

EXPOINDOOR POLICIES

General Registration Information-

All participants, teams (and their players) as well as parents and guardians are required to follow the rules and policies of ExpoIndoor. No person will be allowed to participate in a league, tournament, and clinics, open pickup play, or other ExpoIndoor organized activity without a properly completed registration/waiver.

Players playing on a team in an adult league must be at least 18 years of age. If it is determined that a team used a player who does not meet the age division guidelines, the team will be forced to forfeit all games the player played in.

Team applications are accepted according to the registration schedule published by ExpoIndoor. During registration period, teams are accepted on a space available first come, first served basis. A completed application and non-refundable deposit of \$100 will secure a spot in a league. The deposit will only be refunded if a team is not offered a spot in a league.

Acceptance into one session will reserve placement into additional sessions if all deadlines and policies are met.

Teams registering with the deposit must complete payment of team fee in full prior to the published date. Failure to do so will result in forfeiture of first game and may result in removal of the team and/or manager from any further league play.

No refunds or credits will be given for the following reasons:

- a. Forfeited games.
- b. Stoppage of game due to player/team/coach/spectator misconduct or injury.
- c. Teams suspended from playing in a league.

Team registration for league play-

Team Manager/Coach must **complete a team application** on-line at www.eisoccer.com (No email or verbal requests will be accepted.)

Team Manager/Coach must **submit the non-refundable deposit** of \$100.00 (Make checks payable to ExpoIndoor. Applications without deposit will be discarded.) Payment should be mailed to ExpoIndoor PO Box 5059 Mayfield, KY 42066. **We do not accept credit cards.**

After completing the form you must **instruct your players to register online** for your team beginning on the published player registration date. Registration is required for **every** team they play on. Players must specify the **team name** on the online form. Without this information registration can not be completed and their registration will be discarded.

The **balance of your league fee is due by the published date in cash or one check only** made payable to ExpoIndoor. Individual checks from players will not be accepted. (Team Managers/Coaches are responsible for collecting fees from their players.)

Player registration for league play

All players eighteen (18) or older, or parents of players under eighteen (18), are required to register through the ExpoIndoor online registration/waiver provided for each sport before the start of first league game. ExpoIndoor will group these registrations into the team designated on the application to form rosters.

In team leagues we do not offer online registration for players without a team. We do offer individual registration in Play Hour leagues. Individual players who do not have a team to play on must use the classifieds located on our website.

Players who do not have internet access may register online in the EI 2 office prior to the first game. If they are under 18 they must have a parent register them.

Player eligibility (age group)

ExpoIndoor follows the birth date guidelines of FIFA and AYSO. Determine the age of a player as follows:

| BORN | 2008/09 | 2009/10 | 2010/11 | 2011/12 | 2012/13 | 2013/14 |
|----------------|---------|---------|---------|---------|---------|---------|
| 8/1/89 & Later | U19 | | | | | |
| 8/1/90 & Later | U18 | U19 | | | | |
| 8/1/91 & Later | U17 | U18 | U19 | | | |
| 8/1/92 & Later | U16 | U17 | U18 | U19 | | |
| 8/1/93 & Later | U15 | U16 | U17 | U18 | U19 | |
| 8/1/94 & Later | U14 | U15 | U16 | U17 | U18 | U19 |
| 8/1/95 & Later | U13 | U14 | U15 | U16 | U17 | U18 |
| 8/1/96 & Later | U12 | U13 | U14 | U15 | U16 | U17 |
| 8/1/97 & Later | U11 | U12 | U13 | U14 | U15 | U16 |
| 8/1/98 & Later | U10 | U11 | U12 | U13 | U14 | U15 |
| 8/1/99 & Later | U9 | U10 | U11 | U12 | U13 | U14 |
| 8/1/00 & Later | U8 | U9 | U10 | U11 | U12 | U13 |
| 8/1/01 & Later | U7 | U8 | U9 | U10 | U11 | U12 |
| 8/1/02 & Later | U6 | U7 | U8 | U9 | U10 | U11 |
| 8/1/03 & Later | | U6 | U7 | U8 | U9 | U10 |
| 8/1/04 & Later | | | U6 | U7 | U8 | U9 |
| 8/1/05 & Later | | | | U6 | U7 | U8 |
| 8/1/06 & Later | | | | | U6 | U7 |
| 8/1/07 & Later | | | | | | U6 |
| | | | | | | |

Protests regarding fielding of illegal players must be brought to the attention of the ExpoIndoor Manager on Duty prior to the suspected player(s) leaving the field of play. No other protests will be heard.

League Scheduling/Standings/Scoring-

Teams will be scheduled to play by the ExpoIndoor scheduler. Game schedules will be released (posted on the internet) at least one week prior to the first game. **Note: Schedules are subject to change.**

Special scheduling requests are accepted and we will make every attempt to honor them. The ExpoIndoor scheduler is aware of age group school activities and will attempt to take that into consideration when preparing the schedule.

Expoindoor designates open reschedule timeslots that can be used to reschedule games. These timeslots are open to use from the first day schedules are released until the end of the second week of games. Upon completion of the second week of games all schedules are locked and no further schedule change requests will be accepted.

If a team is unable to play a scheduled game, the team requesting to reschedule a match must request the reschedule 7 days prior to subject game.

- a. Manager must email request to expoindoor@bellsouth.net ExpoIndoor will then reply with email address of the opposing team manager
- b. Both managers need to agree upon an alternate timeslot by checking the re-schedule dates/times on our website. Games can only be moved to the openings located in the re-schedule section. No other dates/times are available.
- c. If both managers find an open timeslot within the guidelines listed above and agree to make the change then each manager must email expoindoor@bellsouth.net agreeing on the available timeslot.
- f. The ExpoIndoor scheduler will then make the change official by posting it to the website.

ExpoIndoor guarantees each team will be scheduled for the minimum number of games indicated for the session. ExpoIndoor does not guarantee quality of play. ExpoIndoor is NOT responsible for games forfeited.

During league play, teams will earn points as follows:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

Rankings will be based on the accumulated point total the team has earned for the current session.

When two or more teams are tied and placement order is needed, the following tie breakers will be used:

- If all teams played an equal number of games, placement will be determined by best record among the tied teams. If this does not apply nor determine a winner, then
- Score difference (Goals For - Goals Against) will be used. If this does not determine a winner, then
- Scores for. If this does not determine a winner, then
- Most shutouts (zero goals against in a game).

For any soccer game, **the maximum goal difference reported will be ten.**

Please address concerns about **incorrect scores/standings** to ExpoIndoor@bellsouth.net.

A team shall be subject to **forfeit** for any of the following reasons and the result of 10– 0 will be posted.

- a. Not enough players to start game within 5 minute grace period.
- b. Misconduct of player/team/coach/spectator.
- c. Using non-rostered player.
- d. Fighting.

Additional League Information:

ExpoIndoor is not responsible for lost items.

Warm up is allowed only on the playing field. No balls are allowed outside of the playing area. Teams can prepare for games in the corner areas, but this is to be used for stretching and discussion only, no kicking or dribbling of balls allowed.

Only players and 2 coaches are allowed in the player boxes during league games and tournaments.

Exit the field after your game as quickly as possible to allow the next teams the opportunity for a quick warm-up. Please pick up all litter in your team box.

*FIRST AID: The facility has a limited first-aid kit. It shall be the responsibility of each team to maintain their own first-aid kit for treatment of their players.

Code of Conduct:

Code of conduct signs are posted within ExpoIndoor. Please make yourself aware of these rules and adhere to them while you are in the facility.

We have the right to honor any other organization's judiciary sanctions against players, teams, and officials.

ExpoIndoor is a smoke free facility. No smoking is allowed inside either building.

No chewing gun is allowed anywhere on the premises.

No spitting in player's area or on the field. A two-minute penalty will be enforced for this violation.

Fighting: Expoindoor will not tolerate fighting!

Expo Indoor will NOT tolerate under any circumstances fighting. Any player caught fighting on or off the playing surface will incur the following penalties:

1st offense: suspension for the rest of the current season plus the following season with lifetime probation.

2nd offense: lifetime ban from playing at Expo Indoor (leagues, tournaments, play day, etc)

The term fighting includes but is not limited to: punching, shoving, kicking. Contact does not have to be made.

The Expo Indoor staff, including referees, has the right to determine what punishment will be made.

Expo Indoor was built for the sole purpose of kids having a safe and fun place to play. We will NOT tolerate unsportsmanlike play from any player, coach or fan. If the Expo Indoor staff, including referees, witnesses repeated unsportsmanlike play the person will be removed from the game and will face possible suspension for one or more games.

Referee concerns/complaints/complements-

Please remember that referees appointed to officiate each game have complete authority and that his/her decisions are final. ExpoIndoor management will oversee referee staff and their officiating through periodic assessments and in-house training classes to insure quality. Constructive comments regarding officiating are welcomed and encouraged. Please submit such comments in writing to the ExpoIndoor manager on duty.

If you have a concern with an issue in the game (i.e. other team is using illegal players, rough play), **please approach the ExpoIndoor manager on duty** (can be found by talking to someone in Expo 2 office) and alert them to the issue. Do not interrupt the referee to discuss issues during the game and do not debate calls or discuss these issues with the referee after the game. **ADDITIONALLY**, any concern where action is needed **MUST** be delivered **in writing**. Please address the issue specifically and note the actions that were taken. We track all concerns and if a certain issue or referee complaint is reoccurring, we will take action.

No Tolerance Policy

ExpoIndoor Management has the right to suspend or ban a Player/Parent/Spectator from playing at and/or entering ExpoIndoor.

Referees have been told to eject any player that-

- Uses **inappropriate language or comments** towards the referee or another player
- **Hits, kicks, or strikes** the referee or another player
- **Throws** an object (including ball) at the referee or another player
- **Kicks the boards or wall** of the facility in disgust with a call
- **Kicks the ball into the ceiling** in disgust with a call

Every player ejected from a game will be suspended for the remainder of that game, and will be suspended from the next match at a minimum. Additional game suspension will be determined by ExpoIndoor Management.

A player that receives two ejections, resulting from the behavior described above, will be suspended from playing at ExpoIndoor for the remainder of that season. No refunds will be issued.

ExpoIndoor Official Rules for Indoor Soccer

US Indoor rules will be used with the following modifications and reminders:

Rule 1: The Ball

1. The ball to be used in league and tournament play (including warm-up) are provided by ExpoIndoor. Teams in U13 and younger age groups shall use a size 4 ball. Teams in U14 & older divisions shall use a size 5 ball. **No other soccer balls are allowed in the building! No balls are allowed outside the playing /bench area!**
2. The ball shall not be changed during the game unless authorized by the lead referee.
3. Balls are the property of ExpoIndoor and shall be returned to the Referee at the end of each game.

Rule 2: Player and Team Eligibility

1. Teams may roster a maximum of 18 players.
2. The number of players on the field is as follows:
 - a. All leagues play 6 players (including a keeper) per team.
 - b. A game may be played with two (2) less players than the maximum allowed for that game, i.e. 6 V 4. If a team is unable to meet the minimum number of players allowed, it must forfeit the game.
3. **Roster changes** can be made on or before the completion of week two play during the season. No roster additions are permitted after that date. **Note:** Any team found using **non-rostered players will forfeit** all games those players participated in and face possible suspension from the league.
4. The team coach **can** be a youth coach. We understand this is valuable experience as well as community service qualifying hours. However, we also require a **parent** to be on the bench with every team. He or she will accept full responsibility for the team's actions. If no responsible adult is present, the **game will result in a forfeit**.
5. Coaches must sign a completed ExpoIndoor **lineup card** after each game. Lineup cards are printed by ExpoIndoor staff. Questions about a team's roster must be taken to the administration, not a referee.
6. **No guest players allowed.** (If a team is short players they may borrow players from the opposing team so the game can be played, but the game is still a forfeit.)
7. Player age shall be determined according to FIFA and AYSO guidelines. Player's age is determined by his/her age on **July 31 preceding play**.

8. A player **may** play on more than one team in a division. (This includes **league play** and **tournament play**) A player may play for either or both teams if they are scheduled to play one another.
9. Substitution may be made on the fly on an unlimited basis. The player leaving the field must be inside the touchline markers at the bench area before the substitute may enter the floor. Neither player may play the ball until the substitution is complete. Violations shall result in a direct kick for the opponent, and the offending player being issued a blue card violation.
10. The restart of play will be delayed the minimum time necessary to make **player substitutions** at the following times: (Intentional delay of the restart shall result in **blue card violation**.)
 - a. after a goal is scored.
 - b. on an injury time-out.
 - c. at any unusual stoppage by the Referee.

Rule 3: Player's Equipment

1. **Footwear** must conform to the following standards:
 - a. Expo 1: Non-marking flats or sneakers: **NO BLACK SOLES, NO CLEATS.**
 - b. Expo 2: Cleats are recommended. **NO METAL CLEATS ALLOWED.**Any player not wearing appropriate footwear shall not be permitted to play.
2. All players must wear **shin guards** during play. Under no circumstances shall a player enter the playing area without shin guards. **Socks must completely cover shin guards.**
3. Players shall not be permitted to wear **earrings, rings, necklaces, chains, bracelets, or head coverings, such as bandanas**, at any time during the game. (Covering of earrings is NOT acceptable; they must be removed. For jewelry (rings) that can not physically be removed, check with the referees for advice.)
4. **Numbered team shirts** are required for all teams playing in Expo 2 as well as all U12/U13 teams in Expo 1. Goalkeepers must wear different colored shirts than the field players.
5. For games where jersey colors conflict, the **home team shall change** to a distinguishable color.
6. No hard casts. Padded casts acceptable with the approval of the referee.

Rule 4: Referees

The referee shall have the powers and authority granted under the Official US Indoor rulebook. Their authority and the exercise of the powers granted to them by the official US Indoor rulebook commences when the Referee enters the field of play. The Referees are responsible for the record and control of the game.

Rule 5: Other Officials

1. The head referee shall act as the official **timekeeper** for the game unless he designates another timekeeper.
2. The head referee shall act as the official **scorekeeper** for the game unless he designates another scorekeeper.

Rule 6: Duration of the game

1. Duration of a regulation **league game** shall be two (2) twenty minute halves with a 3 minute halftime. Duration of a regulation **tournament game** shall be two (2) eighteen minute halves with a 3 minute halftime.
2. Both teams are allowed a **1 minute timeout** each half. Time outs can only be called following a goal by either team or by the keeper in possession of the ball.
3. **Regulation game:** Game ending in a tie stands as tie. **Tournament game:** In the case of a tie at the end of tournament play, the winner will be decided by the following rules: a "player-reduction" golden goal overtime period. Players on the floor at the end of regulation play must stay on the floor for the overtime. Home team has kick-off. Every minute at the buzzer, 1 player from each team will leave the floor until only 2 players and the keeper from each team remain. Play will continue until a goal is scored. No substitutions will apply, except for injury, during the overtime period.
4. The clock will be stopped only for serious injury subject to referee discretion.

Rule 7: The Start of Play

1. To **begin the game** the home team defends the south goal and the away team shall have the kickoff.
2. On the **kick-off** the ball can be passed back. The kicker shall not play the ball a second time until another player has touched it. The kick-off is a direct kick; however, in Expo 1 a goal may not be scored directly from a kick off.

Rule 8: Method of Scoring

1. A **goal is scored** when the whole of the ball has passed over the goal line between the goal posts and under the crossbar, provided it was propelled in a legal manner (no hand ball, 3-line violation, etc.).
2. Point values for scoring are as follows:
 - a. At Expo 1 all scores will count as ONE (1) point.
 - b. At Expo 2 all shots taken and scored from inside the red line will be scored as one (1) point. Shots taken **outside the red line when the ball is in play and considered live** will be scored as two (2) points.
 - c. Shots taken and scored by **girls playing in Coed leagues (JV and Varsity Coed only)** will be scored as two (2) points.

3. A **ten (10)-point mercy rule** shall apply in all leagues. The game does not stop, but the display of the score on the board does. Scoring (on the board) will restart if margin drops below ten (10).

Rule 9: Fouls

1. **All free kicks are direct free kicks.**
2. A player who intentionally commits any of the following offenses while the ball is in play shall be penalized by awarding a free kick to the opposing team and a issuing a card (Blue, Yellow or Red):
 - **intentionally kicking** an opponent - Yellow or Red Card possible
 - **tripping** an opponent
 - **jumping** at an opponent
 - **charging** an opponent from behind unless the latter is shielding the ball in a legal manner
 - **charging** an opponent in a violent or dangerous manner (If Opponent is facing the boards and charged from behind - **red card**. If body contact occurs prior to ball contact -yellow card.)
 - **sliding** while the ball is in play (Slide tackling of any kind is **not** allowed and is a blue card violation. The goalkeeper sliding **within** his/her box is considered legal play.)
 - **foul or abusive language** (Any profanity that is directed towards another player, coach or Referee shall be given an automatic **red card**.)

Rule 10: Goalkeeper Rules and Considerations

1. The Goalkeeper shall **not** be permitted to punt or drop kick the ball.
2. Charging the Goalkeeper is not allowed. When the goalkeeper has retrieved the ball and is ready to distribute the ball back into play, all players must leave the box without interfering with the goalkeeper.
3. During play, an attacking player standing outside the box is hit with or intercepts a ball being distributed by the goal keeper, the play shall be deemed legal and shall continue.
4. If a goalkeeper places the ball on the floor and begins to dribble the ball with his/her feet, the ball shall be considered live and in play.
5. A goalkeeper, in possession of the ball within the penalty area **must distribute the ball** within **five seconds** of having gained possession. Possession shall be defined as control with the hand or foot.
6. A goalkeeper may not play the ball with his/her hands if the ball has been **passed back** by a teammate using the foot.

Rule 11: Free Kicks

1. When play has been stopped for a foul, play shall be restarted with a "**free kick**" taken by a player of the opposing team. During the taking of a free kick, all of the opposing team players shall be at least fifteen (15) feet from the ball until it is in play.
2. The free kick must be played **within five (5) seconds** of the referee whistle. (Failure to play the ball in five seconds results in restart by the opposing team.)
3. A goal may be scored directly from a free kick. A goal may be scored directly from the kickoff in Expo 2. A goal may not be scored directly from a kickoff in Expo 1.
4. All kicks shall be taken from the point of the infraction except as follows:
 - a. any **free kick** awarded in the penalty area shall be taken from the free kick mark at the **top of the penalty arc in Expo 2 and the free kick mark on the Red line in Expo 1**.
 - b. a **penalty kick** shall be taken from the free kick mark on the penalty arch in Expo 2 and from the free kick mark on the Red line in Expo 1.
5. If the ball passes **over three lines in the air** without touching another player, the perimeter walls, or a referee, the referee shall award a free kick to the opposing team from the restart mark.

Rule 12: Restarts (Ball over the boards)

1. When the **ball passes over the boards** (into the netting) along the touch line (side wall), the restart shall take place where the ball left the field of play.
2. When the **ball hits the superstructure** (ceiling or lights above the field of play), a superstructure violation occurs. A free kick will be awarded against the team which kicks or actively directs the ball into the superstructure. The kick will be taken from the restart mark on the red line. (free kick mark on the center circle in Expo 1). A ball which hits the superstructure by deflection off the wall shall be treated as out of touch, and a free kick is awarded the opposing team. A ball which deflects off a player shall be treated as out of touch, and a free kick shall be awarded against the team from which the ball was deflected.
3. When the ball (having last been played by one of the defending team) **passes over the end boards** between the corner tapes, except when a legal goal is scored, a member of the attacking team shall take a corner kick.
4. When the ball (having last been played by one of the attacking team) **passes over the end boards** between the corner tapes, except when a legal goal is scored, the defending team shall be awarded a "goal keeper throw." The goalkeeper shall throw the ball into play. In this instance, the goalkeeper may not drop the ball to his/her feet and play the ball. If he/she does so, it shall be ruled a "double touch" and a free kick awarded the opposing team.

Rule 13: Penalties

1. **All players must serve their own time penalties.** When a keeper is penalized, he/she must leave the field; however, a field player may move to the keeper position. In Coed leagues, a female who is penalized must leave the field; however, substitutions may be necessary to maintain the 50% rule.

2. Time penalties (blue card) shall be assessed for the following offenses: slide tackles, boarding, and too many men on the floor, persistent infringement.
3. Red card penalties shall result from the following behaviors:
 - violent conduct/ serious foul play
 - foul or abusive language
 - head butting
 - fighting or flagrant kicking
 - striking or spitting
 - intentional foul to prevent a goal
4. Card violation accumulate as follows:
 - 2 blue cards = yellow card,
 - 3 blue cards = red card
 - 2 yellow cards = red card,
 - red card = ejection from remainder of game and a 1 game suspension.

Note- ExpoIndoor reserves the right to review any particular violated act, which may result in the permanent suspension of the player. The coach will be responsible for keeping any ejected player from playing the next scheduled game. Failure to comply may result in the player and/or team being removed from the league.

5. If a player receives a total of two red cards the player will be ejected from the league.
6. Penalty Times
 - a. Time penalties (blue/yellow) shall be two (2) minutes in length and will end when the time expires. Penalty time does not include time during halftime breaks or time outs.
 - b. Penalties will end when a goal is scored against the penalized team.
 - c. A straight Red card penalty shall be five 5 minutes in length. The penalized team must play one man down for the entire time no matter how many goals are scored
7. **Red carded players must leave the facility immediately.** When ejected, a player is required to give his/her first and last name to the referee. If this is not done, and the team manager or teammates do not give his/her name, the game will be forfeited and that team will be suspended from their next game. If the name given does not match a name on that team's roster, the game will be forfeited and that team will be suspended from their next game.

Rule 14: Reclassification

ExpoIndoor reserves the right to reclassify a team or player in order to provide a competitive program.

Rule 15: Additional Rules for Coed Leagues (U17 and U19 Only)

1. All Coed leagues play 6 v 6 (including a keeper)
2. At all times at least 50% of the players on the field for each team must be female.

3. All goals scored by a female player are scored as two points. All goals scored by a male player are scored as one point.
4. If there is a female keeper, all free-kicks from the red line or inside the red line must be taken by a female.
5. In the event of an own goal or deflection goal, the goal will be awarded to the last player to touch the ball on the attacking team.