

NORTH COUNTY COMMUNITY SOCCER LEAGUE

INDOOR SOCCER LEAGUE RULES and REGULATIONS

2014

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I. CODES OF CONDUCT

A. PARTICIPANTS

- Refrain from the use of foul language, abusive actions or inappropriate behavior.
- Recognize that sportsmanlike conduct, fair play, and a cooperative attitude govern behavior at all times.
- NO smoking, drinking alcoholic beverages, or using illegal drugs at the arena.
- Failure to observe this code will result in suspension or termination of privileges.

B. PLAYERS AND COACH'S CODE OF CONDUCT

- Refrain from the use of profane, vulgar and foul language at any time in the course of league business or activities.
- Refrain from any abusive verbal attacks, disparaging remarks or dialogue with NCCSL staff, referees, teammates, coaches, opponents and spectators.
- Not participate in, or instigate my players to partake in, acts of or threats of physical violence towards referees, teammates, opposing players, parents, N.C.C.S.L., staff, under any circumstances.
- Abide by and accept all decisions of the referee, N.C.C.S.L. staff, whether or not I feel there is any real or imaginary wrong decision or judgment made.
- Not instruct my players to engage in unnecessary "rough tactics" against opposing players.
- Abide by the drug-free, alcohol free and tobacco-free environment at the Escondido Sports Center.
- Instruct my players and team spectators to abide by the posted Escondido Sports Center Spectator Code of Conduct
- Not enter the field of play if an altercation occurs between opposing players.
- Not enter the field of play for an injury unless directed to by the referee.
- No player shall mingle with or fraternize with the spectators during the course of the game, but shall remain in the dugout or on the field of play.
- No player shall discuss with a referee in any manner the decision reached by such referee, except the manager or captain.
- No player shall be guilty of discussing publicly with spectators in a derogatory or abusive manner any play decision or personal opinion of other players during the game.

I UNDERSTAND THAT FAILURE TO COMPLY WITH THE ABOVE WILL RESULT IN:

1. Written or Verbal Warning, Or
2. Removal from the current game or next game schedule, Or
3. Suspension for the remainder of the Season, Or
4. Suspension for one year, Or
5. Suspension indefinitely, pending review.

C. SOCCER MISCONDUCT POLICY- ALL PARTICIPANTS

1st Red Card: Removal from the current game and a minimum one game suspension.

2nd Red Card (within a 6 month period): Minimum suspension three months from the date of the violation.

3rd Red Card (within a 12 month period): Minimum suspension one full year from the date of the violation.

After receiving a Red Card, a letter from a N.C.C.S.L. Supervisor will be sent by e-mail, to the manager indicating the length of the player suspension and a \$25 team fine. **Second Red Card** involved with the team, in the same season, will result in a \$50 fine and a player suspension. **Third Red Card** involved with the team, in the same season, will result in a \$75 fine, a player suspension, and a written team warning. **A fourth Red Card** will result in a team dismissal for the remainder of the season (with the possibility the team may be refused admittance to play the following season.)

All Red Card payments must be paid before the next scheduled game to N.C.C.S.L. Supervisor. If the fine is not paid before game time, the team will be forced to forfeit and pay forfeit fees.

II. MISCELLANEOUS

- A. No player shall play in a hard cast.
- B. Any woman who is knowingly pregnant may not play.
- C. If time allows, each team will be permitted five (5) minutes of warm-up practice before a game.
- D. Your opinion does matter please email nccsleague@gmail.com

III. RULES AND REGULATIONS

A. COED

1. Philosophy: The coed division is a noncompetitive alternative for male and female recreational soccer players. It is our main concern to keep the level of intensity lower. The rules of all coed divisions are specifically designed to provide extra protection to participants (particularly female) to ensure that the game remains safe.
2. Dangerous play: Anything considered by the referee to be dangerous, flagrant, or out of control will be called. This includes dangerous running at top speed, even if the run would be perfectly legal in men's or women's leagues.
3. Penalties must be served by the player who committed the foul, unless the goalie commits the foul. If the goalie is a male, a male player must serve the penalty.
4. A maximum of three men will be allowed on the field at all times, inclusive of the goalkeeper.
5. If a cup or playoff game is tied after sudden death overtime, then the coed shoot-out must consist of three women and two men. If still tied after the first five shooters, then they alternate men and women during the sudden death shoot-out.

RULES

- The coed game is played with six players per team: three males and three female.
- At no time may more than three male players be on the field.
- Must have at least five players to start a game: no less than two must be female. If a team has only two female players, the goalkeeper must be a male player.
- Dangerous play will not be tolerated.
- A male may not hinder a female who has possession of the ball until she has crossed the half-way line. A man may not delay a woman so as to allow a woman (from his own team) to come and challenge the ball. If no room is given, obstruction will be called. A man may intercept a pass as long as he has given an appropriate amount of space.
- During Playoffs only: If a coed game goes to a tiebreaker shootout, the teams must alternate female and male shooters starting with a female shooter.
- All free kicks and dead balls may be taken by either a female or male, however if taken by a male the ball must not go forward. (must be square or backward).
- Male players may score a maximum of three goals per game. **Any goals scored after three will not count for that team. The rule does not apply for playoff games during a shoot-out. (example: If a player has scored three during regulation and overtime. Player may take a shootout.)**
- If a playoff game is tied after sudden death overtime, then the coed shoot-out must consist of three women and two men. If still tied after the first five shooters, then they alternate men and women during the sudden death shoot-out.

B. DELAY of GAME FOULS

1. A player may not kick the ball out of bounds intentionally (referee's judgment).
2. The team kicking a ball out of the arena is responsible for retrieving the ball. Failure to do so will result in a two-minute penalty (referee's judgment).

C. FREE KICKS

All free kicks are direct (including the kickoff). A team will have five seconds to take a free kick. Fifteen (15) feet is required by the defending team. A defender will receive a two-minute penalty (no warning needed) if he/she blocks a free kick while obviously inside this 15-foot required distance (delay of game).

D. GAME TIMES

1. Game times must start promptly as scheduled. If one or both teams are not ready to begin at game time & once the field is cleared, the clock will start and run until five (5) minutes have elapsed. At that time the game is a forfeit win for the team that was ready. If the referee(s) chooses, the game may commence. The fee must be paid to the referee. The clock will continue to run, resulting in a shortened first half. Teams must supply their own balls.
2. A team must have at least three (3) players (plus a goalkeeper) on the playing field to begin a game.

Anytime during the game a team is reduced to two (2) players, without additional substitutes available, the game shall be declared a forfeit.

a) Games will consist of two 24-minute halves. Playoff games will consist of two 24-minute halves.

b) Half-time is two minutes.

c) The clock will run continuously, except for injured players or referee's time-out. Also, during last two minutes of each half for time penalties, injuries, and shootouts. **An injured player must return to their bench if the referee stops play to attend the injury (GK are the exception.)**

d) Each team will be allowed one 30-second "time-out" per half, including overtime. Time-outs may be called by any player on the field if it is a restart situation in which their team controls the ball. Either team may call a time-out on a guaranteed substitution. A goalkeeper may call a time-out if the ball is in their possession inside the goal arc and is unchallenged.

e) During regular season, there is no overtime. During all playoffs and tournament games, there will be a five-minute sudden death overtime, then shoot-out. Each team may call one 30-second "time-out" during overtime.

f) Guaranteed substitutions can only be given on an injury time-out, and time penalties or after a goal scored.

E. GOALKEEPERS

1. The following will result in a free kick from the top of the goal arc for the opposing team:

- a) If the keeper handles the ball after putting it down to be played before an opponent touches the ball.
- b) If a teammate passes the ball to the keeper from any zone and the keeper plays the ball with his hands.
- c) The keeper may not dribble the ball into the penalty area and then touch the ball with their hands.
- d) If the keeper bounces the ball or moves the ball from hand to hand. When a two-minute penalty is called on a keeper, it can be served by another field player.

2. Goalkeepers must throw the ball out from their arc. If they elect to drop the ball to the ground (i.e. drop kick) it is considered "live". Opponents must be five (5) yards away from the goalkeeper before challenging for the ball.

3. Goalkeepers cannot play the ball to themselves from a "Goal Clearance".

F. OVERTIME SHOOT-OUTS

The team winning the coin toss shoots first. Both teams, except the kicker, will be in the team bench area. The shooter will have five (5) seconds to score. If the goalkeeper fouls the shooter within the five seconds, a penalty kick from the top of the arch will result. If the goalkeeper makes a save within the five seconds, the shoot-out is terminated. Best of five shoot-outs is the winner. Sudden death if tied after five shoot-outs.

G. PENALTY KICKS

Any foul committed by a player that would warrant a penalty/shoot-out, but occurs with less than five (5) seconds in any period, shall result in a penalty kick. The ball shall be placed at the top of the goal arch.

H. PERSONAL FOULS

1. Personal fouls count toward the penalty shoot-out.
2. Pushing an opponent.
3. Tripping an opponent.
4. Striking and elbowing or attempting to strike or elbow an opponent.
5. Kicking or attempting to kick an opponent.
6. Holding with hands, arms, or legs. This includes pulling shirts or shorts of an opponent.
7. Handling the ball deliberately with any part of the arm from below the shoulders to the hands.
8. Charging in a dangerous manner, or from behind.
9. Jumping at the opponent.
10. Boarding a player into the wall. Boarding is defined as any charge (even if it would have been legal

somewhere else on the field) that propels the opponent into or against the boards (automatic two-minute penalty). The object is to keep players safe and playing under control.

11. Delay of game, being deliberate or clearing the ball out of play.
12. Unsportsman-like conduct, dissent, foul language, etc., (automatic two-minute penalty).
13. Dangerous play.
14. Intentional slide tackling (automatic two-minute penalty).
15. Dangerous slide tackling (automatic two-minute penalty).
16. Spits at or near an opponent/referee/staff/spectator (automatic red card).
17. Intentional elbow to the head (automatic red card).

A player committing any of the above fouls will be penalized by a free kick to the opposing team at the spot of the foul, and they may receive blue, yellow or red card if the referee so judges.

I. PLAYERS' BENCHES

1. Only players in uniform, the coach and one assistant coach will be permitted on the players' bench. Non playing coaches are required to have a coach's ID badge. If any non approved person is on the bench without league approval and refuses to leave, then a two-minute bench penalty will be assessed for that team & game will not start until said person(s) complies. *Exception: Participant's young children may be in the bench area but must be supervised at all times.
2. During a game, coaches will be restricted to the length of the players' benches.
3. Teams are responsible for cleanliness and safety of the bench area.
4. Doors must be kept closed at all times.
5. When serving a penalty, the carded player must remain seated and not speak to players or referees.
6. Players may not leave team bench during altercation on field. Players that leave bench will be issued a red card.

J. SHOOT-OUTS

A defensive person foul inside the goal arc, a last man breakaway foul from behind, or when a team has committed six personal fouls, is an automatic shoot-out. Shoot-outs must start with a two-minute penalty. The goalkeeper must have one foot on the goal line until the whistle is blown. The shoot-out will start from the center of the offensive red line. Once the whistle is blown, the ball is live. Except for the kicker, the rest of the players must stand behind the half-way line until the whistle is blown. The team taking the shoot-out must be on the outside on the centerline while the defending team is in the middle on the centerline. If the shoot-out is scored, the penalty is over (unless it was a yellow card offense). Team fouls in the arc which do not warrant a two-minute penalty shall be restarted with a direct free kick from the top of the arc (not a penalty kick). If the goalkeeper fouls the player (regardless of location) on a shoot-out attempt, the shoot-out will be taken. A blue card will be issued to the goalkeeper but the penalty may be served by a team member. **A Shoot-out will occur after a team 6th, 9th and 12th team foul.**

K. SLIDE TACKLES

No slide tackles are allowed by any player. The goalie may slide within his/her goal arc. If the goalie's momentum carries him/her out of the arc, the slide is allowed. Sliding can be defined as any player playing the ball without the intent of staying on BOTH feet when finished. This includes diving header and sliding on one knee. The intent of this rule is to protect players. Players guilty of DANGEROUS slide tackles will be awarded a two-minute penalty. All slide tackles will be called based on the referee's discretion.

L. TEAM TIME PENALTIES

Team time penalties do not count toward the bench penalty shoot-out described in "Misconduct" #5, i.e.:

- a) Illegal substitution
- b) Leaving bench for confrontation (**Automatic Red card**)
- c) Bench misconduct
- d) Violation after team warning
- e) If a team bench personnel receives a two-minute time penalty, the team will play one player short.

M. THREE LINE VIOLATION

No player or goalkeeper is allowed to play (kick or throw) the ball over the three lines without touching a player, referee, board, or the carpet. The ball will be put back into play from the center spot of the first line crossed.

N. TIME PENALTIES

1. Blue Card: A blue card results in a two-minute penalty. The referee has the discretion to award a two-minute penalty for any foul which he judges to be very serious. Also, the referee can, in order to calm an out of control player down, award a two-minute penalty to any player who consistently infringes the laws of the game. If a team is scored upon during a Blue power play, then the penalized player may resume play. If a team scores "shorthanded," the player serving the time penalty remains in the penalty box until two minutes has expired, or the power play team scores within the two minutes.

2. The following offenses are automatically awarded a blue card (two-minute penalty):

- a) Failing to automatically give the opposing team five (5) yards on any restart. (Delay of game)
- b) Dangerous slide tackles.
- c) Boarding.
- d) Unsportsman-like Conduct.
- e) Jumping the wall.

3. Yellow Card: Any player who receives a second blue card shall also be shown a yellow card. A yellow card is also a two-minute penalty. Any foul which, in the opinion of the referee, is of a serious enough nature may be awarded a yellow card directly. A penalized player must serve the entire two minutes during a **Yellow power play regardless of any goals scored.**

4. Red Card: Any foul in which the referee feels is of a serious enough nature to warrant an immediate ejection from the game may be punished by a red card. He or she may be replaced, but his or her substitute must serve a five minute penalty in which his or her team must play short the **entire five minutes regardless of any goals scored.** Also, any player awarded a third blue card or a second blue card after having been cautioned (yellow card) will be awarded a red card and shall be ejected from the game. (He or she may be replaced and a regular blue card time penalty is incurred.)

Any player receiving a red card must leave the game and the Arena (includes parking lot) immediately and may not play in the team's next game (this is the minimum suspension). See: Codes of Conduct, Soccer Misconduct Policy

5. Blue/Yellow/Red Card Combinations: Blue+Blue=Yellow;
Blue+Blue+Blue=Red; Yellow+Blue+Blue=Red

6. Six Fouls: When a team accumulates six fouls, their opponents will be awarded a penalty shoot-out which will also include a bench two-minute penalty. Since this two-minute penalty is due to an accumulation of fouls and not a particular foul, the team can decide who will serve this two-minute penalty, but must inform the referee who is serving the penalty time. The foul accumulation counts throughout regulation time (not overtime).

7. RED CARD MINIMUM SUSPENSIONS:

Any Red Card. 1 game / 1 week
Abusive Language 2 games / 2 weeks
Un-sportsmanlike Conduct. 2 games / 2 weeks
Violent Conduct 3 games / 3 weeks
Fighting 10 games / 10 weeks

Bench Clearance. could result in Team Dismissal from the league

ALL SUSPENSIONS ARE CARRIED OVER INTO THE NEXT SEASON ETC.

ALL SUSPENSIONS APPLY TO ALL N.C.C.S.L LEAGUES ROSTER'S PLAYER(S) ARE ACTIVE ON.

IV. TEAM INFORMATION

A. AGE DIVISIONS

AGE LIMITS:

- **Men's Open League** is open to any male 16 years of age or older.
- **Men's Over 30 League** is open to any male 30 years of age or older.

- **Women's Open League** is open to any female 16 years or older.
- **Woman's Over 30 League** is open to any female 30 years of age or older
- **Coed League** is open to any male or female 16 years of age or older.
- Players may play in only one league in which they qualify for (men's or women's). However, a player may also participate on 1 coed team.

B. NUMBER OF PLAYERS

Maximum of *6 players per team on field at any time. Minimum of 4 players per team on field (including keeper on a team playing shorthanded). Penalties are delayed if it would reduce a team below 4 players (three players + keeper). *Youth under-12 leagues maximum of 7 players.

C. BYLAWS

The following rules govern teams and players participating in NORTH COUNTY COMMUNITY SOCCER LEAGUE. The leagues will use the rules of the United States Indoor Soccer Association (USISA) with certain exceptions as noted here in.

NOTE: The term **NCCSL** as used herein, shall refer to NORTH COUNTY COMMUNITY SOCCER LEAGUE. The term **PLAYER**, as used herein, shall refer to all teams' personnel, such as managers, coaches, parents, spectators, etc.

The term **OFFICIAL**, as used herein, shall refer to all NCCSL personnel, such as supervisors, referees, scorekeepers, and maintenance crews.

D. CALIFORNIA PENAL CODE SECTION 243.8

P.C. 243.8. BATTERING A SPORTS OFFICIAL

(a) When a battery is committed against a sports official immediately prior to, during, or immediately following an interscholastic, intercollegiate, or any other organized amateur or professional athletic contest in which the sports official is participating, and the person who commits the offense knows or reasonably should know that the victim is engaged in the performance of his or her duties, the offense shall be punishable by a fine not exceeding two thousand dollars (\$2000), or by imprisonment in the county jail not exceeding one year, or by both that fine and imprisonment.

(b) For purposes of this section, "sports official" means any individual who serves as a referee, umpire, linesman, or who serves in a similar capacity but may be known by a different title or name and is duly registered by, or a member of, a local, state, regional, or national organization engaged in part in providing education and training to sports officials.

(Added by Stats 1991 ch 575 1, eff. 1/1/92.)

E. CHECK-IN PROCEDURE FOR PLAYERS & COACHES

1. Players and coaches must check in with the scorekeeper before they may play on the arena. Failure to do so will result in a two-minute team penalty. The player and coaches cards will be checked against the official team roster to confirm each player's eligibility. A strict "NO CARD, NO PLAY, NO EXCEPTIONS" policy will be adhered to. Players may not enter or exit the arena through the scorekeeper's area.

2. In order to help start games on time, it is the players' responsibility to physically check-in with the scorekeeper prior to the start of their game.

F. FORFEITS

1. If a team notifies the League Officials they will forfeit their next scheduled game at least 48 hours before their game time, they will avoid the referee fee.

2. If notification of a forfeit is less than 48 hours prior to the scheduled game time, the team must pay the full referee fee.

3. All forfeit fees must be paid to the League Supervisor prior to their next scheduled game. Your team may not play the next scheduled game if these fees have not been paid.

4. If a team forfeits two games, or fails to pay a forfeit fee, they may be removed from the league.

5. If a team forfeits a game the team must pay the referee fee of his/her team and half of the opponent team (\$60 total)
6. If a double forfeit occurs, both teams involved will receive a full game loss in the league standings. Each team must pay the full referee fee prior to their next scheduled game.
6. If a team is removed from the league or forfeits out of the league, the players on that team will not be allowed to add to another team without the permission from the League Official.
7. Managers and coaches must have confirmation from League Official prior to forfeiting a game. If the team forfeits a game without confirmation, they may not be eligible for playoffs.
8. A game is considered complete once halftime has been reached. The game will not be rescheduled to another date. Ref fees will not be refunded.

G. INSURANCE

North County Community Soccer League does not carry sports insurance to cover the players. Teams or players must carry their own insurance if they wish to be covered.

H. MANAGER/COACH RESPONSIBILITIES

Team manager/coach are responsible for controlling the actions of their players. Manager/coach should be sure that each player on his roster knows and understand the Players' Code of Conduct, Center Rules, General Misconduct Policies and specific Soccer Misconduct Policies. Manager/coach will be held responsible for the actions of their teams. Only two non-playing personnel are allowed inside the players' bench area during games. They must have a signed waiver on file.

I. PLAYOFFS

All players must have signed the original roster or completed an add card prior to their 7th game to be eligible for playoffs. No additions after the 7th game will be accepted. The League Officials reserves the right to approve any changes after the 7th game.

J. POSTPONEMENT

In case of rain or wet fields, or if there is a possibility of games being cancelled due to rain, wind, fire, etc., team managers should email nccsleague@gmail.com or call after 3 p.m. to verify if games will be played. Call 760 504-8677, 760 644-8598

K. PROTESTS

Only players' eligibility is protestable. Player eligibility protests must be made to the referee prior to the end of the game. An ineligible player will result in a forfeit loss for that team and that player & coach may be suspended for the remainder of the season.

L. REFEREES

1. A minimum of one referee will be assigned to each game. The referee shall be in complete charge of the game. Their authority and the exercise of the powers granted to them by the rules of the game commence as soon as they arrive at the arena.
2. In games that are stopped while in progress, the referee shall keep the fees paid to them
3. The success of North County Community Soccer League will depend greatly on the level of tolerance and respect between referees and players. Team managers will be supplied with a "Referee Evaluation" form they may use to forward comments concerning performance, behavior, etc. of any referee. All on-field decisions are subject to the discretion of the referee.
5. Any threatening behavior (verbally/physically) toward a referee may result in a minimum one-year suspension. Any physical assault against a referee may result in a lifetime suspension and possible legal action against the individual(s).

M. ROSTERS

1. Rosters may not exceed 16 players. Players may be added to the team roster up to 24 hours before game time. Added players' forms must be received by the League Office 24 hours before game time. Under "special circumstances," the League Office may approve an add-on player wishing to play with less than 24 hours notice. No add-ons after the 7th league game.

2. Players transferring from one team roster to another in the same division must first obtain the consent of both managers and approval of the League Office. No transferring after the fifth game of league play. Under special circumstances, the League Office may approve a player added to a roster after the seventh game.

3. Each roster player must have a current league ID card. Any person participating without an ID card will be declared an ineligible player. Penalty for above is forfeit of all games in which the ineligible player(s) participated and the ineligible player(s) may be suspended for the remainder of the season. Managers / Coaches accepting ineligible players are subject to suspension.

4. Any roster player playing under an assumed name or age may be suspended for one (1) season. Penalty for above is forfeiture of all games in which the ineligible player(s) participated. Managers / Coaches accepting ineligible players are subject to suspension. A driver's license, to verify age, is required for players in the over 30's division. The League Officials, upon notification or observation of a team using an illegal player, will notify the referee and managers it is a forfeit game.

N. SCHEDULES

1. Schedules of dates and times of games will be supplied to the team managers. It is their responsibility to inform the rest of their team.

2. After your schedule has been made, only rainouts will be rescheduled. All teams must adhere to the schedule for playoffs.

O. STANDINGS

1. League standing will be formulated by the following system: Three points for a win, one point for a tie, and zero points for a loss.

2. Team standings will be determined in the following order: (1) Points; (2) Goal Differential (3) Head-to-head

P. TEAM DISMISSAL

1. Any team, or fans of that team, that demonstrates unsportsmanlike acts during any game, or from game to game, and causes the opponent and/or spectators to cease to receive recreational satisfaction from the game will be removed from the league.

2. If a team forfeits a game the team must pay the referee fee of his/her team and half of the opponent team (\$60 total) to the assigned game officials before their next game. **NO EXCEPTIONS!**

Q. UNIFORM / EQUIPMENT

1. It is the responsibility of the team coach/captain/representative to ensure all players are properly outfitted for games and practices. Players not properly outfitted are not eligible to play.

2. Uniform jerseys are either traditional soccer style or identical colored T-shirts. (Goalkeeper must wear different color than either team or the referees. They do not need to be numbered.) Uniforms must have a permanent number (**minimum 4 inches in height**). You may not play without a number. Taped numbers are not permissible.

3. All players must wear all-purpose sport shoes, turf soccer shoes, or molded cleats (no studs allowed).

4. **Smooth wedding bands are the only permissible forms of jewelry allowed. Earrings maybe taped at the referee's discretion. Facial jewelry must be removed. It is highly recommended that a player not wear any jewelry.**

5. Shin guards are required to be worn by all players and must be covered by socks.

R. REFUNDS

All team fee's are non-refundable under any circumstance.

PLAYER'S CODE OF CONDUCT

- **NO PLAYER SHALL** be guilty of heaping personal, verbal abuse upon any official for any real or imaginary wrong decision or judgement.
- **NO PLAYER SHALL** discuss with an official in any manner the decision reached by such official except the manager or captain.
- **NO PLAYER SHALL** be guilty of using unnecessarily rough tactics in the play of the game against the body and person of any opposing player.
- **NO PLAYER SHALL** be guilty of physical attack as an aggressor, upon any player, official, or spectator.
- **NO PLAYER SHALL** use profane, obscene, or vulgar language in any manner, or at any time.
- **NO PLAYER SHALL** appear on the field of play at any time in an intoxicated condition.
- **NO PLAYER SHALL** be guilty of gambling upon any play or the outcome of the game with any spectator, player, or opponent.
- **NO PLAYER SHALL** at any time lay a hand upon, push, shove, or strike, or threaten to strike an official.
- **NO PLAYER SHALL** refuse to abide by an official's decision.
- **NO PLAYER SHALL** smoke while going on or coming off the field of play, or while on the field of play.
- **NO PLAYER SHALL** be guilty of discussing publicly with spectators in a derogatory or abusive manner any plan, decision, or personal opinion of other players, during the game.
- **NO PLAYER SHALL** permit anyone to remain on the player's bench during the game who is not a playing member of the team.
- **NO PLAYER SHALL** mingle with or fraternize with the spectators during the course of the game, but shall remain on the player's bench or on the field of play.