as the players leaving the field are off within 15 seconds. The referee resumes play by blowing the whistle.

Six Foul Rule:

A team receiving six simple fouls in one period will be penalized by the other team receiving a penalty shootout. The defending team will be required to stand inside the center circle and the offensive team will line up along the centerline. Once the whistle blows the ball is live.

Coed Exceptions

These rules are intended for the coed divisions only.

- A team consists of seven (7) players (including the goalkeeper). There must be a minimum of five (5) players (including the goalkeeper) for play to start or continue.
- A team may play up to three (3) male field players at one time even if playing with fewer than three (3) female players. The goalkeeper may be either male or female. A team may have more female than male players at any time.
- Goals scored directly by female players will count two (2) points (including a shootout goal). All other goals will count as one (1) point.
- A male player is eligible to score if he:

- Shoots from outside the red line. A male is ineligible to score if the ball is on or above the red line.
- While in the red line area, he receives the ball directly from a female teammate, who may be anywhere on the field of play.
- Slide tackles against an opponent shall be considered dangerous play and are not permitted. A two (2) minute penalty is mandatory for slide tackle. EXCEPTION: Goalkeeper in his own penalty arch is allowed to slide tackle if not done in a dangerous manner.

U6/U7 Exceptions (3 v 3 Rules)

These rules are intended for the U6/U7 Coed/small sided 3 v 3 division only and are exceptions to our House Rules.

Player Positions

The intent of 3v3 small sided soccer is to allow the players to get multiple touches on the ball. A player that is asked to “camp out” in front of the goal area is much like a goalie that can’t use their hands. Please encourage your players to move around the field, offensively and defensively. Please honor this request. Visiting team kicks first.

- Kick-offs may be taken in any direction.
- Kick-ins will be used in place of throw ins.
- Goals must be scored from the offensive half of the field.
- A goal can NOT be scored from a kickoff as it is not considered 100% on the offensive side of the field
- Players may not touch the ball in the goal area. Defensive team touching the ball in own goal area results in a goal for the opposing team. Attacking players touching the ball in the opposing teams goal area results in a goal kick for the opposing team.
- Goal kicks can be taken anywhere along the end line.
- There are no off sides.
- No sliding of any kind is permitted. Players must stay on their feet at all times.
- All dead ball restarts, including corner kicks and fouls, are indirect.
- In all dead ball situations, defending players must stand at least 5’ away from the ball.
- Coaches are NOT allowed on the field during play of the game.

Substitutions

Unlimited substitutions may be made at any time during play, provided substituted player is within the touchline at their own bench area as a new player enters the field. Neither player may participate in play while both are on the field.

Slide Tackling:

Slide Tackling is NOT allowed in any division with the exception of Men’s Open, Women’s and Youth U8 through U17.

Game Length:

Each game shall consist of (2) twenty minute halves, with a 2-minute half time, with the exception of U6/U7. U6/U7 games will consist of (4) ten minute quarters. The clock will stop with any whistle during the last 2 minutes of the game. If the game is NOT within three scores, the time will not be stopped in the last two minutes of the game. Game lengths can be shortened for tournament purposes. There are no team time outs allowed during the course of a game. Referees can call a time out for injury or any other reason they see fit to stop the game.

Playing Rules:

U6/U8 (3 v 3)	U8 thru U10	U12 thru U17
4 x 10 min quarters	2 x 20 min halves	2 x 20 min halves
3 Players (No Goalies)	6 Players + 1 Goalkeeper	6 Players + 1 Goalkeeper
2 Players Minimum	5 Players Minimum	5 Players Minimum
Women	Men	Coed
2 x 20 min halves	2 x 20 min halves	2 x 20 min halves
6 Players + 1 Goalkeeper	5 Players + 1 Goalkeeper	6 Players + 1 Goalkeeper
5 Players Minimum	4 Players Minimum	5 Players Minimum

Playoffs:

Playoff games cannot end in a tie. If at the end of regulation the score is tied, the teams will play (1) three minute Golden Goal period.

If still tied, teams will go to shootouts. Five shooters will be selected (Coed can be any combination of males/females).

Males - 1 point; Females - 2 points;

If still tied after five shooters, another five shooters will be selected and shootouts will be a sudden death format.

Awards:

Standings will be kept for all divisions and will be posted in the DASH, in a timely manner.

Youth divisions will receive trophies/t-shirts for first place and medals for second place.

Adult divisions will receive \$100 off their next season fee and an award for first place.

