

## SWOT INDOOR CANCER SOCIETY FUNDRAISER RULES

### 1. Game Times

- All games will start on time as per the schedule. If a game starts late, **it still will finish on time as per schedule.**
- Games will be **35** minutes long with a switching of sides at the 20 minute mark.

### 2. Number of Players on the Floor

- **“5”** Players out and **“1”** Goalkeeper (**Total 6**)
- Teams must have a **minimum of “4” players to start.**
- Teams failing to have a minimum number of players to start will lose by forfeit **1-0.**

### 3. Player Equipment

- Players are to wear their team pinney, shorts, socks, shin guards and **non-marking running/soccer shoes.**
- Shirts might be tucked in and socks must cover the full shin-guard.
- Players without shin-guards **will not be permitted to play.**
- **Jewellery is not all owed (including hairpins of any kind). TAPING jewellery does not equal NO jewellery, so it is not allowed either. Players on the field with jewellery will be removed from the field immediately and not permitted to play the ball until all jewellery is removed.**

**FIFA rules regarding jewellery are as follows:**

- 1) Player must not use equipment or wear anything that is dangerous to herself or another player (including any kind of jewellery).
- 2) All items of jewellery are potentially dangerous. The term “dangerous” can sometimes be ambiguous and controversial, therefore in order to be uniform and consistent any kind of jewellery has to be forbidden.
- 3) Players are not allowed to use tape to cover jewellery. Taping jewellery is not adequate protection.
- 4) Rings, earrings, leather or rubber bands are not necessary to play and the only thing they can bring about is injury.
- 5) Knee pads may be worn by the Goalkeepers only.
- 6) Metal or any other type of hard material health accessories - i.e. knee brace(s), cast - must be covered. Players must have shin-guards when using these accessories.

### 4. Referee Decisions

- **All** Referee decisions are final. Remember that Referees are volunteering their time! So give them compliments on a good game or remain neutral at all times.
- The Referee **has the right** to eject any Coach, Assistant Coach, Player and/or Spectator from the field if they are abusive towards the referee or players, should they **persist** in arguing any decision or should they deliberately interfere with the progress of a game.
- Referees do not have 360 degree vision, nor do they have an aerial view of the game, so it is possible that a spectator may see something that is out of view of the referee. Referees are

attentive to the game and call what they actually see, not what anyone else sees. No one should display opposition to the referee's call (**which, in any event, cannot be changed after play has resumed**).

## **5. Fouls and Rough Play**

- If a player commits a foul outside of the goal crease, as determined by FIFA rules, a free kick will be awarded.
- Rough play in a game will result in the following penalty (in the order specified):
  - 1) First offense – a 2 minute penalty in which the team plays short. If a goal is scored during this two minute period, the penalized player can return to the game.
  - 2) Second offence – a red card, expulsion of the player for the remainder of the day, and possibly also additional post-game disciplinary action. The team plays short a player for the FULL 5-minute penalty the ejected player received, regardless of whether a goal is scored. If the keeper was the player to receive the red card, she is ejected from the remainder of the day and someone else can fill her spot. However, the outfield will play short a player for the FULL 5-minute penalty obtained by the keeper.
- Infractions that are red card offenses:
  - 1) Spitting on someone (opponent, teammate, referee, spectator or anyone else).
  - 2) Violent conduct (e.g. punch, slap, kick someone).
  - 3) Insulting, abusive language and/or gestures.
  - 4) Direct attempt to injure another player (e.g. tackle or push someone into the wall with the intention of hurting them).
  - 5) Handle the ball to prevent an obvious goal.
- For more detail, please refer to the SWOT discipline procedures.

## **6. Referee No Shows**

- In the event of a referee no-show, the game may continue with each team providing a referee for one half of the game.
- Coordinators should report the referee no-show to the Facilities Coordinator at [facilities@swotsoccer.net](mailto:facilities@swotsoccer.net).

## **7. Injuries**

- Players should stay down if they are injured to the point that they feel that they can no longer continue to play. The referee will stop the game at an appropriate point so that the extent of the injury can be assessed. The player must leave as soon as they are able to do so, given the nature of the injury. A substitute player can then come on, with the permission of the referee.
- The referee may also stop the game immediately if, in his opinion, a player is injured and should go off.
- Play will be restarted with a drop ball at the location where the ball was when play was stopped. Coordinators should encourage players to let the team that had possession of the ball regain possession.

- Coordinators should encourage players to stop the play by kicking the ball out when they see an injured player. When the play is restarted, the players should let the team that had possession of the ball, regain possession.

## **8. Player Substitutions**

- Player substitutions will occur on the fly.
- Substitutions may be made for injured players with the permission of the referee.
- Players are to complete their substitutions with minimal delay.

## **9. Sliding**

- Slide and/or slide tackles **are not allowed** and will be treated as a foul:
  - 1) **An indirect free kick will be awarded if it occurs outside the penalty area.**
  - 2) **A penalty kick will be awarded if it occurs inside the penalty area and the offence is done by the defending player.**
- Goalies are allowed to slide inside the penalty area, without making contact with opponent (slide tackle).

## **10. Points – Round Robin**

- Points are awarded as follows:
  - 1) 3 points for a “Win”
  - 2) 1 point for a “Tie”
  - 3) 0 points for a “Loss”
- If both teams default, losses will be recorded against both teams.
- If teams are tied for any position, the final standings will be determined by the following formula:
  - 1) Goal difference
  - 2) Goals for
  - 3) Goal against
  - 4) Result of the round-robin game
  - 5) Coin flip

## **11. Points – Final Games**

- Final games are arranged in order of Round Robin placement. Teams 1 and 2 play for the championship and teams 3 and 4 play for the consolation. If both teams default, losses will be recorded against both teams and the game is recorded as a tie with no settlement.
- A tie for the consolation game will stand.
- A tie for the championship game will be settled by shoot-out:
- A tie will be settled by shoot-out, in all games EXCEPT the final game:
  - 1) Five shots per team with a goalie in the net. Team that scores most goals wins.
  - 2) One shot per team, with a goalie in the net, until “sudden victory” is achieved.

## **12. Kick-offs**

- The ball may be passed back or forward to start the game.
- Two touch rule is applicable to score a goal from kick-offs at centre.

## **13. Free Kicks**

- All free kicks are indirect (see two touch rule 15)
- Free kicks will be awarded when:
  - 1) A player commits a foul.
  - 2) The ball strikes the basketball supports, rim, or backboard.
  - 3) The ball hits the ceiling and/or lights.
  - 4) The ball goes out of bounds.
  - 5) A player touches any apparatus including a wall or door to obtain an unfair advantage of the ball over an opposing player.

## **14. Kick-ins**

- Balls out of bounds will be introduced back into play by a kick-in. The ball will be placed at a spot **designated by the referee**. The opposition will stand six feet back from the ball. **The Referee** will judge the distance. "Kick-ins" will be taken at a point just inside the field of play.
- Two touch rule is applicable to score a goal from "Kick-ins".

## **15. Two Touch Rule**

- The ball must be touched by a second player from the same team.

## **16. Goal Crease**

- The opposing team cannot score while the ball is in the crease (in the air or on the ground) of the defending team.
- Goals will be **disallowed** if there is **any opposing** player in the goal crease when the goal is scored. Specifically:
  - 1) Own goal or not must be disallowed if an opposing player(s) was in the crease.
  - 2) Own goal should be counted as goal as long as no opposing player was in the crease.
- Only the **Goalie** will be allowed to handle the ball when the ball is in the crease. If the Goalie **handles** the ball **outside the goal crease**, a free kick will be awarded to the opposition at the spot where it was handled. Defending team must be **six (6)** feet from the ball in all directions **or on the goal line**.
- Should the goalie handle a ball passed back to her by a player on her own team, a free kick will be awarded from the side of the crease.

## **17. Goal Kicks**

- A goal kick is awarded if the referee stops the play because the ball has gone out of play behind the net.
- Goal kicks are indirect (two touch rule).
- Goal kicks may be taken from anywhere inside the goal crease.

## 18. Goalkeeper Throw-in

- If the goalkeeper handles a live ball, they must throw it to return it to play.
- The goalkeeper may:
  - 1) Throw the ball past half (without touching the ground).
  - 2) Throw the ball to outside of the left or right side of the goal crease and, once the ball has touched the ground, kick it any distance. The keeper cannot drop the ball at the front of the crease. In this case other players on either team may play the ball as soon as it leaves the goalie's hands (i.e. before it touches the ground).
  - 3) Drop kicks are not allowed (i.e. if the goalie kicks the ball prior to it touching the ground – inside or outside the goal crease – a free-kick for an improper throw-in will be awarded. The free kick will be from a point in line with the top of the goal crease, six feet from the closest side of the goal crease.

## 19. Penalty Shots

A penalty kick will be taken with a keeper in net from a distance of ten feet from the goal line.

A penalty shot will be awarded if:

- A defending player (other than the Goalkeeper) handles the ball or commits a foul inside the goal crease.
- All penalty shots will be taken from the **centre line and kicked at an empty net.**
- All players must stand behind the centre line.
- A goal is scored if the ball completely enters the net from the momentum of the penalty shot. **There are no rebounds.**
- If a goal is **not** scored, the Goalkeeper puts the ball back into play as a goal kick from the goal crease.