



# OWENSBORO PARKS & RECREATION

## Indoor Street Soccer League

### OBJECTIVE

The City administered leagues shall promote and maintain amateur indoor soccer in Owensboro and Daviess County under conditions favorable to the enjoyment of the game, to the development of good citizenship and a spirit of cooperation between the players, officials, spectators and team captains.

### NAME

League division name are *Coed Recreation League and Men's Recreational League*.

### REGISTRATION

1. Registrations are accepted at the Owensboro Parks & Recreation Department office before the deadline. Registration must be paid in full at this time. **Late registrations will only be accepted with prior approval from the Recreation Supervisor, Brittini Klotzback and are subject to a \$50 late fee. League registration fees will only be refunded if the team withdraws 2 days prior to the captains meeting.**
2. Registration fee for the season will be \$250 per team, plus tax, which is to cover all expenses incurred by the league. All teams go forward to the end of League tournament as part of the registration fee.
3. Each team participating in the League shall appoint one representative who shall be responsible to the Parks & Recreation Department as it concerns the receipt and distribution of schedules, and for any matter of general concern to the league. That representative's name, address, phone number and e-mail must be registered with the Parks & Recreation Department. If a change in a team's representative is made, the new team representative must notify the Parks & Recreation Department immediately.
4. It is the responsibility of the team representative to contact their respective team members in the event of a game time change or of any other event of concern to their team. Only the team representative will be contacted by the Parks & Recreation Department concerning such changes.

## **ROSTER**

1. A team roster must be submitted **at the coaches meeting**. **All players who wish to participate in the league MUST have their names printed on the roster before the first game. Additions to the roster may be made up to the third game.** All players participating in the League must have personally signed their respective team roster, including a waiver of liability, prior to playing in their first match. The roster must be COMPLETELY filled out and turned in at the captains meeting.
2. Players must participate in at least 2 regular season games for them to be eligible to play in the post-season tournament.
3. Rosters must be re-executed for each new League.
4. Only 1 official team roster will be allowed. Anyone not signing the official roster will not be eligible to play. Teams will not be allowed to submit more than 1 roster.
5. Each player may sign only one 1 roster for each league. However, if a player has signed a roster but has not participated with that team in a game prior to the third scheduled game, that player may sign another team's roster, prior to the third scheduled game for that new team, after first removing his/her name from the previous roster.
6. Additions to team rosters after the 3rd game will only be allowed due to injuries or a move of the player requiring the player to reside (NOT JUST WORK) more than 20 miles from **the Daviess County**, Kentucky limits. Other scenarios may be approved by the League Coordinator. However, even in the event an addition to the roster is allowed, Rule 2 above applies.
7. All requests for changes to a roster after the 3rd scheduled game must be submitted by the team representative to the League Coordinator in writing at least 24 hours before the next game prior to the effectiveness of the change. This may be done by email, [klotzbackbb@owensboro.org](mailto:klotzbackbb@owensboro.org). All requests must state the name(s) of the player(s) to be changed and the reason for request.
8. All rosters will be posted on the gym wall after the 3<sup>rd</sup> game has been played by all teams. Protests must occur before a game is over. The team protesting the roster must submit this to the referee along with \$25 if the player is illegal the protestor will get their money back, if the player is not illegal the \$25 will be kept. Decisions will be made the following day by close of business and teams will be notified by the League Director.

## **ELIGIBILITY**

1. Players must be at least 18 years of age. However, a player that is 16 or 17 may play with parental consent. Consent **MUST** be attached to the roster.  
**\*\*Only 3 players that are 16 and/or 17 will be allowed on the court at the same time.**
2. A player must not be a member of another team's roster on the same league.
3. If a team forfeits a game due to not enough players the game will not be made up.
4. A team discovered to have an ineligible player will forfeit any game in which the ineligible player participated
5. Any form of flagrant or unsportsmanlike conduct on the part of any player will result in the automatic suspension of the offending person(s) from the game. Any subsequent offense will result in suspension of the offending player(s) from the League for the remainder of the season and/or for any period thereafter that the Parks & Recreation Department might deem appropriate under the particular circumstances of the offense. "Flagrant or unsportsmanlike conduct" shall be construed (in the sole opinion of the Referee in charge) to include, but not be limited to, verbal abuse toward, or personal or physical contact or attempted contact with, any Referee or player. Any person who is ejected twice during a season will automatically be disqualified for future League play.
6. The Referee will give a verbal warning for the 1st offense of unsportsmanlike behavior, after that if the Referee has to approach the player again throughout the game then the player will be ejected and have to leave the property for the night. 2 ejections in 1 season will result in disqualification from any games the rest of the season. If a player gets thrown out of 2 Parks & Recreation leagues then that player will be unable to play in any future leagues the City administers.

## **GENERAL RULES FOR INDOOR SOCCER LEAGUE**

1. All team representatives are responsible for assuring all of their team's members know and abide by the rules set forth herein. If there is any question concerning rules or their interpretation, consultation shall be made to this document. Thereafter, if a rule interpretation is required, a request may be made to the Referee in charge of the game. If no rule interpretation is given or if a rule interpretation is unknown to the Referee, a request shall be made to the Parks & Recreation Department.
2. The team representative is the only player who may address the Referee during game play concerning any rule or interpretation. Violation of this rule will result in a

team warning for the 1st offense and a penalty kick for the 2nd and subsequent offenses.

3. Decisions based on the judgment of the Referee are final and not subject to protest. However, protests will be allowed as concerns rules interpretation. In the event of a protest being filed, play will stop; the rulebook will be consulted and a decision rendered in consultation with the Referee and the captains of both teams. However, the Referee's interpretation during such consultation shall be final.
4. COED LEAGUE ONLY! There is a minimum of 1 female and 1 male required on the court at all times.
5. Indoor shoes required and shin pads highly suggested.
6. **Duration of the game** - 2 halves of 20 minutes each, with a 2 minute half time in between. There is no stoppage of play for substitutes.
7. **The court** – The court is within the basketball out of bounds lines. The areas that would cause a dead ball are listed below:
  - a. Ball leaving basketball out of bounds lines
  - b. Ball getting stuck behind/ goes behind the goal
  - c. Player injured
  - d. Ball going under bleachers
  - e. Hits the ceiling or basketball goals
  - f. Ball going over stage wall
8. **The Game** – there should be 5 players on the court at all times, including the Goal Keeper.
  - a. You must have a minimum of 4 players to start the game.
9. **Substitution** – unlimited number of substitutions per players is permitted. Substitutions are made on the fly without stoppage of play.
10. **The Start of Play** - A game is started by a kick-off in a forward direction from the center mark. The team winning the toss of a coin shall have the option of choosing ends or taking the kick-off. All players must be in their own half before the kick-off begins. All kick-offs must be indirect, meaning you cannot score directly from a kick-off. It must touch another player before scoring. Following half time the game is restarted at the center mark with teams changing ends and the kick-off being taken by the side that did not start the game.
11. **Method of Scoring** – A goal is scored when the ball has wholly crossed the goal line between the goal post and the cross bar. After a goal is scored the game is restarted with a kick-off at center court

12. **Off Sides Rule** - Does not exist.
13. **Ball In and Out of Play** - No Throw Ins. When the ball goes out of bounds it will be placed on the out of bound line where it went out and kicked into play. 5 feet must be given at the time of the kick-in by the opposing team.
14. **Fouls and Misconduct** – A player may not intentionally kick, trip, jump at, strike, hold, or push, charge from behind or violently charge an opponent. Players should not swear, gesture, or argue with the Referee, League Director, or opponents.
- a. Any offence that compromises the safety of another player will result in a free kick to the opposing team, or may warrant further sanctioning depending on the severity of the offence.
15. **Free Kicks** – All Free Kicks are indirect. An indirect free kick is one where a goal cannot be scored unless another player other than the kicker has touched it. Players from the opposing team should be at least 4 feet from the ball when a free kick is taken. A free kick may be awarded for behavior including, but not limited to the following listed below:
- a. **Dangerous manner of play** slides and slide tackles are not allowed. The Goal Keeper is the only one who can play from the ground and slide in his/her penalty box. The Goal Keeper cannot slide with straight legs or both feet going towards the ball or player. Any slide by a non-Goal Keeper seen even if not involving another player is seen as a foul.
  - b. **Impeding the progress of an opposing player**
  - c. **Prevents the Goal Keeper from releasing the ball**
  - d. **Causes unnecessary delays in play**
  - e. **Kicking or attempting to kick an opponent**
  - f. **Tripping or attempting to trip an opponent**
  - g. **Jumping at an opponent**
  - h. **Charging an opponent**
  - i. **Striking or attempting to strike an opponent**
  - j. **Pushing or holding an opponent**
  - k. **Making contact with an opponent before the ball whilst making a tackle to gain**
  - l. **Handling the ball**

If any of these offences occur within the goal area, the free kick shall be taken from the penalty line and all players other than the Goal Keeper must stand outside the goal area whilst the kick is taken.

16. **Goal Keeper** – the goal area is the three point line for basketball. The Goal Keeper must remain inside that area at all times. If the Goal Keeper comes out of the area and interferes with play it will result in an indirect free kick for the opposing team

(to be taken from 2 feet outside of the area). Only the Goal Keeper can touch the ball with their hands or arms and only in the goal area.

- a. A team is only allowed to swap Goal Keepers twice per half.
  - b. When in possession of the ball the Goal Keeper only has 5 seconds to distribute the ball or receive a foul and a subsequent penalty kick.
  - c. Goal Keeper cannot throw ball to himself. It has to be rolled to another player.
  - d. Pennies will be provided for goalies to wear so Referee can easily identify them.
17. **“Goal Kicks” Goal Rolls** – Goal kicks will be in form of a roll out from the goal keeper. This roll out may be taken from anywhere in the goal area. Goal rolls are awarded when the whole ball has crossed the goal line except for the scoring of a goal and last touched by the attacking team. Opponents must be clear of the goal area. Goal rolls must be rolled (not an overhand throw or side armed) and must be on the ground.
18. **Back Passes to the goal keeper** – In the event of a backward pass to the goal keeper the Goal Keeper cannot pick up the ball. Must be handled by the feet.
19. **Shadowing the goal keeper** – is a foul that occurs when a player follows the opposing Goal Keeper around inside his arch and obstructs the Goal Keeper from the play. There does not have to be any physical contact towards the Goal Keeper for shadowing to be called.
20. **Cornering** – Is a foul that occurs when a player is marked too tightly in any of the court corners to where he/she cannot turn, move, or change his/her position.
21. **Penalty kicks** - Are taken from halfway line, penalty taker is allowed to dribble to the goal or shoot from the spot. All remaining players besides the goalie of the opposing team must be inside the penalty box at the opposite goal, they are allowed to start chasing the penalty taker the moment the penalty taker touches the ball.
22. **Corner Kicks** – when the ball goes out of play over the goal line, without a goal being scored, and having last been touched by a member of the defending team. The **kick** is taken from the **corner** of the field of play nearest to where it went out.
23. **Body to Body sideways contact** - is only allowed within reasonable limits and is left to the discretion of the Referee.
24. **Yellow Cards** – Result in a mandatory 5 minute suspension of the player receiving the card. The above player’s team may not substitute him/her and must play with one person fewer for the 5 minutes.
25. **Red Cards** - automatic one game suspension

26. **FAIR PLAY SYSTEM** – Owensboro Parks and Recreation is a fair-play, fun-first policy, meaning you should be making your own calls on the game, the referee will be there to make the calls not made by individuals, keep time, keep score, and help guide the games within the game play rules. The Referee has the final say on any issues that cannot be self-resolved.
27. Each team shall have 2 timeouts per game, consisting of no more than 30 seconds each in length. Timeouts can only be used if your team has possession of the ball. If a time-out is called when a team has used their allotted timeouts for the particular game, a point will be awarded to the other team, regardless of outcome.
28. A game will start at the time scheduled, **or as soon as the previously scheduled game is completed.** There is **NO GRACE PERIOD.**
29. Each team will have a warm up of 3 minutes of non-shared court time prior to the game.
30. Teams should play all games **as scheduled.** If a team knows in advance that it will not have enough players they must contact the League Director, Brittini Klotzback at 270-687-8710 no less than 24 hours in advance.
31. If a team forfeits more than 2 games throughout the season that team will be eliminated in playing in the single elimination tournament at the end of the season. Each forfeit goes as a loss for the team that did not show up. Teams that have more than 2 forfeits due to not enough players or failure to appear cannot compete in the end of the season tournament.

### **Court Obstructions**

If the ceiling or basketball goals are hit (**in the sole opinion of the Referee**), the ball is considered dead.

### **SCHEDULE CONFLICTS:**

The Parks and Recreation Department reserves the sole right to reschedule any games that cannot be played when originally scheduled for reasons beyond the control of the Parks and Recreation Department. Every effort will be made to give the team affected as much advance notice of such rescheduled matches as possible.

### **MISCELLANEOUS**

Please be respectful and help Owensboro Parks and Recreation conduct an excellent league. Observe all rules and help maintain a clean facility.

No children allowed at any time without appropriate adult supervision (i.e. an adult that is **not** playing at the time of supervision). All supervised children must remain in the gym at all times.

Absolutely no alcohol on OPRD property.

Smoking at all city parks, grounds and facilities is prohibited. Please ask team members to not smoke in or around the facility.

### **Contact Information**

#### **Owensboro Parks and Recreation Administrative Center**

Brittini Klotzback

1530 McJohnson Ave

Owensboro, KY 42303

Phone: (270) 687-8710

Fax: (270) 687-8708

Open Monday – Friday 8:00am – 5:00pm

**Owensboro Parks and Recreation Cancellation Line - (270) 687-0000**

[www.owensboroparks.org](http://www.owensboroparks.org)

