

## Team Responsibilities:

### 1. Team Captain

- All teams must have a designated team captain to be responsible for providing contact between the players and the soccer coordinators for things such as **making sure all registrants have registration info and waivers submitted**, communicating game schedule, changes...etc.
- All Team Captains must have an active email address for communication purposes.

### 2. Team Dress

- All teams must have one light and one dark coloured shirt (unless teams have jerseys) for each player. Pinnies are also available.
- All players must wear indoor shoes that will not make marks on gym floor and shorts or track/sweat pants (Jeans are not acceptable). Shin guards are highly advised.
- Keepers must bring the extra equipment they need (gloves, knee pads...etc)

### 3. Show up on time

- In the case of a team not being ready to play more than 5 minutes later than the scheduled time, it will be considered a forfeit and the opposing team will be granted an automatic win.

### 4. In order to be able to continue to play soccer, here is a list of things that we must follow each and every night (**no exceptions**). If these are not followed we will lose the privilege of playing in the school:

- Do not arrive at the school before 6:20 pm. We will not be allowed in before then.
- Outdoor shoes **must** be taken off and left in the vestibule. Only indoor shoes will be allowed in the school
- Someone from the first teams playing will need to find the janitor and ask to open the north gym storage room so we can get the nets out. Both teams will need to help getting

them set up so we can start right at 6:30 pm. Also, pull out the curtains on the stage.

- Please clean up before you leave. No water bottles or other garbage can be left in the gym.
- At the end of the night, both of the last teams must help take down the nets, pack up the balls and push the curtains back. Someone will need to find the janitor again to open the storage room door to put the net frame poles back inside. The poles must be placed standing up, neatly against the wall on the left when you first walk into the room. There is a small alcove there.
- Both teams must also check the gym to make sure there is no garbage or other items left behind. If there are lost and found items, please put them in the bag of balls, so it can be brought the following week and find its owner.
- One team will be assigned to take the bag of balls home each week to be brought back the following week. Do not leave them in the storage room! Make sure the bag contains 4 balls, 2 nets, 2 whistles, scoresheets, first aid kit, green pinnies and the stopwatch.
- We must be out of the gym (this means cleaned up and the nets put away) **no later** than 9:30 pm so please keep the games on time.

### 5. **We will be playing with no refs this year. We will be using the honour system in order to enforce the rules. Please ensure all players are aware of the rules of the game and be prepared to call infractions on themselves as required. Everyone needs to take responsibility to make this fun and fair for everyone. Please adhere to the FAIR PLAY CODE. Any teams not playing fairly will be removed from the schedule and no refund will be given.**

#### **FAIR PLAY CODE**

DEMONSTRATE RESPECT FOR ALL INDIVIDUALS  
RESPECT THE FACILITY IN WHICH YOU PARTICIPATE  
MAINTAIN SELF-CONTROL AT ALL TIMES  
CONDEMN VIOLENCE AND HARASSMENT IN ALL FORMS

### Game Rules:

(Rules follow the basic FIFA guidelines - you can download a FIFA rulebook from [fifa.com](http://fifa.com) – though it will be outdoor rules).

1. All teams must have **three** players plus keeper appropriately dressed and on the court prior to the scheduled start time to avoid default. Coordinating coloured shirts must be worn by players on both teams to identify the teams and keepers will wear colours differing from that of the teams and referees. It is the Team's responsibility to bring their own team colours and gear (shirts/jerseys, shin pads, shorts, keeper equipment, and **indoor** soccer shoes or appropriate footwear).
2. Games will consist of 2 – 10 minute period straight time halves, and a 2-minute break in between halves. No time outs.
3. Teams may have up to **four players (a minimum of 3)** on the court at any time including the keeper. There must be at least one male and one female on the court at all times (not counting the keeper). Teams are entitled to substitute at any time during play as long as the player coming off the floor is in the bench area before the substitute player takes the floor.
4. Substitutions can be made on the "fly". However, the substitute player will not be permitted to enter the playing area until the team member has exited the playing area (i.e. sideline/players box).
5. The gym walls are live. The ball may be played off the wall in an attempt to pass or shoot. (Players will be held accountable for any damage done to the facility as a result of a *deliberate and malicious* kick, i.e.: score board, windows etc.)
6. If the ball hits the ceiling or rafter, interfering with play, an indirect free kick is awarded to the other team from the spot where the ball was kicked, but not inside the crease.
7. Sliding tackles and shoulder charges will not be permitted.

8. No rough play against the wall.

9. If the ball is held against the wall (or in a corner) for more than 4 seconds, it will result in a face off.

10. Keeper cannot use his hands outside of his designated crease, however, he may use his feet as a regular player. (If the goal keeper touches the ball with his/her hands outside of the crease, the ball goes to the other team at the side line.)

11. Any ball intentionally played back to the keeper, while outside of his crease, by the foot of a teammate may not be handled by the keeper with his hands. The keeper may however bring the ball from outside of his crease back into his crease and pick it up with his hands. (Note: It is okay to pick up an accidentally kicked ball, such as a miss-kick, or a pass from a teammate that isn't "kicked" but is made using the head, chest, knee, etc.)

**12. Keepers must roll/throw the ball out underhanded and it must not go over the half line.**

13. A running start will be allowed for penalties however they will be taken 12 paces from the goal-line.

**14. Three-lines rule. Keep the ball on the ground. If a player passes the ball across three lines (2 free throw and the mid-court line) in the air towards the opponent's goal without touching another player, a violation will result in the ball being awarded to the other team at the sideline.**

16. Games ending in a tie during the regular season will remain a tie.

17. If there are any questions or concerns please contact Patti @ [svrec@townsr.ca](mailto:svrec@townsr.ca) or 734-3847.