



Administrative Guidelines

1. **You must call FieldHouse Sports at 226-4646 to reserve a spot for your team in the league.** Teams are placed on a first-come first-served basis; to ensure a place, contact FieldHouse as soon as possible to register your team.
2. Each team's Coach must obtain a coach's packet containing a team roster form, waiver forms, policies, rules, and approximate times/dates of play. Packets are available either by downloading it from www.fieldhousesports.com or by picking one up at FieldHouse Sports.
3. **The following must be completed in its entirety and filed with the FieldHouse Indoor Soccer League by the date determined by FHS.** Teams whose roster, coaches' Kids Safe E7 registration, and league fee is not submitted by the team package submittal date determined by FHS will incur a **\$50.00 late fee** in addition to the league fee. Teams will be charged for all forfeited games. Teams whose rosters and payments are not received by the 5th week of play will be removed from the schedule and their play will be suspended. Incomplete or partial registration material will not be accepted. **Dates of submittal will be clearly posted and available for all to see.**
 - a. Team Roster Form
 - i. **League name is FieldHouse Indoor Soccer League**
 - ii. All players listed in alphabetical order with complete information including social security number or telephone number with first and last name initials listed after it.
 - iii. Team information (top portion) completed
 - iv. Signed and dated by coach/manager
 - v. **NO MORE THAN 18 PLAYERS PER ROSTER**
 - b. All rostered coaches and assistant coaches of youth teams of ages up to and including age 19 must comply with FieldHouse Sports' and NHSA's requirement to submit information and fees necessary to complete the Kids Safe E7 program. This can be done on-line at:
https://www.e7sports2.com/E7/Registration/Soccer/NH_State_08/Player_reg/Bk_reg_select_type_menu.php
 - c. Waivers signed by all players or by parents/ guardians.
 - d. League fee payments in full to FieldHouse Indoor Soccer League. Payment of one check is encouraged, but individual checks will be accepted. Individual checks must be turned in together and total must equal the league fee.
 - e. Assistance and guidance in properly filling out the necessary paperwork is available from FieldHouse Sports personnel.
4. It is the responsibility of the coach/ captain and players to be knowledgeable of the rules for the FieldHouse Indoor Soccer League. The rules are included in all coaches' packets. They are also available at the concession stand or on-line at www.fieldhousesports.com.

All injuries, regardless of type, must be reported to FieldHouse Sports staff.

5. **Only the rostered coaches (maximum of three), players, and the referee involved in the game currently taking place, are allowed in the bench areas.** If any other personnel are found present during the game, a two-minute delay of game penalty shall be imposed on that team and the person or persons shall be removed from the bench area.

The penalized team shall play the full two-minute penalty one player down.

6. FieldHouse Sports reserves the right, at the management's discretion, to determine the placement of a team within a particular division of that team's age group, so as to insure divisions which are deemed best for that age group and the league as a whole.
7. Teams withdrawing from league play after a session starts will be held responsible for the value of the scheduled/played games up to the point of withdrawal as well as for an administrative fee. Teams will not be allowed to participate in further sessions of play until balance is paid in full.
8. Session League Start Dates are posted at www.fieldhousesports.com.

General Guidelines

1. **Non-participants are not permitted to be on the field** between games or at half time.
2. If there is a scheduled **bye game**, only players registered in that division can play.
3. **Food is not allowed in the bench area at any time.** This will help stop the tracking of debris onto the playing fields. Coaches should encourage players to be responsible with drink bottles and to dispose of empty containers in the trash. Coaches should not hold coffee or other beverages out over the playing field.
4. No footwear other than flat-soled shoes will be allowed on the multi-purpose/small field. Artificial turf shoes will be allowed on the turf fields. **Absolutely no cleats of any kind will be allowed.** Coaches and captains must inform all players and parents of this rule. There are no exceptions.
5. **If a game is forfeited or terminated by the referee**, the field can only continue to be used by the non-offending team at the referee's discretion. A terminated game will not be made up or continued at a later date. The referee shall determine the outcome of the game.
6. **All teams are required to have same color shirts with numbers on the back.** The correct player numbers are to be placed on the official roster. All teams will be responsible for providing an alternate color shirt. If both teams do not have alternate color shirts, the home team will be responsible for obtaining the pinnies from the concession stand and returning them at the conclusion of the game.
7. **All games will be played according to the schedule published by FieldHouse Sports.** Extraordinary circumstances must be brought to the attention of FieldHouse Sports management for review and consideration for a game to be rescheduled or moved.
8. **FieldHouse Sports will only close in extreme circumstances.** If this should happen, every effort will be made to contact the coaches of scheduled games. Cancellation announcements will be put on the answering machine as well as on area radio stations which include Joy 105.5, WNNH 99.1 and WNHI 93.3. **Teams canceling due to extreme weather must do so 2 hours before the scheduled game time.** This game will be a tie. If not done before the 2 hour window, the game will be reflected as a loss.
9. **Games cancelled by FieldHouse Sports will be rescheduled at available times** that may include daytimes during school vacations and Saturday and Sunday mornings at 6:00 and 6:30 AM. Games not made up will be considered a 4-4 tie for the standings.

Eligibility Requirements

1. The age cutoff dates of all divisions will be strictly enforced.
 - a. For **Youth Teams**, August 1 is the cutoff date.

Example: To play U-10 Soccer, a youth player could not have turned 10 years of age before August 1. If youth player turns 10 on or after August 1 then that player can

- participate in U-10 Soccer. (This example can be used for all groups.) If unsure, please ask FieldHouse staff to insure the player's eligibility.
- b. For **Adult teams in the 25+, 30+ and 40+ leagues**, a player must be of the designated age before the starting date of that particular session.
 - c. In the **Open Division**, a player must be 16 years of age before August 1.
 - d. In the **Adult Coed Division**, women must be at least 21 years of age and men must be at least 25 years of age before the starting date of that particular session.
 - e. In the **Men's Select League**, players must be at least 18 and no longer enrolled in High School.
2. **Additions to the roster** of any team will not be accepted after the 6th game in a 12 week session. (In an 8-week session it shall be the 4th game.)
 3. **It shall be the coach/ captain's responsibility to verify that all their players are listed on the roster** filed with FieldHouse Indoor Soccer League prior to deadline for submission. The following must be submitted to make an addition to the roster:
 - a. A team roster addendum with all new player information.
 - b. The box area next to "new submission" must be check.
 - c. Completed waiver forms for each new player.
 4. **It shall be the responsibility of the coach/ team captain to have proof of all players' ages** if a question of age arises. A photocopy of a birth certificate, drivers license or player card will be accepted.
 5. **Double rostering of any player in the same AGE GROUP is not permitted.** This simply means that a player can not be on more than one team in the same AGE GROUP. This rule will apply to any age group with divisions such as A, B, C, etc. If a team is found to be in violation of this policy, any games played in violation of this policy **will result in a forfeit**. This rule violation may result in the expulsion of the team from the playoffs. All roster checks must be requested before the start of any game.
 6. Teams/individuals can play up only **one** age group/division.
 7. U19 High School division players must still be enrolled in High School. **Postgraduates may not play, regardless of date of birth.** Players in junior high school cannot play in the U19 High School League unless dictated by date of birth.

Behavioral Guidelines

1. Any player (youth or adult) or coach who is **verbally or physically abusive** within the confines of the building or on the property before, during or after a game will be immediately suspended from FieldHouse Sports for a period of time to be determined by FieldHouse Sports, Inc. management. Unacceptable behavior will require a meeting with the management of FieldHouse Sports. Playing privileges will not be reinstated until player receives a letter from FieldHouse Sports stating that playing privileges have been reinstated. **(A MINIMUM OF ONE GAME SUSPENSION.)** This suspension of play for its specified length will include any age group or division that the player is currently participating in.
 - a. Any player receiving two (2) red cards in one session will be suspended from participation in any league that the player is playing in for the remainder of the session **as a minimum**.

- b. A red card received in the game immediately prior to the start of playoffs will result in that player being ineligible for any playoff games in any division that the player is participating in.
2. **It shall be the responsibility of the coach to control the behavior of players on the field and bench area.** Failure to do so will result in the expulsion of that team from FieldHouse Sports, Inc. for an indefinite time. All coaches should be familiar with the New Hampshire Soccer Association's Coaches Code of Ethics. A copy is provided in the coaches' packet from FieldHouse Sports, Inc.
3. Coaches/ captains must be aware of the **no spitting rule** and convey this to their players. This act is **totally unacceptable and will not be tolerated**. Failure to abide by this rule will result in the player's expulsion from the game.
4. **Unsportsmanlike conduct by coaches will not be tolerated.** Coaches may be issued a yellow card or a red card, depending on the severity of the misconduct in the officials' judgment. A player from the offending team must serve the complete 2 or 5 minute penalty. Coaches receiving red cards must leave the playing area immediately and serve a minimum one (1) game suspension. Badgering of officials, opposing players or coaches or any other unacceptable behavior will be deemed unsportsmanlike conduct.
5. **Expulsion of teams and players:** FieldHouse Indoor Soccer League reserves the right to expel/dismiss teams/players from participation. This decision will be based upon individual issues and circumstances, including history of cards received and behavioral issues. Coaches will be informed when their team is on a probationary status. This will be done by letter, telephone call, and a meeting with the coach or coaches. It shall be the coach's responsibility to convey all information relevant to the probation to the players' parents and anyone else who may be associated with the team. **Refunds of the league fee**, whether complete or partial, **will not be given** to the team or to individual players in the event of the expulsion/dismissal from league play.



FieldHouse Indoor Soccer League Team Package Submittal Form

→ Please note the submittal due date for this session as posted on the website. ←

Any teams that fail to submit a complete team package by the due date will be assessed a **\$50.00 late fee.**

Complete team packages include:

1. Fully completed roster.
2. Signed waivers for **all** players on the roster, including subs.
3. Total session league fee.
4. All rostered coaches and assistant coaches have submitted all information and fees necessary for the completion of NHSA's Kids Safe E7 screening if the team consists of youth up to and including age 19.

In signing this team submittal form:

- I certify that, if our team consists of youth of ages up to and including age 19, all rostered coaches and assistant coaches have submitted all information and fees necessary to NHSA for a background check with the Kids Safe E7 program.
- I certify that the team package that I am submitting is **complete** and that it includes **all** of the above mentioned items.
- I certify that I have read and understand the rules, policies and guidelines of FieldHouse Indoor Soccer League.
- I understand that FieldHouse Management will process my submitted team package as soon as possible, and **in the event that there are any missing components after the due date shown above:**
 1. **A \$50.00 late fee will be assessed** to our team balance.
 2. **I will be notified which items are missing.** I understand that I will have until the end of the 5th week of play to submit the missing items, and that **if I fail to submit them by the end of the 5th week, our team will be removed from the schedule.**

Coach's signature

Date

Coach's name: _____

Team name: _____

Age Group: _____

For FieldHouse use only:

Completed roster: Yes No
Waiver for each rostered player: Yes No

Complete league fee: Yes No

Missing items: _____

If checked, the \$50 penalty has been assessed to your team balance.

Submittal form was returned to coach/team manager on _____
Date

by: _____
FieldHouse Staff



TEAM INSURANCE / PLAYER ROSTER

New Hampshire Soccer Association

LEAGUE NAME: _____ SEASON: _____

TEAM NAME: _____ DIVISION: _____

COACH: _____ SOCIAL SECURITY NO. _____ TELEPHONE: _____

ADDRESS: _____ CITY: _____ STATE: _____ ZIP: _____ Licensed: Yes/No () Level ()

MANAGER/ASS'T. COACH: _____ SOCIAL SECURITY NO. _____ TELEPHONE: _____

ADDRESS: _____ CITY: _____ STATE: _____ ZIP: _____ Licensed: Yes/No () Level ()

COLORS: Jersey _____ Shorts: _____ Socks: _____ Alternate Jersey: _____

List names in alphabetical order. Changes require either a markup of this form or player forms be submitted.

New Submission
 Change

Player Name	Jersey #	Address	City	State	Zip Code	Social Security #	Birthdate
1							
2							
3							
4							
5							
6							
7							
8							
9							
10							
11							
12							
13							
14							
15							
16							
17							
18							

This form must be on file with the NHSA Registrar 5 days prior to the start of practice or games to be covered by Insurance.

DATE: _____ COACH OR MANAGER SIGNATURE: _____



ADULT REGISTRATION FORM

PROGRAM OR ACTIVITY _____ PARTICIPATED HERE BEFORE? Yes No SOCIAL SECURITY NUMBER _____

DIVISION NAME _____ TEAM NAME _____ E-MAIL ADDRESS _____

LAST NAME _____ FIRST NAME _____ MIDDLE INITIAL _____

STREET ADDRESS _____ TOWN _____ STATE _____ ZIP _____

IS THIS A CHANGE OF ADDRESS? Yes No TELEPHONE _____ DATE OF BIRTH _____ GENDER Male Female

Emergency Contact: NAME _____ TELEPHONE _____ RELATIONSHIP _____

Existing Medical Problems: LIST ALLERGIES, ETC. _____

DOCTOR'S NAME _____ ADDRESS _____ TELEPHONE _____

RELEASE, WAIVER OF LIABILITY AND COVENANT NOT TO SUE

For, and in consideration of FieldHouse Sports, Inc. permitting me to enter upon the playing field areas of FieldHouse Sports, Inc., and being permitted to participate in any activity of any nature conducted thereon, I hereby waive, release and discharge any and all claims, demands, actions or causes of action I may have on account of injury to my person, or on account of property damage or death resulting from personal injury suffered by me, caused in whole or in part by the negligence of FieldHouse Sports, Inc., its employees, agents, servants, officers, directors, volunteers, members, or other participants in the activity in which I participate.

I further agree to assume full responsibility for any risk of personal injury, property damage or death due to any negligence of FieldHouse Sports, Inc., its employees, agents, servants, officers, directors, volunteers, members, or other participants in the activity in which I participate, while I am engaged in such activities upon said premises and covenant not to sue FieldHouse Sports, Inc., its employees, agents, servants, officers, directors, volunteers or members, for or on account of personal injuries, property damage or death resulting from personal injury in consideration of the privilege to enter upon said premises and participate in such activities.

I agree, further, that I will conduct myself at all times in accordance with the policies, rules and regulations of FieldHouse Sports, Inc., and acknowledge that the privilege of being upon said premises and/or participation in such activities may be revoked if said policies, rules or regulations are not honored at all times.

It is my express and specific desire to participate in and compete in the activity of _____ and I have voluntarily agreed to sign the within **Release, Waiver of Liability and Covenant Not to Sue** and have agreed not to hold others liable for any injuries I might sustain.

It is my clear and specific intent by executing the within **Release, Waiver of Liability and Covenant Not to Sue** to release FieldHouse Sports, Inc., its employees, agents, officers, directors, volunteers and members from any and all liability for personal injury caused by to any negligence of FieldHouse Sports, Inc., its employees, agents, servants, officers, directors, volunteers or members.

NAME OF PARTICIPANT (PLEASE PRINT) _____

DATED _____

SIGNATURE OF PARTICIPANT _____



FieldHouse Indoor Soccer League

RULES OF SOCCER

REVISION 10/13/2007

Rule I: Players, Coaches, and Substitutes

- A. **Large fields:** A team will field not more than 6 players at a time. If a team's score lags by 5 or more goals, an "extra player" may be added until the goal differential is less than 5. The count includes the keepers.
- B. **Small field:** Teams for U10 and older will field not more than 4 players at a time; U8 teams not more than 6 players at a time. The "extra player" rule does not apply.
- C. Teams must have a **minimum of 5 players** to start a game on the large field and 4 players to start on the small field. Failure to do so will result in a forfeiture of the game, with a 4-0 score. A team may continue to play a game after dropping below the minimum number of players required to start the game without forfeiting the game. The team now has the option of forfeiting in order to add players who are rostered on another team within the same league.
- D. In **adult co-ed games**, each team must have 2 female players on the field at all times. If 2 females are not on the field, the team plays short a player for each missing female.
- E. **Substitutions** for players in all positions are unlimited and are made "on the fly". The player being substituted for must be off the playing floor before the substitute enters the field. Teams gaining an unfair advantage may be assessed a free kick **OR** a 2-minute penalty and a free kick at the official's discretion.
- F. Each team's **roster will be limited to 18 players**, which includes all rostered substitutes. Double-rostering a player within one league is prohibited, even if there is an A, B, or C division in that league.
- G. **The following personnel shall be permitted in the bench area:** the rostered team players for that team, 1 rostered head coach, and 2 rostered assistant coaches. At least 1 coach must be a minimum of 21 years of age. Teams out of compliance will be asked to correct the issue and may be assessed a 2-minute penalty. The team will play short-handed for the entire 2 minutes, regardless of the opponent's score.
- H. It shall be the **coaches' responsibility** to ensure that all players are properly dressed and equipped, to control the actions of all players on and off the field, and to assist the official in controlling the match at all times.
- I. **Any player or coach who is verbally or physically abusive anywhere on the property** shall **immediately** receive a suspension from the facility, the length of which will be determined by FieldHouse Indoor Soccer League management. Incident reports will be forwarded to NHSA for further review and possible disciplinary action.

Rule II: Player Equipment

- A. **Plaster casts and metal/plastic braces** shall be disallowed, unless wrapped with ½" of soft padding.
- B. Only goalies and women are allowed to wear **long pants**.
- C. **Numbers** are required to be on the backs of uniform shirts in all divisions.
- D. **Pinnies** will be loaned to the home team and/or goalies when uniform colors do not distinctly define the players.
- E. **Shin guards** are mandatory.
- F. **No jewelry** is allowed, although medical tags are acceptable.

- G. **Indoor shoes** with non-marking soles are to be worn on the small/multipurpose field. Outdoor cleats are not allowed on any surface. Both indoor flat-soled and turf shoes are allowed on the turf fields.
- H. **Mouth guards** are highly recommended.

Rule III: Start of Play

- A. The **guest team shall be awarded the game opening kick-off**. The home team shall receive the kickoff for the second half.
- B. A goal shall **not** be scored directly from a kick-off. (The restart is a goal kick.)
- C. At the **beginning of the game**, the referee will signal for the game to start and one player will take the kickoff. The kicker shall not touch the ball a second time until it has been touched by another player. The penalty shall be a direct free kick from the point of infraction. The ball may travel forward or backward at the start of a play.

Rule IV: Duration of Regular Season Game

- A. A **full game will consist of two 26-minute periods**, with a running clock. The clock may be stopped for serious injuries, at the discretion of the referee. Games are not extended if the score is tied at the end of regulation play.
- B. **Half time will be 1-3 minutes in length**, as determined by the official, guided by the need to end and start games on time.
- C. **Games will start at the scheduled times**. Teams failing to show, or teams who are late for a scheduled match, will receive a forfeiture of the game with a 4-0 score. In this case, teams may intermix rostered players from the same league and use the referee, if desired, for a "friendly" match.

Rule V: Ball In and Out of Play

- A. **The ball is out of play when it has traveled beyond the boards, has touched a person on the bench, or has touched a net**. The re-start is a direct free kick when it can be determined which team caused the out-of-bounds situation, or a drop ball when no determination can be made. In the case of a person reaching out of the bench area, the restart is for the opponent, and is not determined by who kicked the ball.
- B. **For balls out of bounds on the sides**, the restart position is 1 yard from the dasher boards. For corner kicks, the position is the white dot on the appropriate side. For goal kicks, the ball may be placed anywhere in the penalty box.
- C. **For balls out of bounds on the ceiling**, the restart is on the nearest of the 3 long white lines, closest to the point of contact with the ceiling net. For example, if the ball hits the ceiling net 6 feet from where it meets the wall net, the ball is placed on the nearest of the 3 white lines, 6 feet from the boards.
- D. **Re-starts for all goalie violations will be on the dot at the top of the box**. When the ball was in play at the time of an infraction, the re-start is the spot where it would have been placed, had the infraction not been called. (That is, bring it back in bounds right where it went out of bounds, not at the spot of the off-the-ball violation that the referee called, and most likely, assessed a time penalty and/or a card.)
- E. **The kicker shall not touch the ball a second time until it has been touched by another player**, even if the ball was kicked off the boards. The result is a direct kick for the opponent.

Rule VI: Methods of Scoring

- A. A goal is scored when the **entire ball has crossed the goal line** prior to the horn's sounding.
- B. The **referee shall signal a goal** by pointing to the center circle. A whistle will be used only when there is a need to stop players from continuing to play after a goal has been scored.

Rule VII: Goalkeeper Restrictions

- A. **Goalie throws** must touch the floor, wall or any player **before** crossing the 3rd long white line. A violation will result in a free kick for the opponent from the long white line closest to the goalie at the point where the ball crossed that line.
- B. The **goalie may not dropkick or punt the ball**. After playing the ball with his/her hands in the box, the goalie may immediately play the ball with his/her feet only after the ball is no longer bouncing.
- C. The **goalie will have a maximum of 5 seconds** to place the ball on the floor or distribute the ball after having it in his/her hands.
- D. The goalie may not play the ball with his/her hands when intentionally **passed back** by a teammate's foot (either directly off the wall or not).
- E. The goalie **may not** dribble the ball into the box from outside the box, and then pick the ball up.

Rule VIII: Fouls and Misconduct

- A. A player may not **intentionally handle the ball**, which is to carry, strike, or propel the ball with hand or arm. Handling shall not be called on a man who protects his groin or on a woman who protects her chest when he/she is in a stationary position. If a ball strikes a hand and is judged as 'not handling', it is moot as to whether an advantage has been gained or not. Goalies may not be called for handling when their hands meet the ball inside of the penalty box. Because handling is judged by where, on the field, the ball meets the hand or arm, it does not matter whether a goalie is standing inside or outside of the penalty box.
- B. The following offenses are considered as indoor fouls:
 - Dangerous play along the boards, whether or not there was contact.
 - Encroachment: Being closer than 9 feet from the ball at a start of restart.
 - Swinging any part of the body **toward** the ball before or as it is kicked.
- C. The following offenses will result in a **2-minute penalty and a yellow card**:
 - Any penalty kick
 - Persistent infringement
 - **Slide tackling** by any player
 - **Sliding to play the ball**, with the exception being the goalie in the box
 - Sliding by the goalie, **outside the box**
 - Charging in a violent or dangerous manner
 - Boarding
 - Intentional handling
 - Delaying the game
 - Encroachment
 - **Incidental foul language**

- Unsporting behavior
- D. The following offenses will result in a **5-minute penalty and a red card**:
- Fouling an opponent on a break-away
 - **Foul and/or abusive language**
 - Serious boarding
 - **Violent behavior**
 - Flagrant misbehavior
 - Flagrant intentional handling of the ball in the goalie box
- E. **Any player or coach spitting within the confines of the building** will face an automatic red card, a 5-minute penalty, and a suspension.
- F. Major misconduct-fighting, attempting to injure, excessive and/or abusive foul language, etc. will result in an **immediate ejection** and the team will receive a 5-minute penalty.
- G. A **yellow card** is issued for serious first offenses or a second offense by the same player. A yellow card is accompanied by a 2-minute penalty.
- H. A **red card** is issued for extreme offenses, in place of a 2nd yellow card, for a third offense, for a 4th 2-minute offense, or for a 2nd 5-minute penalty. Any player receiving two (2) red cards in one session will be suspended from participation in any league the player is playing in for the remainder of the session at a minimum. A red card received in the game immediately prior to the start of playoffs will result in that player being ineligible for any playoff games in any division that the player is participating in.
- I. **Players or coaches who are issued a red card must leave the playing area immediately.** They will be permitted to remain within the confines of FieldHouse Sports only if their actions and behavior are no longer disruptive or inappropriate as determined by FieldHouse Sports' officials and staff. They are also subject to further FieldHouse Indoor Soccer League suspensions (**a minimum of 1 game, which applies to all leagues, age groups and divisions in which a red-carded player participates**) and may face investigation with the NHSA Disciplinary Committee. The offending player or coach's team must play short-handed for a full 5-minute penalty.
- J. Any player or coach who leaves his/her bench area and enters the field during an altercation on the field will **automatically be ejected** from the game and must serve a minimum one game suspension.
- K. A person guilty of fighting a 2nd time **will be suspended** for a **minimum** of the remainder of the season.
- L. Any team intentionally providing inaccurate information about the carded player's name will face additional disciplinary action by FieldHouse Indoor Soccer League.
- M. The referee will log each card in the FieldHouse Indoor Soccer League scorebook and will inform the manager on duty about any red cards prior to leaving the building.
- N. **Expulsion of teams:** FieldHouse Sports Indoor Soccer League reserves the right to expel/dismiss teams from participation. This decision will be based upon individual issues and circumstances. Coaches will be informed when their team is on a probationary status. This will be done by letter, telephone call, and a meeting with the coach or coaches. It shall be the coach's responsibility to convey all information relevant to the probation to the players' parents and anyone else who may be associated with the team. **Refunds of the league fee**, whether complete or partial, **will not be given** to the team or to individual players **in the event of the expulsion/dismissal from league play.**

Rule IX: Serving Penalties

- A. The player who is assessed a penalty shall proceed immediately to the team's bench. Any delay by that player shall result in that player being assessed an additional 2-minute penalty for delay of game. The referee will declare the time at which the penalty will be considered fully served, taking into account that the penalty doesn't start until the ball is put back in play.
- B. **Goalies must serve their own penalties.** A teammate must dress as goalie during that time.
- C. The referee will release a player from the penalty box by notifying the player that the penalty has been fully served.
- D. If a team is awarded a goal while an opponent is serving an unmatched, 2-minute penalty, the person serving the penalty may re-enter the field of play even though the full 2 minutes have not been served.
- E. **All 5-minute penalties must be fully served.**
- F. For matching time penalties, each team plays short-handed, and the penalties are served in full. If a player from each team is ejected, teams will play short-handed for the duration of the 5-minute penalty, because **all 5-minute penalties must be served in full.**
- G. At no time can a player receive more than 5 minutes in time penalties at a stoppage.
- H. The completion of a late first-half penalty must be served at the start of the 2nd half.

Rule X: Penalty Kicks

- A. A penalty kick, when deserved, **must be taken even if time has expired.**
- B. Other than the kicker and goalie, all players must be positioned behind the closest cross field (3 line) white line.
- C. **The offending player must be placed in the penalty box,** regardless of how many teammates are already serving penalties. If the penalty kick is successful, the player who was most recently placed in the penalty box is the only player released back onto the field.
- D. After the ball is kicked and contacts either the goalie or the wall, the ball is live and can be played by any player, including the player who just took the PK.

Rule XI: Playoffs

- A. All playoff games, except for the championship match, will be one 25-minute game. The final match will be two 20-minute halves. One 5-minute sudden victory overtime period will be added if the score is tied at the end of regulation time. If a tie still exists, a shoot-out will break the tie.
- B. **Shoot-out:** The players on the field at the end of the sudden victory period will be the first players in the 5-player shoot-out. The winner of a coin toss must choose to shoot first. The official will be given an ordered list of the shooters by each team, which will include both the shooters' names and jersey numbers. Shooters will gather at mid-field; goalies will wait near the corner kick dots. Teams will alternate kickers only until such time as a win is clearly defined. (Note that all kickers might not need to kick, depending on previous results.)
If the score is still tied at the conclusion of 5 kicks per team, a sudden death shootout begins. The 6th persons from each team, (still on the field), are the first 2 shooters in the sudden death shootout. If their score is still tied, a player is released from each bench to become the next pair of shooters. This is repeated until such time as a winner can be declared or until at least one bench is emptied. **In the event that every player from one team has shot and the other team still has players on the bench,** it is that team's choice as to whether all the remaining players will be exhausted before players shoot a 2nd time. A team may elect to have every player shoot. The other option is to have only as many shooters as the other team has. **It is not a choice to have only "some" of the remaining players on the bench shoot,**

while others don't participate. The order of the 2nd round of players may be changed on the fly, but must be fully completed prior to a 3rd round starting.

Rule XII: General Rules

- A. A **3-line infraction** occurs when the ball is propelled across all 3 long white lines without hitting any part of the wall, floor or a player. For violating this rule, the ball will be placed on the long, white line closest to the opponent's goal at the spot closest to where the ball first crossed that line.
- B. All free kicks will be deemed to be direct free kicks except the kick-off to start a half or the kick-off after a goal.
- C. **A team will have 5 seconds to put the ball in play after it has been accurately set.** For violating this rule, the ball will be re-awarded to the opponent. This is the only instance when a dead ball, once awarded to a given team, is re-awarded to an opponent.
- D. Size 4 balls will be used for U12's and below; Size 5 for all others.
- E. **No gum chewing** is allowed within the confines of the building.
- F. **A 9-goal differential is the largest that will be displayed on the arena clock.** A maximum difference of 4 goals will be awarded to calculate standings, **regardless** of how much above 4 is the difference.
- G. FieldHouse Indoor Soccer League will determine the winner of a **match that was terminated by a referee.** The match will **not** be rescheduled or replayed.
- H. Due to inclement weather or other situations out of its control, FieldHouse Indoor Soccer League will determine the fairest method of applying wins and losses for the purpose of standings.



INDOOR SPORTS FACILITY

To: All Coaches
From: FieldHouse Sports Management

Re: Coaches Code of Ethics and behavior

Dear Coaches:

Please find attached a NHSA Coaches' Code of Ethics. We are supplying this just as a reminder to you of your role and responsibilities as a coach. Please take a minute to read it and reflect on its message.

Please make note of the section where it explains that officials must have the support of coaches and players. This is especially true with our younger and less experienced referees. These individuals are learning the challenging art of officiating, which can be overwhelming at times. This is very true in the coed U8 games, where the field is small, and coaches, teams and parents are very close to the play. It is very easy for the referees to hear comments from the bench area and crowd. Please be sure that any comments that you might have are positive comments. Please be patient with these referees. If there is a problem during the game, do not criticize the official while on the field. After the game, approach the adult on-duty manager at FieldHouse with any complaints. We work with all of our referees with suggestions as to how they can improve their skills. Your primary job as a youth coach is to be a proper role model for the children who participate on your team.

There have been many referees who have decided not to return because of a bad experience on the field with a coach (or spectators), where they have been yelled at for making a mistake. You must remember that, as with any other skill, it will take time for them to learn this skill. Everyone is human, and we all make mistakes. Have patience and understanding. You, as coaches, can help the referee, by not allowing play to get too physical and by coaching your teams to stay in control. Your actions will have an affect long after the game is over. Your primary job as a youth coach is to be a proper role model for the children participating on your team. We welcome your input and appreciate your cooperation. Thank you.

Respectfully,
Don Preston, Assistant Manager
Mark Stewart, General Manager

NHSA Coach's Code of Ethics

Code of Ethics

- A. The coach must never place the value of winning over the safety and welfare of his/her players.
- B. A coach must hold him/herself to the highest standards of behavior. He/she must remember that they serve as one of the most influential role models for their players. Any violation of the players' trust, either in word or in action, or off the field, cannot be tolerated.
- C. The laws of soccer were written to ensure the continuous flow of action. These laws have the safety of the players as their primary goal. Coaches must always play within these rules and never seek unfair advantage by teaching deliberate, unsportsmanlike behavior to their players.
- D. Coaches must adhere to the letter and spirit of the rules.
- E. Coaches who circumvent the rules to gain an advantage have no place in soccer.
- F. Circumvention of eligibility rules must be avoided. Coaches who use ineligible players will be dealt with quickly and severely.
- G. Coaches are responsible for their players' actions on the field. Rough house tactics, illegal substitutions and deliberate faking of injuries are prohibited.
- H. The coach must behave in such a manner that the principles, integrity and dignity of the sport are not compromised.
- I. Officials must have the support of coaches, players, and organizations. Public or private criticism of officials demeans the game. Coaches must also refrain from criticizing officials to their players. Criticism of officials and dissent towards officials during the course of the Coach's behavior must be such as to bring credit to him/herself, his/her organization, and soccer in general.
- J. Coaches have the responsibility to be as inconspicuous as possible during the game.
- K. It shall be considered unethical for a coach to have any verbal dissent during the game with the opposing coach, bench or players. Physically contacting an opposing coach or players in an aggressive manner must be considered highly unethical.
- L. Coaches will not belittle their players by yelling at them in a negative manner during the course of the game. Such action detracts from the game and negatively impacts the performance of the players and the team.
- M. Coaches must remember that they are involved in coaching for the players. They should always have the players' best interest in mind. They should seek to provide an environment where players not only develop as players of the game, but as people. They should never place their own concerns of advancement above those of their players.

Violations

Alleged violation of the Code of Ethics may be brought to the attention of the president of any member of the executive boards of the NHSA. Alleged violations may also be brought to the state director of coaching or the state referee administrator. All alleged violations will be forwarded to the NHSA Disciplinary Board for review and further action, if any.

Attention Coaches!!!

Would you like to see your players' skill levels take off?

We are fortunate to be able to offer

FieldHouse Soccer Skills Clinics

with Coach Mark Ruest

Mr. Ruest has been the New Hampshire State Director of Coaching since 2002, as well as actively coaching soccer at a variety of levels, including local recreational, high school, college, and ODP players and teams. His credentials include: US Soccer Federation "A" License Coach, NH Soccer Association Director of Coaching, USYS Olympic Development Coach, and Recipient of the New Hampshire Physical Education Teacher of the Year Award.

His clinics are interactive, fun, and challenging and will improve...

- players' shooting, passing, and dribbling skills
- players' positioning and awareness of opponents
- players' ability to anticipate and move, with and without the ball

Mark is a positive, upbeat, and talented coach.

Consider encouraging your team to sign up as a group for a session.

You'll see **great** improvement in skill levels and the **kids will have a blast!**

*Clinics Run
Continuously
From November to April*

When: 1 hour weekly for 6-week sessions
Ages 9-11: Thursdays 4:00-5:00 pm
Ages 12 and over: Thursdays 5:00-6:00 pm
All ages (including adults) and abilities are welcome!
Cost: \$75.00 per person/session

*Call us at
226-4646
to reserve your spot!*

**Pre-registration and pre-payment are required.
Space is limited.**

In the event that Mark is not available on a given clinic date,
he will provide a highly qualified ODP staff coach or a NHSA state staff coach as a substitute.