

**Long Island Sports Complex
Freeport NY**

2010/2011 Striker Soccer League Rules

The Long Island Sports Complex Striker Soccer League rules are subject to change at the discretion of ownership at any time during the course of the season.

**IN CASE OF INCLEMENT WEATHER, PLEASE CALL
516-546-0900 FOR FACILITY UPDATES.**

The rules of FIFA will be enforced except as modified herein for indoor play. All calls are at the discretion of the referee and the decision of the referee is final.

IMPORTANT

**OUR GAMES START PROMPTLY AT GAME TIME!
ADVISE YOUR PLAYERS TO BE AT THE FACILITY AND READY TO PLAY
AT LEAST 15 MINUTES PRIOR TO START TIME. TEAMS MUST LEAVE
THE PLAYING FIELD IMMEDIATELY AFTER THE CONCLUSION OF
THEIR MATCH. IT IS RECOMMENDED THAT PLAYERS LEAVE THEIR
PLAYER BAGS AT HOME. COACHES (BOTH) ARE RESPONSIBLE FOR
BRINGING A GAME BALL TO EVERY GAME.**

Player Rules

- **No slide tackling**
- Shin guards are mandatory
- No gum is permitted in the facility
- No jewelry is allowed to be worn by any player
- Keep player benches clean of all debris
- No player will be allowed to play with a hard cast on
- A player may register with only one team in a division

Team Rules

- Roster is submitted with Liability Waiver Form prior to start of league play
- All teams must have appropriate uniforms
- Molded cleats or indoor soccer shoes/sneakers. Metal Cleats are prohibited
- Guest players allowed with submission of Liability Waiver form
- No additional players allowed after submission of roster
- No foul language or vulgar chanting from players or spectators

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- **All teams must be ready to start game on time (game clock will start at discretion of referee). Please keep players off the field while prior game is in progress.**

Spectator Rules

- Spectators are responsible for siblings at all times
- Spectators must not linger on the field at the conclusion of each game
- Any verbal abuse directed at any referee or league official will result in a forfeiture of game
- Spectators must sit in designated areas only
- No smoking or alcoholic beverages are permitted on the premises

Playing time is Running Time

- Please advise your players to be at the field at least 15 minutes before your scheduled start time
- All games are 50 minutes, two 25-minute halves. Half time is a brief intermission is approximately 2-3 minutes (teams do not switch halves)
- Time kept on the field by referee (running time).
- No overtime play. No injury clock stoppage.
- Games start promptly according to league schedule regardless if a team is late or not present
- Failure to field a team will result in a team forfeit

Home Team

- The Home Team is listed first on the schedule and will be responsible for change of shirt in the event of a color conflict
- Home team is responsible for game ball

Ball Size

- Ages U10, U11, U12, will use a size 4 ball. U13 and older will use size 5 ball.
- If a game is played between a U12 & U13 teams, then a size 4 ball is used.
- **Players are encouraged not to bring soccer balls to the field**
- **Coaches are responsible for bringing game ball to field**

Player Min/Max

- U10 Min 5/ Max 7, U11 Min 6 Max 9. The number of players on the field per team is including the goalie.
- U12 and Up: The maximum number of players on the field per team is ten (including the goalie). The minimum number of players is seven

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Age and Cross Age Competition Game Player Match-up's:

- **U10:** 7 vs. 7
- **U10 vs. U11:** 7 vs. 7 or See "Coaches Choice Rule"
- **U11:** 9 vs. 9
- **U11 vs. U12:** 9 vs. 9
- **U12:** 10 vs. 10
- **U12 vs. U13:** See "Coaches Choice Rule"
- **U13:** See "Coaches Choice Rule"
- **U13 vs. U14:** See "Coaches Choice Rule"
- **U14:** See "Coaches Choice Rule"
- **U14 vs. U15:** See "Coaches Choice Rule"
- **U15:** See "Coaches Choice Rule"
- **U16**

Coach's Choice

- U12 teams and older will play 10 v 10, however if prior to the start of your match, both coaches agree to play with less players, they must notify the referee first.

Kickoff/Start of Game

- The soccer ball will be placed in the center of the field to start games and after goals are scored
- The Home Team will kick at start of game
- Opposing team must stand beyond the center circle on their side of the field

Free Kicks

- Outdoor rules apply for all free kicks. Opposing players must provide 8 yards from the ball at all times
- Balls hitting the overhead net or ceiling are considered in play.
- Free Kicks from your defensive-end do not have to touch a player in the defensive end before going into the attack side of the field.

Keeper Saves & Goal Kicks

- If a goal kick is kicked by a field player/Keeper or the ball is thrown by the Keeper over the midfield line without making contact with a player, opposing team is awarded ball at midfield
- Goal Kicks are awarded according to FIFA Laws

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- All goal kicks must either land in your own defensive end first or touch a player in your own defensive end before going into your offensive end. The penalty for the infraction is an indirect free kick from anywhere on the half line. A Goalie who makes a save must either kick or throw the ball within their own defensive half first before going into their offensive end. Even if the goalie puts the ball down and dribbles the ball out of the box the ball must still land on their half of the field first before going in to their offensive end. The penalty is an indirect free kick from anywhere on the half-line.

Corner Kicks

- Corner Kicks are awarded according to FIFA Laws

Throw-ins

- From the touchline.

Substitutions

Substitutions (including goalkeepers) are allowed “on the fly” during play or when a stoppage occurs. “On the fly” substitutions require that the player coming off the field be within three feet of the player’s bench before the new player can enter the field

Offside

- Offside will be called in indoor large field play

Cancellations/ Refunds

- Games that are cancelled due to inclement weather will not be made up
- There will be no refunds after initial schedule has been released.
- In case of refund request after the schedule release, the Long Island Sports Complex will make every effort to find a replacement team to take your place in your schedule.

Other

- No protest will be heard
- Referee’s decision is final
- No refunds
- No make up games
- No smoking in building or eating in field area.

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Point System

- A forfeit will be recorded as a 2-0 score and a three-point win.

POINT SYSTEM

WIN = 3 POINTS

TIE = 1 POINT

LOSS = 0 POINTS

Tiebreakers

The team with the most points in a single division or group will win the division or group.

Please remember that the Striker Soccer League is not a trophy league, so please refrain from running up the score on your fellow league members.

In the event of a tie, the following tiebreaker system shall apply to determine the standings:

1. Winner of Head to Head Competition (This criterion will not be used if more than two teams are tied.)
2. Most Wins
3. Least Goals Against
4. Most Shutouts
5. Goal Differential
6. Toss of the Coin

The Striker Soccer League is the sole property of the Long Island Sports Complex, and is not affiliated with any governing body of youth soccer, nor is the Striker Soccer League part of any organized soccer club. The Long Island Sports Complex provides a venue for youth soccer players to play in a year round climate-controlled environment, and offers players, coaches, parents, and other family members an enjoyable experience.

Long Island Sports Complex reserves the right to change or modify rules and formats at any time.