

The Sports Barn Facility Rules

1. Team payment is due in full before the 1st game by a maximum of 2 checks per team.
2. A deposit of \$250.00 is due with application. Applications are not valid without deposit and are taken on a first come first serve basis.
3. Delinquent payments may result in team suspension/forfeit of games until the fee is paid in full.
4. Team rosters must be turned in **prior** to the first game. No changes can be made to the roster after the start of the third game. Maximum roster size is 18 players for full field and 12 players for small sided field. Team champions of the league will only receive awards equal to the number of rostered players. Photo I.D.'s are required for all adult leagues.
5. Facility, owners, managers, referees or employees shall not be responsible for theft of personal articles or injuries acquired at/in the facility or parking areas.
6. Any hostile or physical aggression towards any of The Sports Barn employees, personnel, i.e., referees, will result in automatic expulsion from facility.
7. No unsupervised children under the age of twelve allowed anywhere in the facility, including unoccupied fields and especially in the restroom areas.
8. No one is allowed on fields except players, coaches, referees or Sports Barn staff.
9. Coaches: a maximum of three non-playing coaches are allowed in the team bench area. All non adult teams must have a responsible adult coach, 21 years old or over, approved by The Sports Barn in the team bench areas for the duration of the game.
10. Coaches/captains are required to sign their game card. Failure to do so will result in a red card for the person refusing to sign.
11. No climbing, sitting or standing on the mezzanine railing, dashboards or counters will be permitted. Throwing or dropping things from the mezzanine could result in expulsion from the facility.
12. No punting or drop kicking the balls on any field.
13. No sliding on any field.
14. Approved shin guards are required for **ALL** age groups.
15. The listed Home team on the game schedule is to supply the game ball. The visitors are responsible for supplying the back up ball. Ball sizes: U6-U8 use #3, U9-U12 use #4 and all others #5.
16. No gum chewing or spitting allowed in facility.
17. No running in the facility, except on the fields.
18. East/West fields - soft soled shoes are strongly recommended.
South field - clean outdoor cleats will be permitted. See player equipment rule.
19. No foul or abusive language allowed in entire facility. Anyone abusing this rule can expect to be asked to leave the facility immediately - NO warning necessary. If asked to leave the building, foul language red card applies. See "Referee Cards."
20. Any bleeding or oozing wounds must be covered before player can resume play. No bloodied apparel will be permitted.
21. No outside food will be permitted. Contained fluids for players at the team's bench only. No food allowed on 1st floor, including South field.
22. Forfeitures - a game shall be forfeited if a team has fewer than the required number of payers ten minutes from scheduled start time of that game. A forfeit will also be ordered if a team must start with more than two players down.(Referees are required to start the game clock at the scheduled game time). Games will be recorded as forfeits for lack of complete payment of team fees and/or payment of referee fees. Any team that forfeits a game during the session will not be eligible to win the division.
23. Referees - all game decisions made by the referees are **FINAL**. It includes but is not limited to ending the game at any time to ensure the safety and control of those involved. Any comments concerning referees shall be made in writing by the team's coach/captain to Sports Barn management. **ALL** comments are taken under advisement for future decisions and reviewed by The Sports Barn management.
24. Sports Barn Ejection's/Referee Cards (cards do not have to be shown to receive a carded penalty)
 - A. Blue (Boarding): Two (2) minute penalty
 - B. Yellow: Two (2) minute penalty
 - C. Red: Five (5) minute penalty for the team of the player carded and ejected from The Sports Barn. Any person red carded or ejected from the facility must leave the premises, **immediately** and is not allowed back on the premises for any reason for a minimum of one week or until after that teams next game, whichever time period is longer.
Since coaches/captains are expected to be examples of good sportsmanship, any coach/captain that is ejected will serve a minimum of two weeks or a 2

game suspension, whichever time period is longer.

- D. Goalkeepers are required to serve time penalties.
- E. Any card received in unofficial games will apply to league games, rentals, pick up games, tournaments, etc.
- F. Depending on situation severity, The Sports Barn management may ban those involved from the facility indefinitely.
- G. Soccer is an intense and physical game, The Sports Barn management demands that all players and coaches hold themselves to the highest standards of sportsmanship and self control.
- H. Ejection from the game/facility - any player, coach or spectator etc. receiving red card/or ejected for any other reason before, during or after a game, **MUST** serve a red card suspension and leave the premises immediately. More than one red card per session is subject to review by Sports Barn management.

Red Card Assessments

For Individuals:

- 1 red card to a player/spectator = immediate ejection and a minimum suspension of 1 week or 1 game whichever period is longer. As stated above.
- 1 red card to a coach/captain = immediate ejection and a minimum suspension of 2 weeks or 2 games, whichever period is longer. As stated above.
- 2 red cards in one session for any individual= suspension for rest of that session

For Teams:

- 3 red cards in the same session = \$25 fine
- 4 red cards in the same session = \$50 fine
- 5 red cards in the same session = a minimum suspension for rest of session

All Red card recipients must report to the front desk before re-entry.

- 25. Boarding - the intentional charging, pushing or forcing of an opponent into the perimeter walls in a violent or dangerous manner will result in a mandatory (2) minute penalty.
- 26. Mercy Rule - when an opponent is winning by six (6) points or more, the trailing team may place an extra player on the field until the score is a difference of three (3) points.

New Referee Payment System

In addition to your team fees all of the teams are now responsible for paying the referees before each game can begin.

This is a system that is typically used outdoor and is very successful in indoor facilities throughout the U.S. Prior to each game your team's captain/coach/representative will sign in at the front desk, pay and get a receipt. This receipt must be shown to the referee before the game can start.

To ensure the referee's payment, in the case of a forfeit or no show, a one time cash deposit will be collected at your first game. (U6-U8 = \$5 deposit / U9 and older = \$8 deposit).

This deposit will only be used in the event of your team's forfeit/no show to a game. If your team makes it to all of your scheduled games then the money will be applied to your last game payment.

If a team has a forfeit or no show, another deposit will be collected before the team can play their next game. This is to ensure the referee's payment. If that team makes it to rest of their scheduled games then the money will be applied to their last game payment.

Each U6 - U8 teams will pay \$5 cash per game for the referee's fees.

Each U9 and older will pay \$8 cash per game for the referee's fees.

Only Cash payments accepted and no prepayments allowed.

The Sports Barn Game Rules

*See current brochure for potential changes

East/West/South Fields		
Age	# of Players	
U6 - U7	5	(No Goalkeepers in these age groups)
U8	4	(No Goalkeepers in this age group)
U9 - U11	7	(Includes Goalkeepers)
U12 - U16, HS, HS Coed	6	(Includes Goalkeepers)
Open-Men, Women, Coed, +30 Men	6	(Includes Goalkeepers)
+30 Coed, +30 Women, +40 Coed	7	(Includes Goalkeepers)

A team may play two (2) players short. If three (3) or more players are serving penalty time, the third player may be replaced on the field until such time as his or her penalty time starts to run. If a team cannot replace the third player in the penalty box, the game will end in a forfeit. If a team has a player already in the penalty box when another penalty time foul is committed the result is a penalty kick. The player committing the foul is released from the penalty box if the penalty kick results in a goal.

High school coed, Open coed divisions, +30 coed divisions

East/West/South fields must have at least (2) two women on the field (excluding the goalkeeper) unless an injury, time penalty or disqualification occurs reducing the number of available women on the team below (2) two. If a team is unable to field (2) two women that team must play down the number of women not on the field or forfeit the game. A coed team cannot play with no women players.

+40 coed divisions

East/West/South fields must have at least (3) three women on the field (excluding the goalkeeper) unless an injury, time penalty or disqualification occurs reducing the number of available women on the team below (3) three. If a team is unable to field (3) three women that team must play down the number of women not on the field or forfeit the game. A coed team can not play with no women players.

Adult teams may roster up to (2) two younger players born within two years of age group. High School and all adult league participants are required to have valid photo I.E. at all games. Everyone on The Sports Barn premises shall be subject to the authority and jurisdiction of The Sports Barn staff, facility/game rules and referees.

Substitution:

During the game substitutions may be made at any time on an unlimited basis, provided the player substituted for is off the field before the substitution is made. Neither player can participate in the play if both are on the field at the same time. A timed penalty will result if a substitute comes onto the field before player being substituted for is off of the field.

Substitution Violations:

Any of the following offenses will result in a timed penalty that the coach/captain must choose a player to serve the timed penalty.

- (a) Excess number of players on the field.
- (b) Playing without a goalkeeper.
- (c) Illegal substitutions by a goalkeeper.
- (d) Illegal reentry by an injured player.

Goalkeeper Substitution:

Any teammate can change place with the goalkeeper at any time as per regular substitution procedures, provided the goalkeeper wears a jersey that is different from both teams uniforms and the referee. (Goalkeeper substitutions must enter through the team door/substitute area, not through the back of the goal and must notify referee of change.)

Guaranteed Substitution For A Goalkeeper:

The restart of a play may be delayed to allow substitutions in the following circumstances. A team will have 10 seconds to complete a substitution.

- (a) After a goal has been scored.
- (b) After a time penalty has been issued.
- (c) At any stoppage by the referee.

Substitution For Injured Player:

If the coach/captain of a team is signaled onto the field by the referee to attend to an injured player, that player must leave the field and wait until the next stoppage in play before returning to the game (excluding the goalkeeper). If a penalized player is injured they can make their way to the team bench and a substitute maybe designated by the coach/captain to serve the

timed penalty.

Substitution For An Injured Goalkeeper:

If the coach/captain is signaled onto the field by the referee to attend to an injured goalkeeper this injured goalkeeper can stay in the game. If the same goalkeeper is attended to for a second time the injured goalkeeper must leave the field and may not return, until the next stoppage in play.

Players Equipment:

All wear must be safe, have no metal or sharp edges, including jewelry. Teammates must wear the same color shirt. Numbers are not required. Home teams must change shirt when two teams have the same color shirts. The Sports Barn is not responsible for providing alternate wear.

Sports Barn approved shin guards are required for all age groups.

Team coach/captain is required to ensure that proper equipment is worn by all players, i.e. shin guards, no earrings, watches, jewelry, etc.

Coach/captain is responsible for team compliance.

Duration Of The Game:

The duration of the game shall be (2) two periods of (24) twenty-four minutes each for a total actual playing time of (48) forty-eight minutes. The Sports Barn reserves the right to make adjustments to the duration of the game.

- (a) Game clock will start at the scheduled time - no exceptions. Game will be considered a forfeit if one or both teams do not have required number of players 10 minutes after the scheduled start time. Any team that forfeits a game during the session will not be eligible to win the division.
- (b) Clock will not be stopped unless the referee deems it necessary for a serious injury, play will be extended for a penalty kick only.
- (c) Referee shall be responsible for official game time.
- (d) Anyone stopping or adjusting game clock or scoreboard without permission from referee or Sports Barn staff can expect to receive a red card.

A (2) two minute interval may be provided between the first and second period. The referee has the right to shorten this time period if needed.

There are no time out periods.

Start Of Game:

Warm up time will not be provided.

The coach/captain's name will be given to the referee prior to the start of the game, an arm band is not required. Coach/captain must sign the game card at the conclusion of the game before leaving the field. Failure to do so will be treated as a display of dissent. The game will be considered a forfeit by the offending team. **If coach/captain refuses to sign the game card they will be issued a red card. See facility rule #24.**

Start Of Play:

The away team will have the first kick off. The Sports Barn will determine which team is Home or Visitor. At the beginning of the second period the Home team shall kick off.

Ball is in play...

East/West Field - when ball moves in.

South Field - when ball is kicked forward and moves.

Teams do not change ends of field.

Punishment:

If the wrong team kicks off, the kick off will be retaken by the correct team. If a player initiates the kick off that same player can not touch the ball a second time until another player from either team touches the ball. If the player that takes the kick off touches the ball a second time before another player touches the ball the result is a free kick for the opposing team.

Restart:

If the referee stops the game (without a team having clear possession the ball) for any reason not listed in these rules the result will be a drop ball. If the referee stops play for any reason not listed in these rules and a team does have clear possession the result is a free kick for the team that had possession. An exception to this rule, on all fields, is when the ball is in the penalty box then it will be dropped at the top of the restraining arc or a free kick may be awarded to the team with clear possession at the time of the stoppage.

Ball In And Out Of Play:

The ball is in play at all times from the start of the game to the finish, including:

East/West Field

- (a) If it rebounds from post, crossbar, corner flag post or the perimeter wall into the field. Netting and ceiling are usually considered out of bounds but is up to the referee's discretion.
- (b) If it rebounds off of a referee when the referee is in the playing field.

- (c) In the event of a supposed infringement of the rules until a decision has been made by the referee. If the ball is caused to go out of play, it will be restarted with a kick-in from within the touchline where the ball went out of play.

South Field

Same as above except if ball crosses the touchline, a throw in will be used.

East/West fields - if goalkeeper causes the ball to go out of play from inside the defensive third of the field, play will restart at the top of the restraining arc unless a corner kick applies.

Five Second Rule: (All three fields)

When restarting play from a free kick the team awarded the free kick will have (5) five seconds to put the ball into play once it has been placed. Failure to do so will result in a possession turnover to the opposing team.

Free Kick Regulations:

When play has been stopped for any of the previous listed reasons play will be restarted with a direct free kick. The opposing team must stand at least (10) ten feet from where the ball is placed. Failure to put the ball into play within (5) five seconds will result in a turnover to the opposing team. The ball will be considered in play after the ball has been touched. The ball cannot be touched a second time by the player that restarts the play until a player from either team touches the ball.

- (a) Location: Free kicks shall be taken at the point of the foul unless a time penalty kick has been awarded.
- (b) Free kick in own penalty box can be placed anywhere within the goal box on the East/West fields and in the penalty box on the South field. The ball will be considered in play when the ball leaves the penalty area.
- (c) Free kick in attacking penalty area shall be taken at the top of the arc unless a penalty kick has been awarded.
- (d) Penalty kick will be taken from the penalty spot inside the penalty box.

Method Of Scoring:

Goal; A legal goal is scored when the entire ball has passed over the goal line without being intentionally directed into the goal by an offensive player's hand, arm or shoulder. All goals will equal (1) one point.

Fouls And Penalties:

No three line pass restrictions.

Fouls: A player who commits any of the following offenses will be penalized by the referee awarding a free kick to the opposing team at the sight of the infraction. (or top of the arc if a time penalty is issued.)

- (a) Kicks or attempts to kick an opponent.
- (b) Trips an opponent.
- (c) Charges the opponent from behind.
- (d) Charges an opponent in a dangerous manner (player control foul).
- (e) Strikes, elbows, attempts to strike or elbow, or spits on opponent or on the field (results in a timed penalty.) Spitting on an opponent calls for an immediate ejection.
- (f) Holds an opponent.
- (g) Pushes an opponent.
- (h) Handles the ball with any part of hand, arm or shoulder. (Exception: goalkeepers within their own penalty area.)
- (i) Boarding: Result is a timed penalty.
- (j) Charging with shoulder when opponent is not in playing distance of the ball.
- (k) Impedance: Shielding an opponent from the ball when the ball is not in playing distance.
- (l) Charging the goalkeeper, except when the goalkeeper is out of the goal box.
- (m) Slides. (On any of the fields.)

Goalkeeper Violations:

The following will result in a free kick from the top of the restraining arc.

- (a) Hand-to-hand: A goalkeeper that distributes the ball with their hands can not handle the ball again until an opponent touches the ball or after a stoppage in play.
- (b) Five second distribution: A goalkeeper with possession of the ball, in the goal box, must distribute the ball outside of the goal box or to another player within (5) five seconds. Control of the ball with the goalkeepers feet or hands will be considered possession.
- (c) Intentional handling outside goal area: If goalkeeper purposely handles the ball (referees discretion) outside of the goal area the result will be a timed penalty. In a situation where the goalkeeper initiates contact with the ball inside the goal area and their momentum carries them outside the goal area no time penalty will be issued.

- (d) Intentionally striking an opponent: If a goalkeeper intentionally strikes an opponent with the ball from either a push or throw, a time penalty will be issued. If the infraction occurs in the goal area the result will be a penalty kick.
- (e) Touches the ball with his hands after it has been deliberately kicked to him by a teammate.

Goalkeeper Privileges:

- (a) Obstruction: If a player intentionally obstructs the opposing team's goalkeeper in an attempt to prevent the goalkeeper from putting the ball into play, the referee shall award a free kick.
- (b) Charging the goalkeeper: If an opposing player initiates contact with a goalkeeper without the goalkeeper having possession of the ball, the referee shall award a free kick.

Time Penalties:

Time penalties will be administered as follows.

A time penalty must be assessed in cases of boarding, elbowing, spitting, striking and for other offenses deemed severe or for persistently breaking the rules.

These penalties shall be administered by the referee usually by the showing of a blue (boarding), yellow or red card. (2 minute or 5 minute penalty.)

The referee shall award a free kick from the restraining arc of the team that has been penalized, unless the foul occurred in the goalkeepers area. Then a penalty kick will be awarded.

Ejections:

A player or non-player (this includes spectators) will be ejected for any of the following reasons.

- (a) Violent conduct or serious foul play.
- (b) Foul or abusive language.
- (c) Head butting.
- (d) Third man involved in an altercation.
- (e) Leaving the bench or penalty box to join an altercation.
- (f) Refusing to sign the game card.
- (g) Dissent.

Ejected Persons (Player, non-player or spectator):

Any person who is ejected must leave The Sports Barn premises immediately and cannot return for any circumstances until entire suspension is served. The Sports Barn management will determine suspensions.

Consecutive ejections see **Red Card Assessments**.

Encroachment:

If a player from the team defending a free kick enters the penalty area or stands closer than (10) ten feet from the spot the free kick will be taken from and a player from the team taking the free kick requests for the referee to mark off the (10) ten feet, the referee will delay the game until the defending team complies. (Ten feet is required, encroaching may result in a yellow card.)

Penalty Kick:

If a timed penalty violation is committed inside a team's own penalty box the result will be a free kick from the penalty spot. The defending team with the exception of the goalkeeper must stand outside the penalty box until penalty kick has been taken (ball has been touched). If the penalty kick results in a goal being scored the player who committed the initial time penalty will be released from the penalty box.

Goalkeeper Position:

The goalkeeper must have both feet on the goal line while kick is being taken. If the referee notices the goalkeeper off of their line he/she shall wait until the kick is taken. If the result is not a goal, the kick will be retaken.

Defending Team's Position:

The defending team must remain outside of the penalty box and the restraining arc until the penalty kick has been taken. Any infringement will result in the kick being retaken if no goal has been scored.

Attacking Team's Position:

The attacking team must remain outside of the penalty box and the restraining arc until the penalty kick has been taken. Any infringement will result in the kick being retaken if the result is a goal.

Kicker:

The player taking the penalty kick must wait for the referee's signal before initiating the kick.

Penalty Kick In Extended Play:

The referee can allow time to be extended at the end of any period for a penalty kick opportunity.

SMALL SIDED GAME RULES

Duration of Game:

The duration of the game shall be (2) two periods of (24) twenty-four minutes each for an actual playing time of (48) forty-eight minutes. The Sports Barn reserves the right to make adjustments to the duration of the game. See Duration of Game rule on page 4.

Game Rules:

1. No Goal Keeper
2. Substitution on fly, not guaranteed. Player leaving field must be within (5) five feet of team bench area before substitute player can come onto field.
3. Crease area violations: If an attacking player touches the ball while inside the opposing teams crease the result is a goal kick. If a defender touches the ball while inside their own crease result is a penalty kick from midfield with no defenders. (can only result in a goal kick or a goal) If a defender commits a foul within (5) five feet of their teams crease the ball will be placed (18) eighteen feet from the goal and can be defended.
4. Restarts: Throw-ins on all fields
 - (a) East/West Field - dash line
 - (b) South Field - solid lineReferees will conduct at most (2) two re-dos in order to allow a player the opportunity to redo the throw -in correctly. If not accomplished after (2) two attempts the play will go to the opposing team.
5. Home team (listed first on game schedule) must change shirts if there is a conflict, supply game ball and will kickoff to start the game.
6. The Sports Barn will not keep score on the field nor internally for standings.

INSTRUCTIONAL LEAGUE GUIDELINES

In conjunction with the United States Youth Soccer Organization, The Sports Barn has developed our U6, U7 and U8 divisions into instructional leagues. Each player involved in this league will be given a participation award instead of giving the winning teams of each division championship award. The purpose of this is to teach the participants, coaches and spectators that these young soccer players are trying to learn the fundamentals of the game.

REASONS WHY THE SPORTS BARN SUPPORTS SMALL-SIDED GAMES:

- The players become more efficient with field space which will develop their skills in becoming better soccer players on a full field.
- Players are forced to make decisions for themselves because of increased touches on the ball.
- Players become more involved in every play which leads to more touches on the ball and less inactivity.
- Players will benefit from having the responsibilities of being both attacker and defender during the game. Helps the player find their own position on the field.
- A small field increases the players active involvement for longer periods of time during the game.
- The increased repetition and frequency dramatically enhance player development.
- All of the players will have more chances to score goals, this builds self-confidence.
- Your children will have more fun learning!