

Arena Soccer Rules @Victory Athletic Center

GENERAL

Unless otherwise specified herein, rules default to the California State Soccer Federation, United States Indoor Soccer Federation, and/or IFAB Laws of the Game (<https://www.ussoccer.com/referee-program/laws-of-the-game>).

THE FIELD OF PLAY

The Victory Athletic Center www.thevictoryway.org is the premier outdoor sports facility of its kind in Orange County and home to Victory Box Lacrosse, Victory Sports Performance, San Juan Capistrano Arena Soccer League and Kickerball. The complex includes the latest innovative sports surfaces, as well as many amenities to accommodate any kind of group. The fully lit venue houses two (2) lined athletic fields consistent of:

A synthetic turf field surrounded by dasher boards and sports glass, team benches, separate penalty boxes, measuring 200' x 85' (equivalent to a standard sized NHL rink).

A fully equipped dedicated performance training area designed for individual and team sports specific development.
Bleachers for both Home and Visitor fans

The Victory Athletic Center or the VAC as we call it has become the "go to" place for the community and local athletes to play and train for baseball, field hockey, football, lacrosse, rugby, soccer, softball, and other team-centric sports and activities, all while enjoying themselves in safety and comfort. The VAC welcomes all facility requests.

For more information on Field Rentals please email: thevac@vlax.org or visit www.thevictoryway.org

NUMBER OF PLAYERS

Seven total players: six (6) field players and one (1) goalkeeper – (7 vs 7)

Adult CO-ED Divisions: Shall not place more than four (4) males and no less than two (2) females at any time. In case of any team going under the minimum number of players due to a two or four-minute benching of a player, the game will continue. If a female player is ejected, that team is still required to play with a minimum of (3) female players on the field but no less than two (2) – (7 vs 7).

ARENA SOCCER GAME LENGTH

Adult games: 2 – 22-minute halves

PLAYER EQUIPMENT

Footwear – turf shoes are highly recommended, flats, cleats for women only.

In the case of rain or heavy dew, everyone may wear cleats for safety purposes.

Shin guards are recommended.

Dangerous Jewelry is not permitted.

If you choose to wear a watch, Fitbit or related, it **MUST** be covered by a sweatband or related material!

Hard Casts are not permitted.

Jerseys must be of same color with numbers assigned to each player.

Home Team will wear alternate jersey in case of color conflict.

Team Equipment

1. All teams must have team uniforms that are the same in color and are numbered.
2. The numbers on the shirt must be the same as the roster for each player.
3. A player shall not wear anything that is dangerous to another player. It is the at the referee's discretion on decisions regarding casts, hats etc. No dangerous jewelry!
4. Usual equipment of a player is: Shoes, Socks, Shinguards, Shorts, Shirt.
5. Goalkeepers must wear colors that will distinguish him/her from all other players and referee.

TEAM/PLAYER/COACH RULES & VIOLATIONS

1. Only two (2) rostered coaches are permitted behind player bench, and ABSOLUTELY no one except participating rostered players and coaches are permitted behind bench during games. Suspended players or coaches are not permitted on the bench.
2. Players or coaches using profanity against the Arena officials, timekeepers, employees, volunteers, or management will be suspended from the facility.
3. **PLAYERS OR COACHES WHO ARE EJECTED BEFORE, DURING OR AFTER A GAME ARE AUTOMATICALLY SUSPENDED FOR THE NEXT GAME AND MAY BE SUSPENDED FOR ADDITIONAL GAMES PENDING A REFEREE REPORT. AN INVESTIGATION WILL FOLLOW REGARDING THE INCIDENT (S), SO PLEASE DO NOT ADDRESS THIS MATTER AT THE FRONT DESK AFTER THE GAME, AS NO EXPLANATION CAN BE GIVEN UNTIL A COMPLETE REFEREE REPORT HAS BEEN TENDERED WITH THE ARENA MANAGEMENT.**
4. **Any PLAYER or COACH who is ejected MUST LEAVE THE PLAYER BENCH AREA** before the game will restart and may be asked to leave the facility.
5. Any team playing suspended players will forfeit game, and such player shall be suspended for the REMAINDER of the season.
6. **Fighting or instigating a fight will NOT BE TOLERATED.** Games may be terminated due to both teams fighting and an investigation will follow after the referee report has been tendered. Ejected players will be suspended.
7. Sportsmanlike behavior is required at all times ON and OFF the soccer field. The Arena reserves the right to dismiss any disruptive people from the facility.
8. Coaches/Managers are responsible for their players/spectators of the team. Spectators entering the field of play during a game for any reason shall result in a forfeiture for that team and possible dismissal from the league. Coaches are responsible for controlling their players, parents, and fans.
9. Slaughter Rule-The Arena has a slaughter rule for all ADULT and YOUTH teams.
* If a team is behind by four (4) goals, they may add one extra player until the goal differential has been reduced to a one (1) goal deficit. An additional player may be added at eight (8) and at ten (10) goal differential. Players will be removed once the goal margin differential is reduced below ten, eight and four. (This rule is an OPTION for the team who is behind in points) *.
10. Protest of Rules – Protests of rules are strongly discouraged, as they are frequently based upon emotions of referee judgment calls. Referee judgement calls are not grounds for protest. Video tape review is not acceptable as a form of protest or decision review. The Head Coach of a team wishing to protest must complete a protest form and submit a non-refundable \$50 protest fee with the League Coordinator within 15 minutes of the end of the game in question. When choosing to protest, remember that the referee on the field must admit that an incorrect interpretation or misapplication of the rules occurred, and not simply a bad judgement call. Referee judgment calls are not grounds for protest.

LEAGUE PLAY STANDINGS and TIEBREAKERS

Teams in all leagues will receive three points for a win, zero points for a loss, and one point for a tie. In the event of a tie at the end of the regular season, final standings will be determined by the following succession of tiebreakers.

1. Points
2. Goal differential (goals scored minus goals allowed)
3. Total wins
4. Most goals scored in all league games
5. Coin toss if necessary

*In a championship match, if the game is tied at the end of regulation, game will go to a two (5) minute extra time with a golden goal (first team to score wins). If game is still tied after extra time, will go to a penalty shootout, on a one (1) "sudden death" penalty kick. *

****ALL GOALS FOR PENALTY KICKS ARE SCORED AS ONE POINT** in any match, no matter if scored by male or female. **

SUBSTITUTIONS

Substitutions may occur on an unlimited basis an "On the Fly", provided the player leaving the field and the player entering the field do not participate in play while they simultaneously on the field of play.

ARENA TIME CLOCK

1. All games are played with a continuous running time clock.
2. Only REFEREES, TIMEKEEPER, or ARENA EMPLOYEES are permitted to operate time clock. ONLY THE REFEREE can request another party to start or stop the time clock.
3. UNAUTHORIZED STOPPAGE of the time clock by coaches or players will result in time penalty for that team.
5. The clock may be stopped for an INJURY or LOST BALL by referee.
6. At the referee's discretion, in a two (2) goal differential or possibly tie game the clock may be stopped at the last two (2) minutes of a game if he/she feels a team is purposely wasting time, a game ball is kicked over netting or deflates.

REFEREES

1. The referee on the field is responsible for the control of the game and has authority from the moment he/she is in the vicinity of the field until he/she leaves the area.
2. The referee is guided by the IFAB Laws of The Game and Arena Soccer Rules!
3. Referee's decisions regarding play are FINAL. The front office has No Authority.
4. Dissension and/or abusive language directed towards referees will not be tolerated. Violators will be penalized. Zero Tolerance.
5. All other queries will be attended to in the proper manner in writing. Please address to the league coordinator at the facility.

OUT-OF-BOUNDS

Perimeter (netting): The ball is put back into play with a direct free kick from one yard off the wall of the field that is closest to where the ball went out of bounds, with five (5) seconds to get ball back into play.

Goal Kick - When the ball crosses over the perimeter wall between corner markings after being touched by a member of the offensive team play shall be restarted with a goal kick (any goal kick situation goalkeeper is allowed to kick, drop kick or throw the ball) within the three lines.

FREE KICKS

All kicks are direct with no exception. A minor foul that occurs in the penalty area will result in a direct free kick taken from the top of the restraining arc. Opposing teams must yield three yards from the ball. Players have five seconds to get the ball in play from the time the referee prompts for the kick.

IF FEMALE KEEPER IN GOAL: all free kicks are direct, however, if a free kick occurs inside the opponents' zone (past the white line), a male may take the kick, but it **MUST BE A PASS** to another player! No free rocket shots on a female keeper!!

FOULS & INFRACTIONS

We follow the IFAB Laws of The Game. In Arena Soccer, slide tackling on a player is not allowed and if it is a deliberate slide tackle, will be punishable by a two (2) minute penalty for the player committing slide tackle. The offending team will play short a player for the penalty time. After the penalty time has expired, that player may come back onto the field or another bench player. If a player's knee touches the field, it would be considered sliding and a free kick will be given to the other team. Boarding is not permitted and will be called as a foul along with a minimum of a two-minute penalty or ejection. Denying a goal scoring opportunity is not a mandatory ejection.

THREE LINE PASS

The ball cannot be kicked OR thrown, in the air, over all three lines towards the attacking goal without touching the wall, or the floor. (Restart – Direct Free kick in the center of the first white line traveled).

HALO & MACHO RULES

1. High & Hard Kicks by male players are prohibited if the referee feels it intimidates a female player.
2. Physical/Verbal intimidation is not allowed

MEN DRIBBLE TOUCHES/SHOTS

Men are allowed FOUR consecutive and CONTROLLED touches. If ball deflects off player or is not purposely touched, it does not begin the counting. If after the fourth touch, player may not "shield" opponent from ball to prevent them from getting the ball.

Hard "rocket" shots on goal are not permitted, and if it strikes a female, that player will be benched for a two-minute penalty and team will play short.

GOALKEEPER RESTRICTIONS

Goalkeepers must play the ball within five seconds of receiving it in his/her hands. Drop kicks, throws or kicks ONLY, cannot travel over three lines without touching the wall or floor first. Goalkeeper cannot pick up a ball if passed back directly from a field player, this includes off the wall or from any distance. Goalkeepers can slide (NOT SLIDE TACKLE) for the ball but it must be a controlled slide and with hands or feet and is the referee's opinion if it is a controlled slide. Any uncontrolled slide with hands or feet by the goalkeeper may be deemed reckless by the ref and may be called as a reckless foul on the goalkeeper and will result in a penalty kick and possibly a two-minute benching. At any time, the goalkeeper is not allowed to slide outside the goal area. NO PUNTING!

If a male keeper, the four-touch rule starts when he dribbles out of the blue area.

KICK-OFF

Kick-off is by the home team in the first half, visiting team in the second half. All kick-offs are direct free kick. Youth divisions (U8-U14) can NOT score of kick-off unless two (2) teammates touch the ball prior to ball leaving center mark.

ADVANTAGE RULE

The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage. Flagrant Fouls: A free kick is awarded for the following Fouls committed by a defender in his or her defensive half of the field:

- (a) A Foul within the Penalty Arch or Goal for which he receives a Time Penalty.
- (b) A Foul from behind against an attacking player, having control of the ball and one or no defensive players between himself/herself and the Goal and
- (c) Any Foul where he or she is the last player on the team between the attacking player with the ball and the Goal.

TWO MINUTE BENCHING OFFENCES

Unless otherwise provided below, the Referee issues a two-minute benching for serious Fouls and Unsporting Behavior (by a player) and for:

- (a) Deliberate Handball or Handball by a Goalkeeper; (b) Goalkeeper Endangerment; (c) Boarding;
- (d) Any Foul by a goalkeeper by during a Shootout.

FOUR MINUTE BENCHING CAUTIONABLE OFFENCES

The Referee issues a four-minute benching for reckless fouls and:

- (a) A second two-minute benching
- (b) Unsporting Behavior by any non-player personnel
- (c) Provoking Altercation: Making physical contact with an opponent, short of fighting, or using the ball in so doing.

EJECTIONABLE OFFENCES

A player is ejected for fouls, which the referee considers violent or committed with excessive force:

- (a) Third-Time Penalty
- (b) Elbowing
- (c) Vicious slide tackling
- (d) Fighting
- (e) Spitting
- (f) Use of abusive language toward any player or official
- (g) Bodily contact with an official

(h) **KICKING THE WALL OR SLAMMING THE DOOR GOING IN AND OUT OF THE BENCH.**
If a player is ejected during any game, that player will be suspended from the facility from all leagues until the suspension is over. A league director or a designee will decide ALL suspensions and their decision is final.
Should of your players and or coaches, participate in any fight the game will immediately be terminated.

TIME PENALTIES

The following penalties apply to offenses for which a Card is issued (Subject to further action by the Administrative Authority). Offending team will play short a player for each benching or ejection.

- (a) Two-minute penalty
- (b) Four-minute penalty for a players second benching offense, or a careless, reckless fouls and a warning of the subsequent possibility of an ejection.
- (c) Third benching foul or infraction will result in an ejection and a five minute penalty for his/her team (team will play short one player until time expires).
- (d) Five-minute time penalty and ejection for a careless, reckless and excessive foul.

SHORT-HANDED PLAY

For each Time Penalty being served by a player, his or her team plays with one fewer field player until its expiration; provided that, a team may not have fewer than the minimum required, regardless of the number serving Time Penalties.

FINAL THOUGHT

Soccer is a game of skill, technique, physical endurance, competition, sportsmanship, fun and fair-play, but nevertheless it is a contact sport. This is a family atmosphere, where all levels of soccer skills are welcomed to participate. If for any reason you feel you may get hurt on the field, then it is advisable that you do not participate.

WWW.ARENASOCCERLEAGUE.ORG

Questions Please Email frankpace2001@msn.com

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