

Soccer Hub

Rules and Policies

General League Policies

- All leagues may be scheduled on various days to maximize arena use, but generally most of your games will fall on a consistent day of the week. Additionally, teams may be scheduled for double headers during the season.
- Players must be assigned to the team roster and play in at least two regular league games to qualify to play in playoff games.
- Players **MUST** have Soccer Hub membership to play in league games.
- Forfeits can be declared for games involving ineligible players, ineligible age players, suspended players, or players with expired or no membership. The game score for a forfeited game will be 3-0.
- Players using false information when joining Soccer Hub will be considered an illegal player and all games involving that player may be forfeited. The illegal player will be suspended from further activity at Soccer Hub pending management ruling.
- A player playing while suspended may result in a forfeit of the game and the illegal player will be suspended from further activity at Soccer Hub pending management ruling.
- People illegally signing waivers for minors may result in a forfeit of the game and the guilty player will be suspended from further activity at Soccer Hub pending management ruling.
- Teams delaying the start of a game due to not being ready at game time or having less than the minimum amount of players available will be penalized accordingly:
 - one (1) goal at 18:00
 - an additional goal at 17:00
 - an additional goal at 16:00
 - forfeit of game at 15:00 (3-0)
- Teams may request games be rescheduled provided at least a 24 hours notice. Soccer Hub will investigate the possibility but will not guarantee a reschedule. In the event a reschedule cannot be accommodated, the requesting team must accept a forfeit.
- Players must meet the age requirement of their league before their last game of the session (i.e. Under-12, over 30 etc.)
- Players **MAY NOT** play on more than one team in a league/division.
- Extra players
 - When the goal differential of any game increases to five (5), the winning team will remove a player but must add the player back on when the differential decreases below five (5).
 - When the goal differential of any game increases to ten (10), the losing team can add a player but must remove the player when the differential decreases below ten (10).
- Scoring
 - Men's/Women's/Youth leagues: goals are worth one (1) point.
 - Coed leagues: men's goals worth one (1) point, women's goals worth two (2) points. (own-goals are awarded one (1) point).
 - "Own-goal": when a player plays the ball directly into their own net or when the player redirects an opponent's shot, cross or pass into his/her own goal. Shots that are on target (i.e. goal-bound) and touch a defender or rebound from the goal frame and bounce off a defender are not considered as own goals. This is referee's discretion.
 - Scoring can only occur on the "offensive" side of the field. This "offensive" side is designated by the midfield line and the direction the team is scoring on.
 - If an illegal score occurs, the score does not count and a goal kick is taken from the goal arc.
 - An offensive score cannot be awarded if the touch occurred while the offensive player or ball is in the goal arc. A goal kick is awarded from the touch line.

- If a defensive touch occurs while the defensive player or the ball is in the defensive goal arc, then a goal is awarded to the offensive team.

Schedules and Standings

The schedules and standings are available at the center and also on the SoccerHub website.

Standings will be determined by points:

- three (3) points for a win
- one (1) for a tie and
- zero (0) for a loss

Tie breakers to determine league champions or playoffs will be followed in the order of:

- head-to-head
- goal differential
- most goals scored for
- coin toss.

Championship playoff games (if scheduled) which end in a tie will have one (1) 5-minute sudden death (golden goal) period. The game ends when the first goal is scored. Extra periods will be played until a winner is crowned.

Youth League Policies

Youth leagues are to assist in the youth soccer development, and to provide a fun and safe means of exercise for kids. Below are the following Youth League policies:

- Youth leagues are divided by age using the standard terminology U12, U11 which means "under-12" and "under-11".

Special Adult League Policies

Adult League Objectives

- Adult Leagues are divided into levels in order to group players for competitive parity.
 - Level "1" or "Advanced" is for highly skilled, experienced players.
 - Levels "2" and "3" or "Intermediate" are for intermediate competitive play depending upon soccer skill, athletic ability and fitness.
 - Levels "4" and "5" or "Beginner" are for beginning players depending upon soccer skill, athletic ability and fitness.
- The availability of levels on a certain night will depend upon the number of registered teams.

Player Eligibility and Competition Policy

- Players will be "designated" at the level of the highest league/level in which they participate.
- Players cannot play two leagues below the level of their designation (i.e. level "1" or "Advanced" player may not play in a level "3" or "Beginner" division or a "2" player may not play in a "4" division).
- Soccer Hub reserves the right to "designate" players a level even though they are not currently in that league. (i.e. level "1" or "Advanced" player cannot play in the level "4" or "Beginner" division even if it is the only league in which they play).
- There is a three (3) goal per game limit on each player playing in designated "Beginner" leagues. Any further goals by that player will not be counted. Goal kicks will be taken after all "non-counted goals".

Rules of the Game

Ball Size

- U-13 through adult – Futsal Adult size ball.
- U-12 and under – Futsal Junior size ball.

Number of Players

4v4

- Youth through Adult: 4 players, no goalkeeper, minimum of 2 to start.
- Adult Coed: 4 players (2 men max), no goalkeeper, minimum of 2 to start with at least 1 woman.

3v3

- Youth through Adult: 3 players, no goalkeeper, minimum of 2 to start.
- Adult Coed: 3 players (2 men max), minimum of 2 to start with at least 1 women.

Equipment

- Flat-soled or turf shoes designed for artificial surfaces and tennis shoes can be used. Outdoor molded soccer cleats, removable or metal studded soccer cleats, football cleats, baseball cleats, hard-soled street shoes, boots, soft soled slipper shoes or bare feet are NOT allowed.
- All team members shall wear the same color jerseys to distinguish them from the opposing team and the referees. Players are asked to bring alternate color shirts (dark & light) in the event both teams are the same color. In the event both teams have the same color shirts, the HOME team must change. If alternate color jerseys are not available, color vests will be used.
- Each player is required to have shin guards covered by socks or shin guard sleeves.
- Players wearing any kind of protective gear (i.e. knee pads) must wear the soft cushioned type. No hard plastic or metallic protective equipment is allowed. Referees and SoccerHub reserve the right to make exceptions based on the protective gear.
- Knee braces are allowed on the condition that any potentially harmful edges or protrusions are adequately padded. The referee has the right to disallow any potentially harmful knee braces.
- Players with casts of any kind are not allowed to participate, unless cleared by management.
- Watches, pedometers, fitness bands, rings and/or pierced jewelry must be covered by tape or removed per referee's instructions for safety and welfare of all players.
- All other equipment the referee deems dangerous (including ball caps) to a player or opponent will not be allowed.

Game Clock

- The game shall consist of two (2):
 - 20-minute halves
- The scoreboard is the official game time.
- The half-time interval will be 1 minute. In the interest of time constraints the half-time may be shortened to catch up on lost time due to injuries or other stoppages in play.
- Time between games shall be three (3) minutes and teams are required to be ready to play. In the interest of time constraints the time between games may be shortened to catch up on lost time due to injuries or other stoppages in play.
- The game clock may be stopped for serious injuries (referee discretion).
- After the time between games or after the half-time has expired, the game clock will be started regardless if the teams are on the field prepared to play. The referee will start the game when both teams are ready.
- The referee may start play before one or both teams are ready if the referee thinks the team is not adequately preparing themselves for the game or simply stalling. Any goals scored after the referee's whistle count regardless of the team's readiness.

Start, Restart and End of Play

- A kick-off from the center mark starts play at the beginning of each half and after every goal. A player taking the kick-off can only touch the ball once until another player touches it (see "Two-Touch" rule). The kick-off may go forward or backwards.
- Visitors kick-off to begin the game.
- During all kick-offs, both teams shall remain on their halves of the field until the ball is in play.
- A goal CANNOT be scored directly from a kick-off.
- All free kicks, goal kicks, and out-of-bounds restarts are indirect.
- All kick-offs and restarts must be played within 5 seconds of the referee's signaling the ball ready to play or whistle. If violated, the opposing team is awarded the ball.

- Restarts take place by either a kick-off, free kick, out-of-bounds (see “Ball Out of Play”), corner kick, or dropped ball. Any restarts resulting from out-of-bounds shall be taken within 2 feet of the wall where the ball went out. For all restarts, the ball must be stationary and opposing players must be at least five (5) feet away. A player taking the restart may only touch the ball once before another player on the field touches the ball. If a player violates this rule, the opposing team gets a free kick at the spot of the second touch infraction.
- Corner kicks are restarts that occur when the ball crosses the defensive end wall and is last touched by a defensive player. The ball is placed on the Corner kick spot on the side it went out.
- A dropped ball restarts play if neither team has clear possession of the ball at a stoppage.
- Whistle restarts: A whistle is required for kick-offs and penalty kicks.
- The game is over when the scoreboard sounds or when the referee signals that game time ends.

“Two-Touch” Rule

- For any start (including kick-offs), restarts or penalty kicks, the player addressing the ball may only touch the ball once until another player (offensive or defensive) touches the ball. This includes the ball coming off the wall or glass. If the player addressing the ball touches it a second time before another player touches it, a free kick (no foul) is awarded to the other team.

Team Boxes

- Home team is the first team listed on the schedule. Teams must take the bench designated for the Home team or Visitor (Guest) team.
- Teams will switch sides (on the field/not benches) at halftime.
- No one except coaches and players are allowed in the team boxes with a maximum of 2 coaches per team.
- No children other than those playing the present game (Youth Leagues) are allowed in the boxes.
- Flash photography is prohibited from within the players boxes.
- Alcohol is prohibited in the players’ box
- Glass containers are prohibited in the players’ box.
- Players are asked to exit the players’ box immediately after the game and hold player conferences, discussions, etc. in another part of the facility.
- Players are asked to pick up all their belongings and trash immediately concluding their game.

Ball out of Play

Indoors

- The ball is out of play when it touches any netting above the perimeter walls.
- The ball is out of play when it makes contact with the superstructure (ceiling/lights/beams).
- The ball is out of play when it makes contact with any player or spectator outside the arena walls.

Substitutions

Unlimited Substitutions

During game play, substitutions may be made at any time on an unlimited basis, provided the substituting player is within three (3) feet of the touchline at his own bench area, or off the field of play within his own bench area, before the substitution is made. Neither the new player entering the field nor the departing player may participate in play and or gain an advantage during a period of time when they are simultaneously on the field and the ball is in play. Any violation of this rule can result in a foul and/or 2-minute team penalty.

Guaranteed Substitutions

During guaranteed substitution times (i.e. after a goal is scored), teams will be allowed 15 seconds to complete player substitutions. The referee shall issue a warning to an offending team for the first offense, if stalling. Subsequent violations can result in a 2-minute penalty. The following examples are guaranteed substitutions:

- After a goal is scored
- After a time penalty has been awarded
- During an injury timeout
- At a referee stoppage
- Prior to the start of any half or overtime period

Fouls and Other Violations

Fouls

A free kick shall be awarded to the opposing team from the point of infraction, for a player who commits any of the following offenses (all fouls are called at the discretion of the Referee):

- Kicks or attempts to kick an opponent.
- Trips an opponent.
- Charges an opponent from behind.
- Charges an opponent in a violent or dangerous manner.
- Obstructing an opponent when not in possession of the ball. This includes standing between the opponent and the ball so as to form an obstacle. Obstruction is not called when a player has a ball and is shielding so as to prevent an opposing player from stealing the ball or if the ball is kicked downfield and a player attempts to run through an opponent who has established position.
- Pushes an opponent.
- Holds an opponent.
- Playing in a dangerous manner (deemed out of control).
- Playing the ball while any part of one's body is on the ground or while having a hand/knee on the ground.
- Slide tackling (contact with opponent). No sliding at an opponent while they are in possession of the ball, no sliding to block shots or score goals. No type of sliding is permitted at all in league play.

Time Penalties

Time penalties are NOT awarded towards a team's foul count, if tracked.

Blue Card (2-minute penalty)

A Blue card shall be assessed for serious fouls and incidents including:

- Boarding (propelling an opponent into the wall)
- Elbowing
- Striking
- Slide tackling
- Deliberate handball
- Substitution violations
- Unsportsmanlike behavior
- Multiple fouls/penalties assessed against a player
- Encroachment (continual violation)
- Delay of game (continual violation)
- Incidental foul language or spitting on the field
- Other offenses deemed severe or blatant

Yellow Card (4-minute penalty)

A Yellow card shall be assessed for reckless fouls and incidents including:

- A second Blue card (for fouls above)
- Unsportsmanlike behavior (continual violation)
- Provoking altercation, short of fighting (i.e. pushing, poking)

Red Card (Player Ejection, 5-minute team penalty)

A Red card shall be assessed for violent fouls and incidents including:

- A third Blue card or third time penalty (for fouls above)
- Intentionally elbowing an opponent above the shoulder
- Vicious slide tackling, seriously endangering/injuring an opponent
- Fighting
- Leaving Team Bench area to engage in a fight or confrontation with the opposition or Referee
- Extreme Unsportsmanlike behavior including:
 - Spitting at an opponent or other person
 - Extremely abusive language or behavior towards an opponent or Referee

- Bodily contact with Referee in dissent

A player issued a Red card for fighting or abuse of a referee will be required to leave the building. Any player refusing to leave after being asked by the person in charge, whether it is a referee or staff member, will result in the Police called and a complaint filed.

Players receiving a Red card are suspended from all activities at Soccer Hub until their case is ruled upon by management. The violator's team captain/coach must call the facility the next day to get management's ruling or timetable of management's ruling before the violating player may play at Soccer Hub again.

A person who makes an attempt to intimidate the referee by the threat of physical abuse, pushing or attempting to make contact with the Referee can be suspended from all play at the facility for a period of at least one (1) year. A person who strikes or attempts to strike a Referee (or any employee) shall receive a permanent Soccer Hub expulsion.

A person/player receiving two Red cards in accumulation will receive a Soccer Hub expulsion for at least one (1) year.

A person/player receiving three Red cards or more in accumulation can receive a Soccer Hub expulsion for life.

Other Violations

Last Man Back/Penalty Kick

If a "last-man-back" or obvious scoring opportunity foul occurs (Referee discretion), a foul is called and the offensive team is awarded a free-kick from the midfield spot. Both teams are to be behind the midfield spot. The free kick is taken on the Referee's whistle, but play is not live. If the goal is made, a kick-off is taken. If the goal is missed, then a goal kick is taken from the touch line. Time is not stopped (Referee discretion), but the game cannot end until the free kick is taken.

Advantage Rule

Generally, advantage will be only allowed when the team against which a foul or violation has been committed will benefit from an existing offensive advantage. The Referee will penalize the original offense if the Advantage does not ensue. This is up to the discretion of the Referee. The Advantage Rule should be applied near or in the offensive half of the field.

- Delayed Penalty: For instances where a Referee would issue a time penalty, but the Advantage Rule is in play, the Referee will raise the card above his/her head or at the following times of stoppage to assess the time penalty:
 - Opponent's possession: the offending team gains possession of the ball
 - Any stoppage: Referee stops play for any reason

"Macho" Rule

In Coed, generally the lower Coed divisions, if a male player is being "reckless" in their shooting or play towards the female players on the field, a foul can be called on the offending male player. This type of play can be given a warning first and then a foul from there on out for the rest of the game. This is up to the discretion of the Referee.

- Example: A male coed team player is attempting to take a shot and takes a "wild", uncontrolled shot that hits and injures a female on the field not directly associated with the play.

Serving Penalties

- All players must serve their own penalties.
- Players serving their time penalties must serve their entire time penalty before returning to play, unless they are the only bench player available.
- For each time penalty being served by a player, his or her team plays with one less field player until the time penalty expires.
- Should a player receive a time penalty and the time penalty drops the team below the minimum amount of players to play, the offending team must forfeit the game.

- Power Play goal: If a team is scored upon while having fewer players on the field, due to one or more players serving time penalties, a player may return from the team's bench/penalty area. A player serving a time penalty must serve their entire time penalty.
 - If both teams receive time penalties at the same time and/or have equal numbers of players serving time penalties, the Power play goal is not in effect.
- Multiple Penalties: When a team has two players in the penalty box and a goal is scored by the opposing team, only the first player penalized can be replaced. If another goal is scored, the second player may be replaced even though both players must serve out their penalties in the box. Only two players may serve time penalties at a time. If a third player receives a time penalty, his/her time penalty does not begin until at least one of the other teammates' time penalties has expired.