



5909 Equitable Road * KC, MO 64120 * 816-231-4812 * www.kcsoccerdome.com

The Official HOUSE RULES of the Kansas City Soccer Dome

FIFA rules in affect unless otherwise noted.

WAIVER OF LIABILITY

All participants must complete a waiver of liability form. All participants in the league assume the risk of injury. The Kansas City Soccer Dome, its volunteers, and employees shall not be liable for injury to person, loss or damage to personal property arising from or in any way resulting from participation in the league.

SUBMITTING A ROSTER

Each team must submit a roster with a maximum of 18 players. No player may register for more than 1 team in the same league. **THE SECOND TEAM IS IN VIOLATION OF THIS RULE AND IS SUBJECT TO FORFEIT OF THAT GAME AND THE PLAYER MUST PLAY WITH THE TEAM HE FIRST TOOK THE FIELD WITH.**

Rosters must be submitted and a waiver form must be signed before any player may take the field, **FAILURE TO DO SO WILL RESULT IN FORFEIT OF GAME, AND CONSIDERED TO BE TRESPASSING.** Rosters must be finalized and no changes are allowed after the 2nd game. **ANYONE IN VIOLATION OF THIS RULE WILL FORFEIT THE CONTEST IN QUESTION.** Once the rosters are finalized no changes may be made, except by approval of the KANSAS CITY SOCCER DOME Committee. The KANSAS CITY SOCCER DOME Committee may allow changes to a team roster if that team would otherwise not be able to field enough players each week due to injury, illness, players moving, or other special circumstances. **EACH PLAYER MUST PLAY IN AT LEAST ONE GAME PRIOR TO PLAYOFF GAME TO BE ELIGIBLE FOR PLAYING IN THE PLAYOFFS.** The KANSAS CITY SOCCER DOME Committee may also choose to deny a team's request if the addition of a replacement player would significantly improve a team's level of play. No player who is not on your roster and signed a waiver form may play in the league.

TEAMS & PLAYERS

Sportsmanship

Individuals are expected to play under control and within the rules of the game, and to the best of their ability to avoid causing injury to themselves and other persons using the facility. Please view our Code of Conduct Policy.

Number of Players

A team consists of a maximum of 18 players. A team may start a game with a minimum of 4 players.

NUMBER OF PLAYERS ON THE FIELD AGE GROUP

- A. U-7 through U-13 BOYS - 6 PLUS THE GOALIE
- B. U-14 BOYS AND OLDER - 5 PLUS THE GOALIE
- C. U-7 through U-18 GIRLS - 6 PLUS THE GOALIE
- D. CO-ED - 3 MEN 3 WOMEN PLUS THE GOALIE
- E. WOMEN'S - 6 PLUS THE GOALIE
- F. MEN'S- 5 PLUS THE GOALIE

The Ball

The ball is size 4 indoor for U12 and below and size 5 for age 13 to adult.

Substitutions

Each team may substitute players freely; provided that:

- (a) Players must substitute off the field of play or within the Touch Line in the area of their Team Bench and
- (b) A 2-Minute Penalty will be given if their Team's Bench Door is not locked or substitution is made in opposing Team Bench. Guarantee subs only on periods (beginning of each quarter or half) and after goal scores.

Players Equipment

All players on a team must have jerseys or shirts of the same color. In case of matching colors with two teams, the Visiting Team shall be responsible for providing an alternate Jersey Color. The Visiting Team shall be the second team on the schedules. The Goalkeeper wears jersey colors distinguished from all other field players and from the Referees. No Jewelry!! No Exceptions.

Shin guards are mandatory for Youth play and recommended for adult play.

Duration of Game

Adults – Four 12-Minute Running Time Periods.

If the game is tied at the end of regulation, a 5-minute "Golden Goal" Overtime Period follows. If, in a *playoff*, the game is still tied, a 5-player MISL Style Shoot-out takes place (Final Game Only).

Youth - Duration of games are two 24-Minute Running Halves. If, in a *playoff*, the game is tied at the end of regulation, a 5-minute "Golden Goal" Overtime Period follows. If the game is still tied, a 5-player MISL Style Shoot-out takes place (Final Game Only).

Running Clock – At the conclusion of a game, period or half, the clock will be set allowing the teams to visually track the two-minute period. The clock will not be stopped; the starting line up for each team must be prepared to begin play when the pre-game minutes have expired. If the pre-game minutes have expired and a team has too many players on the field, a two-minute penalty may be issued for delay of game. Except in the case of an unusual delay, determined by the Referee, the Game Clock counts continuously through each Half, Period or Overtime.

The Start and Restart of Play

A **Kickoff** from the **Center Mark** starts play at the beginning of each Period, Half and after every goal. A Player who starts play may not again play the ball until it touches another players.

The Home Team takes the Kickoff for the First Half Kickoff. The ball can be played any direction from kickoffs.

All starts and restarts are **Direct Free Kicks**. The Player has 5 seconds to put the ball in play after the Referee sets the ball.

A team receives a Direct Free Kick after stoppages other than Dropped Ball or Goalkeeper throw-in. Before the team takes the Direct Free Kick, the ball must be stationary. All opposing players are at least 10 feet from the spot of the Direct Free Kick.

If neither team has a clear possession of the ball at a stoppage, the Referee restarts play with a **Dropped Ball**. A Dropped Ball caused while the ball is inside the Penalty Box takes place at the top Penalty of the arch.

Unintentional handball in the box will result in a direct kick from the top of the arc.

Delay of game - player has 5 seconds to put ball in play from when the ball is placed.

A **3-Line Violation** occurs when the goalie propels the ball in the air across the two 3-Lines and the Halway Line towards the oponents Goal without touching the Perimeter Wall, another player or a Referee on the Field of Play.

A **Superstructure Violation** occurs when the ball contacts any part of the building above the field of play. The ball will be placed on the sideline even with the out of play violation. Again, you will have 5 seconds from when the ball is placed on the line to put into play. If the 5 seconds elapsed, the other team will have the ball at that point.

Shootouts and Penalty Kicks

Shootout: For a Shootout-MISL style (Final games only)

1. Any 5 players may take the Shootout.
2. The ball is placed at the center of the 3-line of the North Goal.
3. The Goalkeeper has at least one foot on his Goal Line and may not move off of it until the Referee whistles the Shootout to begin.
4. Once the Referee whistles the Shoot to begin, the ball is “in play” and the player taking the Shootout plays the ball.
5. The attacking team has 5-seconds to score.

Penalty Kick: A Penalty Kick precedes the same as a Shootout except.

1. The player taking the Penalty Kick may not touch the ball again until after touching another player.
2. The ball is placed at the Penalty Spot.

Referees:

Referees appointed to officiate each game have the complete authority on the playing field and their decisions on points of fact connected with the game are final. Officiating will be monitored and assessed periodically and management will always provide quality officiating at the Kansas City Soccer Dome. Constructive comments regarding officials is welcomed and encouraged. Please submit any concerns in writing.

Management will not overturn any calls made by the referee during the course of the game. If a team suspects an illegal player or other illegal activity associated with the other team, they should inform management immediately. Do not discuss officiating with facility staff during or immediately after your game.

Only team captains/coaches may address the referee during time outs.

The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final.

Penalties

Kansas City Soccer Dome has a ZERO TOLERANCE POLICY towards fighting. The Dome reserves the right to permanently ban any player involved in a fight.

A player or coach sent off the field during or after a game by a referee (red carded) will automatically be suspended from the next game in the session. (IN addition, a player will be banned from playing on any team until the suspension has been served. If a player is ejected in the last game of the session he/she will be prohibited from playing in the first game after he/she registers for another session.

TWO-MINUTE BLUE CARD:

A Blue Card is a two-minute penalty having your team play down a player until the two minutes is reached or the other team scores.

You can receive a blue card from the following:

- a) Too many players on the field
- b) Incorrectly subbing—have to wait until player is near sideline.
- c) SPITTING on the field.
- d) Encroachment- before the ball is played and only after attacking team asks for the ten feet. If the team asks for ten feet---must start ball off the whistle.
- e) Team's bench door is not shut and locked.
- f) Slide-Tackling

RED CARD EJECTION:

Player does not play the following week. Players/coaches may be ejected after the game is over. If a player/coach plays or coaches another team, they cannot participate in that game until they have served their current suspension. Two red cards within the same session results in the individual ejection from the league. This player will not be allowed in the bench area.

AUTOMATIC RED CARD EJECTION:

- a) Fighting on the field or in the facility will result in a suspension (starting at 2 weeks) depending on the severity of the situation. Management will decide upon the length of suspension.
- b) **SPITTING TOBACCO, GUM, OR SUNFLOWER SEEDS ON OR OFF THE FIELD. THIS IS FOR SANITARY REASONS, PLEASE RESPECT THE FACILITY.**

A player or coach can receive a red card for “foul and abusive language”

A player or coach red carded for the offense of "violent conduct" (including, but not limited to: spitting, threatening, continuing rough play, etc) will be suspended as outlined above.

A player or coach red carded for “assaulting an official” will automatically be suspended from any further activities at the Kansas City Soccer Dome

Should a coach of a team be unable to control a player’s actions after a red card is issued, the coach will also be suspended as outlined above.

A player jumping from the player box onto the field to break up or participate in a fight will automatically be ejected from the game and will be subject to the same penalties as outlined above.

A player red carded for the offense “persistent infraction” of the rules after receiving two blue cards will be suspended as outlined above.

Referees or management may at any time check the names and birth dates of players prior to the start of the game or after any game.

Forfeiting and Rescheduling Policy

There will be no rescheduling of games. Teams will be allowed to make 2 scheduling requests per session ONE WEEK in advance from the start of the session. These requests must be done in writing on registration form and must be submitted to Management upon final registration and prior to schedules being made. After this time, we cannot guarantee your request will be processed.

A team forfeiting 3 games in one session will result in termination of team from that session. All fees will need to be paid prior to registering for another session or team. (Team members from that team cannot play in the same league if team is not paid in full).

Any team no show will result in a 4-0 victory for the opposing team and no rescheduled game will be given.

Protest

Intention to file a protest must be noted in writing within 24 hours. A formal written protest with a \$50 fee (refundable if upheld) must be submitted to the Kansas City Soccer Dome within 24 hours after the end of the game. The Dome management will review and have the final authority on all protests. ALL DECISIONS MADE BY MANAGEMENT ARE FINAL. Only violations of the law of the game, rules or guidelines of the facility as published are matters for protest. Any protests regarding fielding of illegal players must be brought to the attention of the game officials prior to the suspected players leaving the field of play.

Standings:

Management will keep track of league standings and will keep them posted in the facility and online.

Standings will be kept as follows: 2 points for a win, 1 point for a tie, and 0 points for a loss. Tie breakers will be in order by: total points, head to head play, head to head goal differential, fewest goals against, overall goal differential, coin flip.

FACILITY RULES

1. ANY PERSON CAUGHT VANDALIZING THE SOCCER DOME WILL BE PROSECUTED.
2. NO BOTTLES, CANS, OR COOLERS WILL BE PERMITTED ON THE PREMISES. ANYONE BRINGING ALCOHOLIC BEVERAGES INTO THE CLUB WILL BE ASKED TO LEAVE.
3. ANYONE STRIKING A REFEREE OR EMPLOYEE OF THE KANSAS CITY SOCCER DOME IS SUBJECT TO A PERMANENT SUSPENSION. AND WILL HAVE A POLICE REPORT FILED.
 - a) ANYONE THROWING ANY OBJECT (WATER, ETC) WILL BE SUSPENDED.
 - b) ANYONE MAKING THREATS TOWARDS ANY EMPLOYEE WILL BE SUSPENDED FOR 12 MONTHS
4. SPECTATORS THROWING OBJECTS ONTO THE FIELD WILL RESULT IN A FORFEIT OF THE GAME.
5. . ANY PERSONS SUSPECTED BY MANAGEMENT OF BEING INTOXICATED OR UNDER THE INFLUENCE OF NARCOTICS WILL NOT BE ALLOWED TO TAKE THE FIELD AND WILL BE ASKED TO LEAVE.
6. TO HOLD YOUR SPOT FOR THE NEXT SESSION, DEPOSITS ARE DUE BY THE FOURTH GAME OF THE CURRENT SESSION.

7. ALL LEAGUE DUES ARE PAYABLE ON OR BEFORE THE FIRST GAME OF THE NEW SESSION.
8. ANYONE CONSIDERED, BY MANAGEMENT, TO BE AN "A" LEVEL PLAYER WILL NOT BE PERMITTED TO PLAY "B". IF THERE IS ANY QUESTION ABOUT A PLAYER'S ELIGIBILITY PLEASE ASK THE MANAGEMENT BEFORE THE GAME. THIS RULE APPLIES TO CO-ED, MEN'S, AND YOUTH.
9. ONLY COACHES AND PLAYERS ALLOWED ON THE BENCH AREA. ALL SPECTATORS MUST REMAIN OUTSIDE THE FIELD OF PLAY.
10. YOU MUST BE AT LEAST 18 YEARS OF AGE, OR 5'5 " TALL OR 125 LBS TO BE ABLE TO PLAY IN MEN'S, WOMEN'S OR CO-ED DIVISIONS. ANYONE PLAYING IN AN AGE-CATEGORIZED DIVISION WILL BE REQUIRED TO PROVIDE PROOF-OF-AGE ON THEIR TEAM ROSTER BEFORE THEIR FIRST GAME OF THE SESSION.
11. No off sides.
12. A goal can be scored directly from a kick off.
13. Absolutely no sliding with or without the ball. Only Exception is in the Goal Box when NO PLAYER is with-in Ten (10) feet.
14. PLAYING THE BALL WHILE YOU ARE "DOWN" ON THE SURFACE IS CONSIDERED DANGEROUS PLAY and will result in a free kick to the other team.

Sincerely,

Victor Mercado
Head Referee & Referee Trainer
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