



Indoor League

Rules of Competition

Revised August 29, 2013

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LAKE COUNTRY INDOOR SOCCER LEAGUE

SECTION I: INTRODUCTION

1.1 Name of the League

The league shall be named the Lake Country Indoor Soccer League. Herein after may be referred to as "The League".

1.2 Mission

To ensure the best possible competitive or recreational play between the equally matched teams to aid in the development of the Southwest Missouri area soccer players and teams.

1.3 Management of the League

The League shall be managed and operated by the administration and staff of Lake Country Soccer Inc. (LCS).

1.4 Affiliation

The Lake Country Indoor Soccer League is not affiliated any other indoor organization.

1.5 Contact Information and Communication

Participants of The League shall always have contact information on file with LCS through it's selected on-line management system. Contact information must include team administration and coaching information. The information must include valid e-mail addresses for each party.

1.6 League Office

The League office is located at 2334 E Pythian St, Springfield, MO. 65802
417.862.3211.

1.7 League Website

The league website homepage can be found at <http://www.lakecountrysoccer.org/>

1.8 LCS Web Based Management Systems

All LCS facilities and activities, including The League, will utilize a comprehensive web based management system to ensure operational transparency and real-time awareness for all participating members. The requirement to use a system of this nature further ensures all participants of a "level playing field" environment/experience.

1.9 Matters Not Provided For

The LCS Administration shall have the final authority in all matters not specifically provided for by these rules and policies and the interpretation of these rules.

LAKE COUNTRY INDOOR SOCCER LEAGUE

SECTION II: TEAM APPLICATION & ADMISSION

2.1 Team Eligibility

All teams affiliated with Lake Country Soccer in any other way are eligible to apply for registration into The League. Teams not affiliated with Lake Country Soccer in any other way may also apply provided they meet the same requirements as the team that are already affiliated. All player and team registration shall be in accordance these rules of competition unless otherwise specified.

The League reserves the right to accept or reject any application.

2.2 Registering Players or Teams with The League

Each club or team is responsible for registering their teams with Lake Country Indoor Soccer online or by obtaining the forms from their designated Registrar or from the Lake Country League or website.

2.3 League Structure

The Lake Country League will offer competition for all Adults, as well as Boys and Girls teams from U14s through U19s. These youth may be divided by specific age groups, or by association with a given school.

2.4 Good Standing

Each participating team/player/coach must be and remain in “good standing” with The League.

2.5 Application Process

All teams must register directly by submitting an on-line registration form and payment on the Lake Country website. As part of that process, they must agree to the ELA, as well as print off and have the LCS Emergency Medical Release and Liability Waiver "wet signed". If not 18 years of age, this must be done by their parent or guardian.

2.6 Application Deadlines

All applications to participate in the Lake Country Indoor League must be received along with required deposit or full payment on or before the registration deadlines established by the LCS with the balance of league fees paid in full on or before the date designated by LCS.

2.7 Acceptance & Placement of Teams

Decisions concerning a team’s admittance into The League will be as objective as possible. The decision will be based on facts such as previous league records, as well as disciplinary records. If all else is equal then a subjective point of view will be considered.

2.8 Bracketing Procedure

The League bracketing process will allow all teams to provide input on teams in each division. A bracketing meeting will be scheduled and communicated to all teams who would like to send one person per team to assist in the process. Once the final league brackets are posted, there will be no changes except by LCS for the good of The League and the game.

2.9 Acceptance of League Rules

All teams applying to participate in The League agree to accept and abide by The League rules and policies and any decisions made by The League administrations. Lack of knowledge of these rules will not relieve any coach, team official, parent or player of a team participating in The League or seeking entry into The League, from the responsibilities and possible penalties herein. All clubs, team officials, parents and players by participating in the Lake Country Indoor Soccer League agree that they are bound by these rules. All the rules for "The League" will be posted on the LCS web site, see Rule 1.7 League Website for more information.

2.10 League Fees

All league fees will be due by the announced due date for all divisions. If all league fees are not paid by the announced due date, the offending team/club may not be eligible to play in The League and may forfeit all games until all fees are paid in full, unless arrangements have been made and approved by the LCS Administration. Games not played due to enforcement of this section will not be replayed, refunded or rescheduled unless the team causing it pays the currently specified rescheduling fee.

Once accepted, the application deposit fee is non-refundable.

Any team(s) dropping out of The League will not be reimbursed for games missed nor will they possibly be allowed back the following season. LCS Administration will evaluate these situations on a case by case basis.

2.11 Returned Checks

The League shall charge a \$30 service fee for all returned checks. Failure to pay this fee may result in a team being not eligible to play until it is paid. If payment is made online via E-Check, payment should be made to allow sufficient time for E-Check to be verified and deposited in the LCS bank account. Payments may not be partially in order to restore standing within The League. Payments must be made in full for both the original returned check as well as the \$30 service fee.

LAKE COUNTRY INDOOR SOCCER LEAGUE

SECTION III: TEAM ROSTER & FORMATS

3.1 Team Roster

An official Lake Country Soccer completed roster must be sent or brought to the league office for approval at least 2 business days prior to the team's first game of the season. Failure to provide the completed roster prior to the first game will result in an automatic forfeit of the game until the roster has been completed and approved, unless the delay was caused or has been excused by The League. Any time a roster is requested to be changed during the season, a new approved roster must be submitted to The League office for approval at least 48 hours before the next scheduled game unless approved on-line. Rosters are normally frozen after 2nd game in league play.

3.2 Roster Size & Game Day Roster

The roster size is determined by the following limits. Each team is restricted to a "game-day roster" the league prints out for the referees at least one business day prior to each game.

The League will adhere to the following maximum "game-day" roster limits:

Roster limit is 18 total players, from which only 14 players may be used from a given game day roster.

All players must prove they are 18 years of age to participate in any adult division. Absent such proof, they may not be or remain in the bench or technical area. Players in an Over 30 league must prove they are at least 30 years of age before being allowed to play in any such game. A player for an Over 30 league must have reached his/her 30th birthday before they can be added to a Over 30 roster and participate.

3.3 Player Eligibility

Eligibility of players shall be in accordance with LCS regulations, unless otherwise specified and approved by The League.

3.4 Multiple Roster Players

Players may only play for one team within a age division, i.e. they may not dual roster or play with another team in the same age division. This is limited to **two** divisions per player in all youth playing season.

Players may play or dual roster "up", but not "down" within their age group. For example, a U14 Division 2 primary rostered player may play with a Division 1 team, but not with a Division 3 team. That player may NOT play in any division lower than Div 2 in his/her own age group.

A player primarily rostered to a team that is older than his/her actual age group may dual roster with a team playing in highest division of his/her actual age group. For example an actual U14 player who is primary rostered to a U15 team may dual roster player with a U14 Division 1 team.

Once a player has played a single game for their primary roster team, they are not permitted to change their primary status and play for a lower division team within the league for that season. They are also not permitted to play for a second team within that division during that season.

3.5 Player and Coaches Cards/Identification

If player or coaching cards are provided by The League, they must be presented by the participant to play in any indoor game. Each coach must be approved as a coach in order to participate in the League.

3.6 Age Divisions

Age limitations shall be in accordance with The League regulations, except as modified by the LCS Administration. Proof-of-birth shall be provided upon request.

3.7 Playing on Multiple Teams

No player may play on more than one team (as a registered player) in the same sub-division. See rule 3.04 for more details on playing on multiple teams.

3.8 Player Transfers

Players registered to a team are bound to that team for the entire indoor season (session) unless he/she requests and is granted a transfer/release. All additions and deletions of registered players to the official lake country roster at any time during the year will be deemed as transfers. A team may add a transferred player to their roster at any time past the 2nd game of the season with LCS Administration approval. A transferred player will not be eligible to play on a team in their original division or a division lower for the remainder of that season (session).

3.9 Formats

All youth and adult division will play with 6 players on the floor, including 1 goalkeeper. In Coed leagues, 2 of those 6 players on the floor must be female at all times unless they play shorthanded. A team must have a minimum of 4 players, including the goalkeeper, to start or continue a game. All indoor games will utilize at least 2 referees as much as possible.

3.10 Team Placement for the Good of The Game

All team movement/placement (up or down) are done normally at the discretion of LCS Administration based on performance after a minimum of the first 3 games of a given team. There is no automatic movement/placement up or down

THE LAKE COUNTRY INDOOR SOCCER LEAGUE

SECTION IV: OPERATIONAL PROCEDURES

4.1 Reporting of Scores

Referees will submit the game report sheet with the official game result. On the completion of each game, the Referees will both verify the score and ensure all officials assigned to the game are noted in the correct location, and only then turn in the completed game card. Coaches do not need to sign the game card, post game. Coaches may e-mail us with an “incorrect score” after game scores and standings are posting. All scores and standings will be posted on the LCS website the first business day following the game.

4.2 Unusual Conditions Communication

Every reasonable effort will be made to play all games. However, in cases of severe inclement weather that requires evacuation of the facility, updates will be available via text alert (opt in required), on the LCS website, or by calling the hotline number 417.862.3211 prompt #4.

4.3 Game Day Rosters

Both teams are restricted to using players from the game day roster the league prints out at least one business day prior to the game. The league provides these to the referees for each game. Please refer to Section 3.2 for more information on game day rosters.

4.4 Schedule Requests or Black Out Dates

All scheduling requests must accompany the team registration by the designated deadline. Teams are allowed only two (2) weekend and one (1) week night for Black Out dates. LCS will attempt to schedule around any requests provided on the registration form within the policy outlined on the website. Requests made after submitting the registration form is subject to LCS re-scheduling policies in section 4.5.

4.5 Rescheduling Policy

Because there is only one indoor playing field, reschedules are very difficult to coordinate due to the limited number of playing slots in a given week. For indoor reschedules due to facility shut-down, LCS administrators will initiate contact with only the designated team contact for the affected teams.

- a. You must pay a \$25 rescheduling fee to The League administrator at LCS and provide a written valid reason (a missing key player or coach would not be considered a valid reason) for the reschedule request.
- b. Any rescheduling request must be received a minimum of 10 days prior to the original game date.

1. Teams failing to notify the Lake Country office or not show for a scheduled game will be charged with a forfeit. There will be no refunds for forfeited games.

4.6 Forfeits

Forfeits shall be recorded with a score of 1-0. In the case of a double forfeit, both teams will record a 0-1 loss to their records.

There must be a minimum number of four (4) players must be on the field at 10 minutes past the scheduled starting time to avoid forfeit. One of the four players must be the goalkeeper who is to be attired differently than all other field players.

THE LAKE COUNTRY INDOOR SOCCER LEAGUE

SECTION V: RULES OF PLAY

5.1 The Ball

All indoor divisions will use a size 5 ball. The home team (listed first in the schedule) shall provide a game ball acceptable to the referee. Lake Country will not provide game balls.

5.2 Player Equipment

The jersey of all field players, except for the goalkeeper must contain a clearly visible one or two digit whole number that clearly contrasts with the background color, unique from the other members of the same team. Such numbers must be at least 8 inches in height.

Shin guards are mandatory for all players regardless of whether adult or youth.

In case of a color conflict, the home team (listed first in the schedule) shall change colors. The League does not provide alternate jerseys or pennies for this occasion.

5.3 Duration of the Game

Adults and Youth

2 x 25 minutes halves

5.4 Substitution

Except as noted, substitutions shall be “unlimited” on the fly. Either team may substitute at any time without the permission of the referee or at any stoppage in play.

The only time play will be held up for a "guaranteed substitution opportunity" shall be after a goal, when play has been stopped to remove or attend to an injured player on the floor, or at the beginning of a playing period when the clock is not running.

5.5 Point System

Each team will be awarded 3 points for a win, 1 point for a tie and 0 points for a loss.

5.6 Tie-breakers

If, at the conclusion of the league season, a tie breaker is needed the following criteria will be utilized:

- A. Head to head record (not used if more than two teams are involved in the tie)
- B. Goal difference (i.e. goals scored minus goals allowed)
- C. Most goals scored
- D. Most shut-outs
- E. Kicks from the Penalty Mark using current indoor procedures

5.7 Delay of Kick Off

If a game is delayed due to the tardiness of a team, players, coach or manager, a maximum of ten (10) minutes of “grace” time shall be awarded during which the game clock shall continue running. After the ten (10) minutes if the team is still not able to start the game, it shall be declared a forfeit. The grace period might be adapted if the team that is late has a valid reason. See rule 3.9 for minimum number of players necessary to start a game.

5.8 Players and Spectators

Players and coaches will be on the opposite side of the field from all spectators. All spectators must remain behind the lower level Plexiglas walls or on the observation mezzanine above the playing floor.

5.9 Coaches, Bench and Team Bench Area

The League requires a currently approved coach to be with every youth team for every game. There may only be up to a maximum of two (2) approved coaches in the bench area at any given time for a team. This may include a combination of coach, manager, trainer, assistant coach, club director of coaching, etc., but in no case shall the total number of non-player personnel exceed two (2). All non-playing personnel in the bench must remain in this area and conduct themselves in a manner considered appropriate by the league and game officials for that game. The only exception is if the Referee beckons on a coach or trainer to attend to an injured player. In this case, their purpose of being on the field should always be limited to assisting the injured player. The LCS policy of "Ask, Tell, Remove" will be adhered to, unless the referee or league administration deems any conduct as requiring immediate removal.

LAKE COUNTRY INDOOR SOCCER LEAGUE

SECTION VI: INDOOR PLAYING RULES

6.1 Full Indoor Playing Rules

Full indoor playing rules are published on the LCS website. There are also Condensed or Simplified playing rules posted as well. All players, coaches and team personnel are subject to all indoor playing rules. Indoor playing rules, while similar to outdoor, are unique and lack of knowledge of the rules is not an excuse referees will accept in lieu of enforcement.

6.2 Player Equipment

Player Equipment is specified in the playing rules. All players must wear shin guards, which must be covered by the stockings at all times. All players except the goalkeeper must wear a numbered jersey (see Section 5.2). If the goalkeeper plays as a field player, he/she must then wear a numbered jersey. No molded or screw-in cleats are allowed because they can puncture and damage the underlayment of the surface. Only traxal-style, or multi-studded indoor turf shoes of 32 studs or more are permitted.

6.3 Field Dimensions

The indoor field size is fixed within the existing parameters as constructed. No game will be played using less than the full available indoor field of play.

LAKE COUNTRY INDOOR SOCCER LEAGUE

SECTION VII: DISCIPLINE & CODE OF CONDUCT

7.1 Responsible Parties

All coaches and other team officials shall be subject to all indoor soccer rules pertaining to misconduct. Any other individuals who may be reasonably construed as being associated with a team shall be subject to the jurisdiction and authority of The League. Any coach or team official can be held responsible for any individual associated with their team at any game.

7.2 Profanity and Unsporting Conduct

Inappropriate language or conduct by any individual will not be tolerated either on or off the indoor field. Such conduct may result in complete expulsion from the facility.

7.3 Compensation

No player shall receive any compensation for services rendered to a team or receive any promises of compensation.

7.4 Smoking & Alcohol

There will be no drinking of alcoholic beverages, smoking or use of tobacco products in Lake Country or the Springfield Parks Property.

7.5 Referee Authority

The referee(s) are in complete charge of the field and adjacent areas from the time they arrive at the game site until they depart. Any assigned referee is empowered to enforce the Indoor Playing Rules in connection with the game to which he/she has been appointed. The referee may terminate a game for coach, player, or spectator misconduct. Teams causing the termination will forfeit the game.

7.6 Park Rules

Since the LCS Indoor facility is part of the Springfield Parks System rules, all parks property where games are played shall be respected and obeyed

7.7 Red Cards & Suspensions

Players or coaches are subject to game suspensions according to the following:

- A Any player or coach that is ejected from any league game due to striking, punching, hitting, kicking, spitting, or any action that reflects harmful intent shall automatically be suspended for a minimum of two (2) games.
- B Any player, coach or fan verbally abusing a referee during any league game as documented on the Referee's Report of the game shall automatically be suspended for a minimum of two (2) games.
- C Any player receiving a red card or coach being dismissed, in any league game other than the circumstances listed above shall automatically be suspended for a minimum of one (1) additional game.

- D The LCS Administration shall have the right to add additional or reduce the total number of games in a suspension. This would not include situations involving referee reported derogatory comments of a racial or inflammatory nature.

Coaches that are dismissed, or players ejected from a game, for whatever reason, shall serve their suspension at the next scheduled game(s) for that particular team. The suspension is required to be for "played games", and as such if the next scheduled game for that team is a forfeit, or is rescheduled, then the suspension carries to the next game that is actually played by the team. A player shall not participate in any other Lake Country activity until the original suspension is served. Hence, if a player plays on other LCS indoor or futsal teams, they may not participate on games for those teams until their original suspension is served in it's entirety.

Failure of a coach/player/team official to remain out of sight and out of sound after being ejected or dismissed may result in a forfeit and further suspensions.

Coaches who are dismissed from a second game for a specific team in a playing season must pay a \$25 fee to the Lake Country Outdoor Soccer League before they are eligible to coach the next game for that team after their suspension is served.

Coaches who are dismissed from more than 2 combined games in any playing division may not coach for any team within Lake Country Soccer until approval is granted by the Lake Country Soccer League Disciplinary Committee.

Any player, coach, or manager, who is found to have participated in a game while under suspension, shall cause his or her team to administratively forfeit that game regardless of the score, and will be subject to additional penalties. Any other penalties or misconduct committed by that team during a forfeited game will remain in force. During a coach's suspension he/she must not be within sight nor sound of the game that they are suspended for. The coach may not have any contact with that team before, during or after that game and while the team is on the LCS site. This includes electronic contact with players, coaching staff or any other person in the bench or technical area. **An dismissed coach will only be suspended from coaching the team that he/she was coaching when he/she was dismissed.**

Any parent that is dismissed from a game must remain out of sight and sound of the field. Failure to do so could lead to the referee terminating the game and resulting in a forfeit win for the opponent.

LAKE COUNTRY INDOOR SOCCER LEAGUE

SECTION VIII: PROTESTS

8.1 Definition

A protest is a formal written objection of any violation of established rules, policies or procedures. Protests will only be accepted in regard to illegal players, or other policies here within. There will be no protests heard in regard to referee judgment decisions.

8.2 Who Can File A Protest

Only a coach or team-administrator can file protests. Only those teams involved are allowed to file a protest. Third parties, i.e. coaches/administrators from other teams, cannot file a protest on a specific game.

8.3 Filing Procedure

A protest must be filed in within 48 hours of the incident. It must be filed in writing The League administration, see Section 1.6 League Office for location, and must include:

- a. Details of the complaint
- b. A listing of the players that are deemed to be illegal.
- c. A statement of the desired resolution
- d. A \$100 filing fee in cash or money order payable to Lake Country Soccer
- e. The complaint must be signed by the person filing it

All protests must be filed within 48 hours of the incident. If the protest is upheld, the filing fee will be returned. No protests will be heard on referee judgment calls. The filing fee is forfeited if the protest is regarding referee judgment calls

8.4 Discipline Committee

- a. The LCS Disciplinary Committee shall consist of the Chief Executive Officer, the President and Vice President of the Board of Directors, and a committee of two (2) additional people selected by the CEO and President.
- b. All matters of concern to the LCS Disciplinary Committee must originate from the referee's game reports or attachments, or from a formal protest submitted in writing by the offended party. Reference Section 7.7 for guidelines.
- c. Any player, team official, fan or parent alleged to have been guilty of any violation of the laws of the game, the bylaws, rules and regulations of The League, LCS or any misconduct detrimental to the game, shall be subject to appropriate penalty as determined by the LCS Disciplinary Committee.
- d. The League administration shall notify the player/coach/fan/parent of any penalty or suspension determined by the LCS Disciplinary Committee.

- e. The decision of the LCS Disciplinary Committee shall be promptly sent via U.S. First Class Mail. Verbal notification, electronic mail (email) or fax may supplement but shall not supplant this responsibility.

- f. Any, club, team, or individual not wholly satisfied with any decisions made by LCS Disciplinary Committee has the right to appeal to the Lake Country Soccer Board of Directors. This appeal must be in writing and must be received by the sitting President of Lake Country Soccer Board of Directors within ten (10) days of the decision handed down by the LCS Disciplinary Committee. Like the filing procedure for a protest, the appeal must be accompanied by another fee of \$100.00. Only if the decision of the LCS Disciplinary Committee is overturned will the 2nd fee be refunded.