



Indy Premier 6v6 Leagues
Terms, Conditions & League Rules

General

- Smoking is prohibited in the facility.
- Litter must be placed in proper trash cans. No spitting. No gum.
- ANYONE UNDER THE AGE OF 18 MUST BE SUPERVISED BY AN ADULT AT ALL TIMES.

Roster/Waiver

All players are required to sign the Roster/Waiver form. Indy Premier will not be responsible for damage, loss, or theft of equipment or clothing belonging to any applicant or their guests. No player may enter the field without a completed signed waiver.

League Play

Teams

- Each team consists of 5 field players and 1 goalkeeper. The minimum requirement of players for any games to commence is 4 field players. Anything less than the minimum number of players will be considered a forfeit.
- Each youth team (through U19) must be accompanied by at least one person designated as “coach” or “manager” on the players’ side of the field who is not a rostered player. A maximum of two coaches or managers are permitted on the players’ side of the field and must stay inside the bench area. Indy Premier teams will be coached by Indy Premier Coaches.
- Indy Premier holds the right to combine age groups to provide the best suited competition.

Game Duration & Start Time

- The duration of each game is 40 minutes (two 20 minute halves and a 5 minute half time) with a running clock.
- The clock starts at the scheduled start time regardless of the number of players for each team.

Point System and Standings

- Win: 3 Points
- Draw: 1 Point
- Loss: 0 Points

- Forfeit: will be recorded as a 0-4 loss
- Standings will be kept as a total of wins, losses and ties. The team with the most points at the end of the session is declared the division winner. Ties between two teams in record will be broken by:
 - (1) head to head result
 - (2) goal difference in head to head games (4 goal max)
 - (3) goal difference in league play (4 goals per game max)
 - (4) goals against in league play
 - (5) goals for in league play

Forfeits

- If a team fails to arrive within the first 5 minutes of the first half it will be considered a forfeit (0-4) and the opposition will be awarded full win points (3) for the game as well as a four goal differential.
- The opposing team can receive a forfeit win only if sufficient numbers of players to play the game are present from their team.
- Indy Premier will try to notify the teams if their opponent does not intend to play; however, this is not always possible depending on the notice (if any) given to Indy Premier by the forfeiting team.
- Any team that forfeits twice in the season will be excluded from further competition.

**Based on space and demand for the fields, there will be no reschedules. Indy Premier will make every effort possible to accommodate schedule requests before the league begins. Once the schedules are final we will not take reschedule requests.

Game Play

Uniform

- All on-field players must wear shin guards, soccer socks, shorts and matching color shirts at all times.
- If a color conflict exists, the home team will change. **Please make sure every player on your team brings an alternate color shirt. Indy Premier does not provide pinnies.
- Shin guards are mandatory and must be totally covered by socks. Only flat soled shoes, turf shoes, and outdoor (non-metal) rubber cleats are permitted.
- Non-acceptable items: Excessively dirty shoes, metal cleats, jeans, tank tops, boots, and sandals.

Injuries

- The game clock shall only stop if a serious injury occurs.
- If the referee stops the game because of an injury, the injured player must be replaced.

Blood

- The referee is not required to stop the clock to substitute a player who is bleeding when injured.

- The wound must be cleaned and adequately covered before the player can return. The wounded player must check in with the referee before returning to play.

Foul Language

- If a player uses foul language in any context, the entire team will be given a warning by the referee. If any player from the offending team uses foul language a second time, that player will be given a yellow card. If any player from the offending team uses foul language a third time, that player will be issued a red card and ejected from the game.

Kickoff

- A goal cannot be scored directly from a kickoff (indirect). Kickoffs do not have to be played forward.

Re-starts

- Kick-ins will be used to restart play from the sideline instead of throw-ins.
- All kick-ins are indirect.
- Opposing players must be at least 8 yards from the kicker.

Ceiling

- If the ball hits the ceiling it is restarted with an indirect kick by the non-offending team directly under where the ball hits the ceiling.

Goal Scoring

- A goal may only be scored from a touch (offensive or defensive) within the team's offensive half of the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off). If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

Free Kicks

- During the taking of a free kick, defending players must be 8 yards from the ball in all directions.
- Players have 5 seconds to place the dead ball back into play. Infractions will result in delay-of-game penalty and the ball is awarded to the other team.
- All free kicks are indirect.

Goal Kicks

- Goal Kicks may be taken from anywhere inside the penalty area.

Penalty Kicks

- Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card). Penalty kicks will be taken from midfield where the attacking player has 5 seconds to dribble 1v1 against the goalkeeper to try to score. All other players must wait behind the midfield line until

the kick is completed. Penalty kicks are dead ball infractions. If a goal is not scored, the defensive team obtains possession with a goal kick.

Substitutions

- Substitutions are made during dead ball situations, not on the fly.
- Substitutes may only enter the field from the sideline.
- The substituted player must be off the field before the change.

Sliding

- No slide tackling opponents in possession of the ball in any league. A player that slide tackles may be subject to a yellow or red card at the discretion of the referee.
- A player can slide when no opposing players are within sliding distance and the intent is not to tackle an opposing player. (ie. saving the ball from going out of bounds, scoring a goal.)
- The goalkeeper may slide to make a save within the goal arc.

Offside

- There is no offside infraction.

Yellow Cards

- Any player(s) receiving a yellow card must be immediately substituted and can re-enter the game after 2 minutes.
- Any player(s) receiving two yellow cards in one match receives a red card.

Red Cards

- Any player(s) receiving a red card receives at a minimum an automatic suspension from the current game.
- The final length of suspension is at the final discretion of management.
- The offending team must play one player down for 2 minutes. If the opposing team scores within the 2 minute time period, both teams will resume at full strength.
- A player that receives 2 red cards in one session will not play the remainder of that session and could be banned from the facility.
- Coaches are subject to yellow and red cards.

Other

- Unless otherwise specified in the above rules, all FIFA rules apply.
- NO PROTESTS WILL BE ENTERTAINED
- Indy Premier reserves the right to change any and all Terms and Conditions & League Rules at any time for any reason.