

INCREDIPLEX

Incrediplex Soccer *Terms and Conditions & League Rules*

Terms and Conditions

Our objective is to provide our customers with an enjoyable, competitive sport within a safe environment that is administered and regulated with efficiency and competence. **A \$100 deposit is due at sign up. League fees are due, in full, by the second scheduled league game. Failure to pay in full will result in the remaining balance being charged to the credit card on file. If payment does not process, the team will forfeit the remaining games until balance is paid in full. A credit card must be on file for registration to be complete.** Please note that email is the primary form of communication and required for every player and coach.

Roster/Waiver

All players are required to sign the Roster/Waiver form. *Incrediplex* will not be responsible for damage, loss, or theft of equipment or clothing belonging to any applicant or their guests. *Incrediplex* reserves the right to require police or security staff at any event at the expense of the applicant. **No player may enter the field without a completed signed waiver. Rosters are due by the second scheduled league game.**

Liability

All participants agree to indemnify and hold harmless *Incrediplex* from all claims and actions arising as a result of the use of the facility. *Incrediplex* management and staff are not responsible for any loss, damage, injury, or death due to the use of the facility. All participants shall pay for all damages to the property of *Incrediplex* equipment arising from the use of the facility where the applicant is deemed responsible. Guests of participants are the responsibility of the participant. All participants attending shall ensure all regulations contained in this are observed.

Participant Conduct

Fighting will not be tolerated. Any participant (player, coach, parent, etc.) engaged in a fight will, at the discretion of the referee, be ejected from the game and restricted from play by a duration determined by management. Fighting may also cause your team to be ejected from the league without notice or refund at the discretion of *Incrediplex*. Any player threatening or assaulting an employee or game official will be ejected from the league and will be prosecuted to the full extent of the law. Teams which are continually engaging in fighting or disruptive behaviors hindering others and the spirit of the game may be ejected from the league without notice or refund at the discretion of *Incrediplex*.

Vandalism, littering, abusive language and smoking shall be deemed as just cause to cancel participation. Smoking is prohibited in the facility. Litter must be placed in proper trash cans. No spitting. No gum. Any spectators or coaches deliberately kicking or throwing balls at lights will be asked to leave.

ANYONE UNDER THE AGE OF 18 MUST BE SUPERVISED BY AN ADULT AT ALL TIMES.

League Play

Teams

Number of Players

Men's Open	5v5+Goalie
Men's 30+	5v5+Goalie
Coed Open	5v5+Goalie (2 females on field)
Coed 30+	5v5+Goalie (2 females on field)
Women's Open	5v5+Goalie
Youth	5v5+Goalie

- **A team may carry up to 15 players.**
- No changes are permitted after the team's second played game.
- Completed and signed roster must be on field prior to the first game.
- In the OPEN divisions, players must be 18 years or older. Incrediplex reserves the right to deny permission to play for certain players.
- **Minimum age for Men's over 30 is 29 years and 6 months. A state issued ID must be presented at the time of registration. Incrediplex reserves the right to deny any player who does not meet the age requirements.**
- The minimum requirement of players for any games to commence is 4 field players including 1 goalkeeper. **The opposing team is not required to play shorthanded.** Anything less than the minimum number of players will be considered a forfeit.
- A maximum of 2 non-playing coaches or managers (specified on registration form) are permitted on the players' side of the field and must stay inside the bench area.

Registration

- All players must be registered with their team. It is each team's responsibility to ensure that all their players are properly registered. Players can only be registered with one team in their respective league unless otherwise approved by the *Incrediplex* staff. **In order for registration to be complete, the team manager must have a valid credit card on file.**

Gate Admissions

- Players are not required to pay for a player pass. In addition, there is no gate admission for players.

Game Duration & Start Time

- A regulation adult and High School games consists of two (2) halves of 22:30 each for a total of 45 minutes. Youth League games consist of two (2) halves of 20 each for a total of 40 minutes. The clock will run continuously. In case of serious injuries the game may be canceled. The referee has the authority to stop or add time to the clock. Unless the clock fails, it's time will always be the official time.
- Play will extend only to permit the taking of a penalty kick or to deter unsportsmanlike behavior.
- Teams should be ready to play when the previous game is completed. Warm-up time is not guaranteed. **There will be a 10-minute grace period prior to forfeiture of games. This time will be deducted from the game clock.** Our goal is to keep all games as close to the schedule as possible.

Point System and Standings

- Win: 3 Points
- Draw: 1 Point
- Loss: 0 Points
- Forfeit: will be recorded as a 0-3 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 league play**

Forfeits

- **The minimum allowable number of players to start a game in 6v6 is 4. The opposing team is not required to play shorthanded.**
- If a team fails to field the minimum allowable number of players within the first 5 minutes of the first half it will be considered a forfeit (0-3) and the opposition will be awarded full win points (3) for the game as well as a 3 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.
- *Incrediplex* 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 *Incrediplex* by the forfeiting team.
- Any team that forfeits twice in the season will be subject to exclusion from further competition.

Based on space and demand for the fields, there will be no reschedules. *Incrediplex* 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 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. *Incrediplex* does not provide pinnies.**
- 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.

COED League

- Coed play consists of at least 2 females on the field, with a goalkeeper of either gender. A female goalie does not constitute as one of the female field players
- A female goal is worth two points.
- A minimum of 2 females must be present for the team to play. Males will not be permitted to play for missing females.

Kickoff

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

Free Kicks

- During the taking of a free kick, defending players must be 5 yards (fifteen feet) 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 direct except kick-offs.
- The player taking a free kick may not touch the ball again without it touching another player on either team. Infraction will result in a free kick for the defending team from the spot where the original kick was taken.
- All kick in restarts must be about 3 feet from the wall.
- If the ball hits the ceiling or net it is restarted with a kick by the non-offending team directly under where the infraction occurred.

Three Lines Penalty

- A player cannot kick the ball over all three lines (red lines & center) without the ball touching another player, the field, the referee or the walls. **This violation results in a free kick to the opposing team from the center of the first red line.**

Penalty Kicks

- Any foul committed within the goal arc will result in a penalty kick to be taken from the penalty spot.
- All players aside from the goalie and kicker must stand behind the kicker until after the ball is kicked.
- The kicker shall not play the ball a second time until it has been touched by another player.

Goalkeeper

- **Goalkeepers cannot use their hands if the ball is played back intentionally from outside the red line from their own teammate. If the goalkeeper should use hands in this situation, it would then result in a free kick for the opposing team at the top of the arc.**
- **The goalkeeper is only allowed to handle the ball kicked to him from a teammate once during a possession. Infractions will result in a direct free kick for the opposing team from the top of the arc.**
- The goalkeeper is not permitted to touch the ball again with his hands after he has released it from his possession and before it touches an opposing player. Infractions will result in a direct free kick for the opposing team from the top of the arc.

- After receiving the ball in the arc, the goalkeeper may not go outside the penalty arc and bring the ball back into the penalty arc and gain possession with hands. This infraction will result in a free kick at the top of the arc.
- Goalkeepers have 6 seconds to release the ball. Infractions will result in a direct free kick from the top of the arc.
- No punting or dropkicks. The goalie must play the ball with his hands or place ball on the ground to be kicked into play. As soon as the ball touches the ground or leaves the goal arc it is 'live'.

Substitutions

- Substitutions are made on the fly at any time. Play does not stop for substitutions.
- Goalkeepers may be substituted at any stoppage in play.
- To substitute during play, the player leaving must be within 3 feet of the bench door before the new player can enter the field of play.
- Play will be delayed to allow for substitutions for the following occasion:
 - After a goal has been scored
 - After a time penalty has been assessed.
 - For an injured player
- Infractions for these rules will result in a 2-minute penalty. Any member of the offending team may serve this 2-minute time penalty. Restarts will occur where play stopped.

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. (i.e. scoring a goal, saving a goal, etc.)
- The goalkeeper may slide to make a save within the goal arc.

Offsides

- There is no off-sides.

PENALTIES & EJECTIONS:

- Fighting will not be tolerated on or off the field. Any person ejected for fighting could be banned from the league or facility based on severity.
- Continuous dissent and badgering of game officials will be grounds for ejection.
- Boarding is prohibited and is an automatic 2 minute penalty.
- Abusive language and taunting will not be tolerated and may be cause for ejection
- All players ejected are suspended for a minimum of 1 week of play at Incrediplex. This includes all teams the individual may play on.
- If a player, coach, or spectator refuses to leave the field and/or facility as deemed necessary by the ref and/or the Incrediplex staff the game will be recorded as a 0-3 loss for the team that refuses to leave the field and/or facility.
- Spectators are subject to the same above rules.

Penalties

- **Any player(s) receiving a yellow card must leave the field and his team plays a man down for 2 minutes or until a goal is scored by either team.**
- If a player receives a second yellow card, they must leave the field and their team must play down a person for the entire 5 minutes (Even if a goal is scored). The player receiving the 5 minute penalty must leave the field and may not return for the remainder of the game.

Red Cards

- **Any player(s) receiving a straight red card receives an automatic suspension from the current game and will be suspended from the following game.**
- The final length of suspension is at the final discretion of management.
- The offending team must play one player down for 5 minutes.
- 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.

Unless otherwise specified in the above rules, all FIFA rules apply.

NO PROTESTS WILL BE ENTERTAINED

Incrediplex reserves the right to change any and all Terms and Conditions & League Rules at any time for any reason.