

TOWN & COUNTRY SPORTS COMPLEX INDOOR SOCCER GENERAL POLICIES & RULES

Revised: 08/2023



FACILITY

- T&C offers a family friendly environment. Fighting will not be tolerated (as well as abusive language and taunting) and may be cause for ejection or suspension. Verbal and/or physical abuse of the game officials is also prohibited. T&C reserves the right to escort all patrons, players and spectators who violate these rules from the facility.
- No food or beverages are to be brought onto the premises (excluding player sideline hydration) without written approval from T&C Sports Management.
- Drinking alcohol or loitering in the parking lot is prohibited.
- Gum chewing, spitting, and tobacco products are prohibited on all playing surfaces & spectating areas.
- Any person caught damaging Town & Country property will be held responsible for the damage.
- All fields are reserved for league play, pre-scheduled permitted practices, and programs. All other usage requires a permit from T&C Sports Management. All usage under the age of 18 must supervised by a parent/legal guardian and assume all risks of participation.

TEAM & INDIVIDUAL PLAYER REGISTRATION

- All league fees will be due upon online registration by the registration deadline in order for your application to be reviewed.
 - Referee fees are \$12/game per team. All team registrants are required to pay their ref fee each game. Referee fees are covered for individual registrants/T&C House teams.
- A completed team roster signed by a parent and/or adult must be on file prior to the second played game.
- Once accepted, all fees collected are non-refundable.
- All teams ages U19 and under must be accompanied by a responsible adult in the bench area. Only coaches, managers, and players are permitted in the bench area.
- Team and individual registrants for the league acknowledge that every coach and parent have reviewed the Concussion Information Sheet posted on the T&C website. The referee or coach reserves the right to withhold a player from entering/re-entering the game if they believe a player needs treatment. Any player that has a concussion may not play in any soccer league at T&C until they have been fully released by a physician or medical doctor who practices medicine.

2023-2024 AGE GROUPS:

Small Field # of Players	Birth Year	Large Field # of Players	Birth Year
Under 4 Coed: 5+Keeper	2020-2021	Under 12: 7 + Keeper	2012-2013
Under 6 Coed: 5+Keeper	2018-2019	Under 14: 6 + Keeper	2010-2011
Under 8: 5+Keeper	2016-2017	Under 16: 6 + Keeper	2008-2009
Under 10: 5+Keeper	2014-2015	Men's Open / Women's Open: 5 + Keeper	18+
		Men's 30+ / Women's 30+: 6 + Keeper	30+
		Men's 40+ / Women's 40+: 6 + Keeper	40+
		Coed Open: 6 + Keeper	18+ *3+ women on field
		Coed 35+: 7 + Keeper	35+ *3+ women on field
		*A game can be started with 2 (Coed Open) or 3 (Coed 35+) females present for the team to play. Males are not permitted to play for missing females (team plays short).	

ROSTERS:

- Players may play on more than (1) team but cannot play on more than (2) teams within the same division.
- No changes are permitted after a team's third played game.
- Completed and signed roster must be emailed and on file prior to the second played game.
 - This can be scanned and/or emailed to sports@tcsportshealth.com.
 - Any changes must be submitted in writing (email) prior to the 4th played game.
 - Only players listed on the roster will receive a league championship shirt as applicable.
- A team must have a minimum of (7) players and a maximum of (18) players.
- In the Adult League "Open" Divisions players must be 18 years or older.
- **Adult League age restrictions include the following:**
 - **30+ may have a maximum of (2) players ages 25-29**
 - **35+ may have a maximum of (2) players ages 30-34**
 - **40+ may have a maximum of (2) players ages 35-39**
 - This age restriction is to promote safety and fair competition. Violations will be handled on an individual basis, up to and including removal from the league.
- Suspicion of illegal players must be expressed before the completion of the game. Any protest during the game will stop the game but not the clock. Player(s) in question must provide ID or birth certificate within (2) days of the game in question. If the player in question is in violation and continues to illegally participate, the team will forfeit 1-8 games as determined by management.

SCHEDULING

SCHEDULE REQUESTS:

- Team schedule requests must be communicated at the time of registration in the comments section or otherwise noted section in order for consideration. We are otherwise unable to reschedule games to accommodate team conflicts. If you are unaware of the conflict at the time of the registration, in order for T&C to attempt to accommodate your request, it must be emailed to sports@tcsportshealth.com prior to the start of scheduling. Accommodation of requests is not guaranteed.
 - Multiple blackout dates cannot be guaranteed, especially if the accommodation requires the extension of the current session.
 - T&C cannot operate around collegiate or professional sports schedules (i.e., FC Cincinnati, Bengals, Reds, etc.)
- **League Games will not be played on: Thanksgiving Day, Christmas Eve, Christmas Day, New Year's Day**
- There is no guarantee that games cancelled due to weather will be re-scheduled.

TEAM FORFEITS/GAME CANCELLATIONS:

- If a team fails to appear at the appointed place within the appointed scheduled grace period for the contest, the offender will be charged with a loss and must pay their half of the ref fee. Additionally, any cancellation by a team within 72 hours of the start of the game will constitute a forfeit.
 - Please call 859-442-5800 ASAP as well as send an email to sports@tcsportshealth.com in the event of a conflict.
- Cancelled games will be avoided at all times when possible. In the event of a forfeit or cancelled game:
- T&C will attempt to have an alternate team play in the forfeiting or cancelling team's place. The result of a forfeited game will be a 3-0 Win for the non-cancelling team. The forfeiting team will receive a 3-0 loss. No points will be given to a team filling in for a cancelling/forfeiting team.
- Any team with multiple forfeits is subject to removal from the league. League fees will not be refunded.
- T&C will have minimal to no available times to reschedule games. There is no guarantee that games will be made up due to forfeits.

REGULATIONS AND RULES OF PLAY

GAME DURATION:

- A regulation game consists of two (2) halves of 22 minutes each. The clock will run continuously as Town & Country's goal is to keep all games as close to the schedule as possible. In the case of serious injuries, the game may be cancelled.
- Teams should be ready to play when the previous game is completed. Warm-up time is not guaranteed. There will be a 5-minute grace period prior to forfeiture of games, which will be deducted from the game clock.

START OF PLAY:

- The start of the game is a kick-off by the visiting team.

SLIDING/SLIDE TACKLING:

- **No sliding or slide tackling is allowed in any of our Adult or Youth Leagues.**
 - Goal Keepers may slide inside the keeper box in order to make a save, of in referees' judgment, the slide is an attempt only to contact the ball, not the opponent. If the slide is careless (a foot in air, a hook, rolling tackle) it is a foul and possibly a carded offense.

HEADERS:

- **U12 & Under: No heading.**
 - A direct free kick will be given to the opposing team at the point of the infraction. If headed in the box by the defender, the free kick will take place at the top of the arc.

GOALKEEPING:

- Goalkeepers have (6) seconds to release the ball once it is in their possession.
- Goalkeepers cannot use their hands if the ball is played back intentionally from a teammate. If a player passes the ball back to the goalkeeper using his/her head, chest or knee, the goalie can pick up the ball. The goalie can also pick up the ball if a teammate passes it to the goalie by accident.
 - If the goalkeeper should use his/her hands errantly in this situation, this would then result in a free kick at the top of the arch.
- After receiving the ball in the box, the goalkeeper may not go outside the penalty box and bring the ball back into the penalty box and gain possession (with hands). This is also a free kick at the top of the arch.
- Goalkeepers may not punt the ball.
- Restarts for an infraction will be from the top of the arc.

METHODS OF SCORING:

- A goal is scored when the entire ball crosses the goal line into the goal. All goals scored are worth (1) point*.
- ***A 2-point goal exists solely for U12 – Adult Leagues.** Goals scored in U10 & Under are worth (1) point.
 - A 2-point goal is scored when the attacking team shoots and scores from behind the yellow line, or outside the attacking third of the field. While a deflection from the defending team will not negate the 2-point goal, if there is a deflection from the attacking team inside the yellow line (in the attacking third of the field), the goal will be worth (1) point.
- All forfeited games shall be scored 3-0 for standing purposes. If the game has begun and the forfeiting team is losing, the score at the time of the forfeiture stands.

MERCY RULE:

A mercy rule only applies to our Youth Leagues.

- If a game reaches a 5+ goal differential, the winning team will be required to "Fall Back" to midfield prior to the re-start of play for the losing team.
 - This includes infractions, GK possession, goal kicks, and kick-ins from the defensive ½ of the field.

- If a game reaches a 7+ goal differential, the losing team may add a player to the field until a point where the threshold has been reduced to (6) goals. This is not required and can be a coach's discretion. If both coaches and the official agree prior to the start of the game, the goal differential can be modified to allow for greater competition.

FREE KICKS:

- A player has (6) seconds to resume play.
- The opposing team must be 5 yards, fifteen feet, from the free kick spot.
- All kick-in restarts must be within 3 feet from the wall.
- U12 – Adult Leagues: All kick-offs are indirect.
 - All other restarts are direct kicks unless specifically noted by the official (I.e. obstruction is indirect).
- U10 & Under: All kick-offs are indirect.
 - All restarts are indirect kicks except for penalty kicks.
- Penalty kicks will be taken from the top of the penalty arc.
- Any ball striking the net, or the ceiling will be out of bounds. The restart will be from where the ball hit the net or ceiling.
- All fouls in the box that do not warrant a penalty kick will be taken from the top of the arc.
- Three line violations will be taken from the center of the yellow line or top of the half circle on small field.

SUBSTITUTIONS:

- Substitutions may be made at any time. To substitute during play, the player leaving must be within (6) feet of the bench door before the new player can enter the field of play.
- Goal Keepers may be substituted at any stoppage of play.
- Play will be delayed allowing for substitutions for the following occasions:
 - After a goal has been scored.
 - After a timed penalty has been assessed.
 - For any injured player.
- Infringement of these rules could result in a 2-minute penalty. Any member of the offending team may serve this 2-minute time penalty. Restarts will occur where the play stopped.

THREE LINES PENALTY:

- A player cannot kick the ball over all three lines (yellow lines & center) without the ball touching another player, the field, the referee, or the walls. This violation results in a free kick to the opposing team from the center of the first yellow line (large field) or top of the half circle (small field).
- The goalkeeper cannot legally throw the ball over all three lines. This violation results in the opposing team getting a free kick from the center of the yellow line (large field) or top of the half circle (small field).

PENALTIES & EJECTIONS:

Coaches, managers, players, and spectators are subject to the below rules.

- Contact may occur, as long as it is done in a legal manner. It cannot be done by play that is careless, reckless, or with excessive force.
- Fighting will not be tolerated on or off the field. Any person ejected for fighting could be banned from the league or facility indefinitely based on severity.
- Continuous dissent and badgering of game officials will be grounds for ejection.
- Boarding is prohibited and is an automatic 2-minute penalty.
- Abusive language and taunting will not be tolerated and may be cause for ejection.
- All players ejected are suspended for a minimum of (2) games and must be reinstated prior to playing. This includes all teams the individual may play on.
- If a coach is ejected from any match, a referee's report of the incident shall be turned over to the T&C administrator by the referee.
 - The minimum penalty for an ejection is that the coach shall not be permitted to coach or remain on the player's bench in the immediate next match.
 - The maximum penalty, after review by T&C Management, may result in the individual coach or team's expulsion from the League.
- If a player, coach, or spectator refuses to leave the field and/or facility as deemed necessary by the ref and/or Town & Country Staff, the game will be recorded as a 0-3 loss for the team that refuses to leave the field and/or facility (unless they are winning in which the score when the game is called will stand). However, the ultimate score discretion is left to Town & Country Management.
- **Red Cards:** If a player is ejected from a match, a referee's report of the incident shall be turned over to the T&C administrator by the referee. The minimum penalty for an ejection is a 2-game suspension. The maximum penalty, after review by T&C management may result in a longer suspension or teams' expulsion from the league.
 - The team receiving the Red Card will play a man down for 2 minutes or until a goal is scored, whichever comes first.
- **2-minute penalty:** A 2-minute penalty will be given for recurrent or blatant fouls. That team will play short for the entire (2) minutes or until the opposing team scores a goal.
- **5-minute penalty:** A 5-minute penalty will be given at the referee's discretion depending on the severity of the infraction. The entire 5-minute penalty must be served, even after a goal is scored. Any individual receiving a 5-minute penalty will be ejected and their team may replace them **AFTER** the time penalty has been observed. Recurrent time penalties will be cause for ejection.

ADULT COED LEAGUE RULE ADDITIONS:

- A minimum of (2) females for Coed Open must be present for the team to play and a minimum of (3) females for Coed 35+ must be present for the team to play. Males will not be permitted to play for missing females.
 - *A game can be started with 2 (Coed Open) or 3 (Coed 35+) females present for the team to play. Males are not permitted to play for missing females (team plays short).
- A female must touch the ball in the offensive half before the team can score a goal. A team with touch will keep their touch until the ball crosses mid-field.
- Kick off by a female is not a touch.
- A female must take all restarts in the offensive half of the field.
- A goal may be scored from defensive half if there is no violation of the three line rule.

LEAGUE ADMINISTRATION

EQUIPMENT & UNIFORMS:

It is the Coach/Team Manager's responsibility to ensure that their players are properly equipped.

- All players must wear a shirt (no sleeveless shirts or tank tops), shorts, socks, and shin guards.
 - Shin guards are required for all youth players and highly recommended for all adults. T&C is not responsible for any injuries, including those as a result of not wearing the appropriate equipment.
- Screw-in spikes are not permitted in the facility.
- Molded cleats, turf shoes, and indoor shoes are permitted.
- Jewelry may not be worn by players or by referees. Referees may request a player to remove jewelry before he/she starts play. An exception to this is medical alert bracelets and/or necklaces.
- All casts must be padded and approved by the referee.
- All hard surfaced knee braces must be padded.
- **All teams must have an alternate jersey in case of color conflicts.** The home team is responsible to change their jersey in a conflict.
- Home team must provide a game ball.
 - U8-U12: Size 4 U14-Adult: Size 5

REFEREE'S AUTHORITY:

The referee's authority begins when he/she enters the field of play. The referee is there to promote and enforce the following:

- The rules and regulations of the game.
- To avoid whistling a foul if it takes advantage away from the attacking team.
- Suspending any games for blatant and obvious infringement of rules.
- Suspending any games for unruly spectators.
- Stopping play for serious injuries.
- To treat players, coaches, and managers with respect.
- **The referee will make mistakes just as all the players. Continuous dissent will be cause for ejection from the game.**
- Town & Country is committed to the safety, fairness, and fun for all that participate in our leagues.

FORFEIT/PROTEST PROCEDURE:

- A team may register a protest by using the following method:
 - Register the protest prior to the completion of the game.
 - Submit a written protest to Town & Country immediately after the game.
 - Include the player's name, phone number (if known), the referee's name, and the team name in the written protest.
- All rosters will then be verified and checked by the staff within two days of the subject game. The protest must be made at the time of suspected violation.
- A game will be forfeited for the following:
 - Use of illegal players.
 - If a team does not take the field within 5 minutes of scheduled start time.
 - If a team does not have enough players to play.
 - If, in the referee's opinion, the team's behavior on and/or off the field constitutes stop of play.
- The judgment of the referee and of management will prevail in all game play protests.

POINT SYSTEM AND TIEBREAKERS

1. Ten (10) Point System: Standing points shall be awarded as follows:

- 1.1. (6) points for a Win
- 1.2. (3) points for a Tie
- 1.3. (0) points for a Loss
- 1.4. (1) point for Shut out win
- 1.5. (1) point for a goal (3 point maximum and applicable whether you win or lose)
- 1.6. A maximum of (10) points is possible in any one game
- 1.7. A forfeit shall be scored as 3-0 (10 points)

2. Ten (10) Point System Example:

- Ex. 1: Team A = 4 vs Team B = 2
 - Team A earns 6 points for the win, and 1 point for each goal scored up to 3 points; TOTAL = 9 Points
 - Team B earns 1 point for each goal scored; TOTAL = 2 Points
- Ex 2: Team A = 9 vs Team B = 0
 - Team A earns 6 points for the win, 1 point for each goal scored up to 3 points, and 1 point for the shutout; TOTAL = 10 Points
 - Team B earns 0 points

LEAGUE CHAMPS:

The league champion is the team which accumulates the most overall standing points. All League Champs may be eligible to receive T-shirts for their team. In order to be eligible as a "League Champion," a completed roster must have been turned in by the team's second game, and the team may not have forfeited any games. Only players listed on the roster will receive a league championship shirt.

League Champs tie Breaker:

1. Head-to-head
2. Head-to-head most goals scored (this only pertains to games played between the two teams in question)
3. Head-to-head fewest goals allowed (this only pertains to games played between the two teams in question)
4. Fewest goals allowed (total season)