



REGULATIONS & POLICY

***REVISED: 01/22/10**

SONO FIELD HOUSE INDOOR SOCCER LEAGUE

1. PHILOSOPHY

SFH indoor soccer league philosophy is to encourage indoor soccer play while demonstrating fair sportsmanship. If any individual or team fails to abide by this philosophy, they will be subject to disciplinary action by management of the facility.

2. DISCIPLINE

- A. In the event that a player, manager, or coach is ejected from a league game, he/she must leave the soccer arena and retreat to the coffee house, lobby, retail store, or conference rooms. Depending on the extent of the infraction, this person can be subject to further discipline or removal from the facility by the local authorities.
- B. A red card given automatically results in a one week suspension (one game). Management may decide on an extended suspension if warranted. Team managers/representatives will be notified of any suspensions pertaining to the team.
- C. SFH has a "zero-tolerance" policy for any fighting that may occur. Red cards issued for fighting will result in a suspension for the remainder of the season. Admittance back into future league sessions at the SFH will be decided by management of the facility.

3. FORFEITS & RESCHEDULING OF MATCHES

- A. SFH guarantees a five minute grace period for tardy teams. After the five minute grace period has concluded, the match will go down as a 3-0 forfeit win for the team who is on-time ready to play. Any team that fails to show up to two games will be terminated from the league without a refund.
- B. If a team cannot make a scheduled match, we ask that team representatives contact SFH at least 1 week prior. SFH will check to see if a make-up time slot is available and must be agreed upon and confirmed by both team representatives/managers.

3. LEAGUE STANDINGS

- A. Standings will be kept by management for the sole purpose of organizing play-off games according to points.
- B. The following point system will be followed: 3 points awarded for a win, 1 point awarded for a tie, 0 points for a loss.
- C. A tiebreaker system will be used to rank teams which finish a competition with an equal number of points: 1) Head to Head competition 2) Most Wins. 3) Goal Differential. 4) Most Goals Scored. 5) A coin toss.

- D. If more than two teams are tied, Head to Head rules do not apply. The following tiebreaker rules shall apply: 1) Most Wins. 2) Goal Differential. 3) Most Goals Scored. 4) A coin toss.
- E. Standings will be recorded at the conclusion of every game in the schedule. Standings are available to members on our website www.sonofieldhouse.com
- F. In the event of a question regarding a result in league play, we ask that the team representative be the only individual to contact the facility either by phone or e-mail so the corrections can be made.
- G. Each league will have a playoff structure that is determined by the league directors.

4. PLAYER REGISTRATIONS

- A. Each player must have a completed waiver filled out prior to stepping onto the field.
- B. Each player must have a valid annual membership to SFH.
- C. A player may only be registered with one team in a division. This is not negotiable.
- D. Any team sponsoring player who is not registered as a rostered player will forfeit the match. The team and player may be subject to disciplinary actions.
- E. Proof of Age: SFH may ask for proof of age for all youth players. Accepted forms: birth certificate, player pass, driver's license.
- F. Line-Up Cards must be filled out and handed to the referee prior to kick-off.
- G. Rosters are frozen after week two of the current league.

5. REFEREES

- A. All referees at SFH are USSF certified per CISA sanctioning policy.
- B. There will be one referee assigned to a game at all times.
- C. In the event that a referee does not appear for a scheduled match, the coaches/managers may mutually agree on a replacement if SFH cannot substitute in a timely fashion. If this is unattainable, SFH league director will reschedule the game.