

Turn this page back in with your registration, signed and dated.

“ I have read and understand these facility rules and will make sure that myself, each member of this team, and anyone affiliated with this team will abide by them.”

ALL FEES PAID ARE NON-REFUNDABLE

Aztec Indoor Soccer has the right to merge divisions and leagues.

You may be playing against older athletes.

Most games at Aztec are night games.

You or your athletes may be playing late games.

Rule changes will occur periodically.

It is your responsibility to know the changes.

We guarantee placement onto team.

Team Practices are NOT guaranteed.

ALL coaches are Volunteers

Coach / Manager / Player / Representative (Signature)

Date

Coach / Manager / Player / Representative (Printed Name)

Team Name / Division



FACILITY RULES

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WAIVER / RELEASE LIABILITY FORM:

Anyone that enters the field or player's box must sign this form prior to any participation in Aztec Indoor Soccer. If under the age of 18, a parent, guardian, or representative must sign waiver.

I.D. CARDS:

Anyone that enters the player's box or field must have a valid U.S Indoor I.D. Card (Except for special events and tournaments). Players or coaches are responsible for presenting their I.D. Cards and game rosters to the scorekeeper before each game. A maximum of two coaches are allowed in the player boxes. Any player who uses another player's I.D. Card will be suspended for a minimum of one year. The cost for I.D. Cards is :

> (U6-U14)= \$14.00 w/supplied photo / \$16.00 w/o photo

> (U17-Adult)= \$18.00 w/supplied photo / \$20.00 w/o photo

All I.D. cards are valid for one year from the date of purchase. Valid only at Aztec Indoor Soccer.

IDENTIFICATION:

Documents for verification of age and identity can be one or more of the following: Driver's License, D.M.V. Identification, Passport, Green Card, High School I.D., Outdoor Soccer League Card, or a Birth Certificate. A Copy of Birth Certificate requires an additional piece of identification. If a formal protest is made, it is the team's responsibility to re-verify the age and/or identity of the player. The only forms of identification acceptable in this case will be the first four items listed above. If that player can no longer provide proof, that team forfeits every game the offending player participated in. Any participant that is discovered to have lied about their identity or age to play in any league will be suspended for a minimum of one year.

All fees paid are non-refundable.

TEAM FEES:

A \$100.00 non-refundable deposit is required at the time of team registration. The remainder of the team fee is due by the registration deadline. Any player that drops out on a team before his/her fees are paid for that team's session may not play on another team in that same session until those fees are paid. A team may have a minimum of 10 players and a maximum of 18 players. (Unless Approved in Writing).

Entry Fees are as follows:

> (U6-U14) = \$65.00 per player

> (U16-Adult) = \$70.00 per player

ROSTERS:

Rosters are due by the registration deadline. You may NOT add players to your roster after the registration deadline. Your U.S. Indoor Registration Roster and your Game Roster must match EXACTLY! It is the responsibility of the Coach/Manager to add players to the U.S. Indoor Registration Roster as well as the Game Roster. Adding a player to the Game Roster does not make that player "legal". The Coach/Manager of a team playing "illegal" players will receive a three game suspension for the entire team. No one may play on two teams in the same division and no one may switch teams after having played for one team in the same session.

ALL FEES ARE NON-REFUNDABLE



FACILITY RULES

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REFEREES:

Each game played at Aztec Indoor Soccer will consist of one referee. Referee fees are not included with registration and will be paid to the referee by both teams prior to each game.

- > (U6) = Parent or Staff (if available) will referee at no charge..
- > (U8-U14) = \$20 per game (\$10 per team)
- > (U17-Adult) = \$30 per game (\$15 per team)

Referees must be paid for games even if a team forfeits. Teams that forfeit must pay the entire referee fee regardless and will not be allowed to play their next game until referee fee from forfeited game is paid. Referee decisions are final. Payments are made directly to the referee at the scorekeeper desk.

Complaints and Protests require a 24 hour grace period before they may be submitted in writing to the front office accompanied by a \$50.00 bond. This is non-refundable if the decision goes against the protesting team. Aztec Indoor Soccer Management has the final say on all matters.

BLUE CARDS, YELLOW CARDS, RED CARDS:

The referee has the right to eject a player, coach, or spectator before, during, or after the game. If you get issued a red card, you leave the property! If misconduct continues after receiving a red card as a coach, player, or spectator, additional red cards may be given.

>1st red card offense= he/she is ejected from the remainder of that game and the entire next game with that team. The player must then wait until the end of that same team's next game before his/her card will be available to them. This offense is on file for a year.

>2nd red card offense within a year= he/she will be suspended and banned for 8 weeks starting from the date of the second red card.

>3rd red card offense within a year= he/she will be suspended and banned for a full year starting from the date of the third red card.

After a referee issues a red card, referee takes the player's I.D. Card and turns it in to the front office. The front office posts the card on a billboard ("The Wall of Shame") until the appropriate penalty time and fee of \$30.00 is paid. The I.D. Card is then returned to the player. The red card issued restricts the player from participating with any team until his/her penalty time is fulfilled.

Foul and abusive language or fighting is a mandatory red card (ejection) from the game and the property for at least a year and up to permanently. Anybody leaving the player's box during a fight will be ejected and assessed a 5 minute team penalty, to be served by another player if the referee chooses to continue the game. Do not leave the bench or retaliate. Let the referee call the foul. Anyone may be ejected from the property at any time by the facility manager or referee.

All fees are non-refundable. ANYONE involved with fighting or abusive language is guilty of violent conduct and will be ejected from this property for at least one year and up to permanently! Play does not resume until ejected person is out of building.....

NO FIGHTING--NO SLIDE TACKLING--NO SPITTING--NO ABUSIVE LANGUAGE

These are regarded as fouls in this facility. Cards are issued for each offense and all penalties do apply!



FACILITY RULES

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LEAGUE STANDINGS:

Standings are based on the following point system:

- > 3 points per win
- > 1 point for a shutout
- > 1 point for each goal up to 3
- > 1 point for a tie
- > 0 points per loss
- > 0 points for both teams if no goals are scored in the game.
- > Blowouts will not be posted on the scoreboard. (Double Digit Rule)

Examples: (A 0-0 tie is worth 0 points for both teams)

(A 3-0 shutout is worth 7 points to the winner)

(A 3-1 win is worth 6 points to the winner)

(A 1-1 tie is worth 1 point to each team)

(A 25-1 win is worth 6 points to the winner)

Forfeit Wins are worth 6 points ----- Shutout WINS are worth 7 points

(U8 - Adult) The top two teams at the end of the season will play for first place on Championship Day.

Team Placing is decided by the total accumulated points at the end of the season. If tied after points, the winner of the already played regular season game decides. If a tie happened in that game, then Goals scored decides. If still tied, Goals against decides.

AWARDS:

- > (U6) all players will receive an award.
- >(U8 - U14) 1st & 2nd will receive an award for the team and coaches.
- > (U17 - Adult) 1st Place Only, will receive a choice between:
 - (Team Coach Decides)
 - (a) 2 player fees waived for the very next session
(cannot carry over to any other season)
 - or-
 - (b) Reserved Area with 5 pitchers of any drink immediately following the championship game. (Reserved spot will be chosen)

All players must participate in at least one regular season game in order to play in a championship game. All first place team pictures will be posted.



FACILITY RULES

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SOCCER BALLS:

> Aztec Indoor Soccer will provide practice and game balls. No outside balls allowed in building.

EQUIPMENT:

- > Outdoor cleats are not allowed in the (U14-Adult) Leagues!-----Flats or Turf Shoes only.
- > Shinguards are MANDATORY!!!
- > No jewelry, watches, bandanas, or hats on the field.
- > Every field player must wear the same color jersey with at least a 6" number on the back. Each player must be assigned his/her own number. NO TAPED NUMBERS. Home team changes in case of color conflict.
- > Knee braces, ankle braces, and casts must be padded and covered. Referee will inspect and has final say. No one but the player is responsible for requesting permission from the referee to be allowed to play.
- > Any minor injuries involving blood must be covered by a band-aid or other suitable covering. Referee must stop the game and the player must leave the field until the wound is covered. Aztec Indoor is not responsible for any medical attentions needed.

PLAYER ELIGIBILITY:

- > Management may request I.D. on a player at any time, to verify age and/or identity.
- > You must be 17 years old to play in the adult leagues.
- > If you have been paid to play professional indoor or outdoor soccer within the last 6 months, or are now doing so, you must play at the highest level in your age bracket.
- > Anyone may play on any indoor team regardless of his/her outdoor affiliation. Neither a release nor permission is necessary.
- > An individual may play on multiple teams as long as they are not in the same division.
- > Teams playing in an Under 40 division may carry 2 players that are eligible for Under 30. These players must be at least 28 years old by the start of the first game.
- > Teams playing in the 40 & Over league may not carry any players that are eligible for the Under 40 league.
- > We have the right to merge leagues. You may end up playing against older athletes.

GAME LENGTH:

> Each game will consist of two 23 minute halves and a 2 minute halftime. The clock will begin running at referee game time. A team must have 2 players less than field maximum to begin a game. Co-Ed teams must have a goalie and 4 field players (two females are required in this lineup). Balls must be off the field immediately after the referee calls for them. If a team is unable to start after 2 minutes has expired, their opponent will be awarded one goal. If a team is four minutes late, their opponent is awarded a second goal. If a team is not prepared to play after 5 minutes has expired, their opponent is awarded a forfeit win. (3-0) For Standing Purposes.

Once the game has started, no one may enter the field until half-time, unless playing short. No one may enter game after Halftime unless playing short.



FACILITY RULES

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MISCELLANEOUS:

- > Divisions are set up according to the number of teams that register. These divisions may change from session to session.
- > Any player, coach, or spectator for a team that causes a game to be abandoned by the referee will be considered the guilty party in the abandonment and the opposing team will win by a forfeit victory. (3-0)
- > No Timeouts.
- > Any player's or team fee check that is returned will be suspended from playing until the problem is corrected and a fee of \$25.00 is paid for said returned check.
- > Those with physical or mental impairments of a serious nature that may put you or others at risk will be restricted from play. Pregnancy and heart conditions are examples of physical impairments.
- > Teams currently playing will have first opportunity to rejoin for the next league session by placing a deposit prior to the fourth week of play. Deposits are non-refundable! After the fourth week of play the league will be open to any team that wants to join on an availability basis.
- > Free substitutions are allowed throughout the game. The player leaving the field must have both feet in the player box before another is allowed to enter the field. After a goal is scored, multiple substitutions are allowed as long as the players leave the field within 15 seconds.
- > Fouls are kept track of. Every time a team reaches 6 fouls, a shootout penalty is awarded to the opposite team.
- > All kicks are direct. The kickoff does not have to go forward. If a team intentionally passes back to the keeper with the feet, the keeper may not handle the ball with his hands.
- > Referee's word is FINAL.
 - > If a ball hits any part of the ceiling then the opposing team is awarded a shoot out penalty shot.
 - > No Slidetakling, No Foul Language, No Spitting.
 - > No Food, Candy, or Gum in Player Boxes or on Field.
 - > No outside food or drinks in Facility.
 - > Players will be provided with drinks in player boxes. No Drinks on Field.
 - > Do not punt the ball. If the goalie punts the ball, the opposing team is awarded a shoot out penalty kick.
 - > Goalies may slide inside the box. Any foul by a goalie anywhere is an automatic penalty shot.
 - > Two hands on the glass or boards is not allowed.
 - > Grabbing/Holding the wall on the player side is not allowed.
 - > There are NO TIMEOUTS! Except for serious injuries.
 - > All Players, INCLUDING GOALIE, must have a permanent number on their back.
 - > Any Team that causes a forfeit because of a no show or a lack of players, owes the entire referee fee for that game.
 - > No forfeits at halftime.
 - > There will be no more tie games. Penalty Shots to end game.



FACILITY RULES

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RULES OF PLAY:

> All games shall be played in accordance with the **United States Indoor Soccer Association Rules for Indoor Play** with the exception of any previously stated House Rules and the following:

U6 Leagues - 5 players (playing across the field--no goalies) **SIZE 3 BALL**

U8 Leagues - 5 players (playing across the field--no goalies) **SIZE 3 BALL**

U10 Leagues - 8 players (full field) **SIZE 4 BALL**

U12 Leagues - 7 players (full field) **SIZE 4 BALL**

U14 Leagues - 7 players (full field) **SIZE 5 BALL**

U17 - Adult Leagues - 6 players (full field)) **SIZE 5 BALL**

CoEd Leagues - 7 players (full field) **SIZE 5 BALL**

CoEd League:

>Games are 7 on 7. There can only be one more male than females on field. Five total players are required to start a game. Co-Ed teams must have a goalie and 4 field players (two females are required in this lineup) to start a game. Allgoals are woth 1 point (male or female). Guys cannot score directly inside red line unless passed to by a female. This means that a guy cannot dribble into red zone and take a shot. Anyone can shoot directly behind red line. Females can score from anywhere.

Females will take all penalty shots and 6 foul penalty shots. In shootouts the rotation will be girl,boy, girl.....

THE OFFICIAL RULES OF INDOOR SOCCER

Youth and Amateur Edition (2004)

Abridged: For Players and Spectators



published by the United States Indoor Soccer Association

Introduction

The purpose of this abridged edition of *The Official Rules* is to help players and spectators become familiar enough with the rules of indoor soccer to play or enjoy the game without much effort. For those needing or interested in gaining a more technical understanding, the unabridged *Official Rules* are available -----(the “Publications” page at www.usindoor.com). Referees are, indeed, strongly urged to obtain the unabridged *Official Rules* and to become certified by USIndoor, which offers the only national badge at the youth and amateur levels. (Click “Referees” at the USIndoor Website.)

The Official Rules, now in its third printing, are compiled by a national committee of indoor soccer leaders and referees. Among other things, the *Rules*’ intent is to promote the adoption of standards for indoor soccer, which will further promote its identity, growth and, above all, fun for those of all skill levels and ages.



THE OFFICIAL RULES OF INDOOR SOCCER

Youth and Amateur Edition (2004)

Abridged: For Players and Spectators

Rule 1 - The Field Of Play

See Official Field Diagram (page 9) and the unabridged edition for standard dimensions for the field, goals and markings.

Rule 2 - The Ball

The ball is size 4 indoor for U12 and below and size 5 for all others.

Rule 3 - The Players

Number: Teams U12 and below shall have no fewer than 5 or more than 7 players on the field at a time, including a goalkeeper. For above U12, no fewer than 4 or more than 6 are allowed. During an Overtime Period, neither team shall play with more than the minimum provided. In coed, the number of males on the field of play may not exceed the number of females by more than 1, not including the Goalkeeper.

Substitutions: Each team may substitute players freely; provided that (a) players must substitute off the field of play or within the Touch Line in the area of their Team Bench and (b) no substitutions are allowed during the first 3 seconds of a Shootout.

Rule 4 - The Players' Equipment

Players wear their team's uniform, consisting of the same colors, shin guards, and indoor footwear. Jewelry and other accessories are prohibited. The Goalkeeper wears jersey colors distinguished from all other field players and from the Referees.

Rule 5 - The Referee

The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final.



Rule 6 - The Duration of the Game

A regulation game consists of two Halves, with duration according to “house rules” and the following:

- (a) *Overtime Period and Tiebreaker*: If, in a tournament or playoff, the game is tied at the end of regulation, a 5-minute "sudden- death" Overtime Period follows. If still tied, a Tiebreaker takes place, as described in Rule 12.
- (b) *Running Clock*: Except in the case of an unusual delay, determined by the Referee, the Game Clock counts down continuously through each Half or Overtime Period.

Rule 7 - The Start and Restart of Play

A **Kickoff** from the Center Mark starts play at the beginning of each Half and after every goal. A player who starts play may not again play the ball until it touches another player.

The Home Team takes the Kickoff for the First Half Kickoff and any Overtime Period, and the Visiting Team takes the Kickoff for the Second Half. The Referee designates the the teams' defensive ends, according to “house rules.”

Restarts take place by either a Kickoff, Free Kick, Goalkeeper Throw-In, or Dropped Ball. Other than for Kickoffs or as provided below, Restarts occur within three feet (3') from the spot of the ball at the moment of stoppage.

A team receives a **Free Kick** after stoppages other than when a Dropped Ball or Goalkeeper Throw-In is required. Before the team takes the Free Kick, the ball must be stationary. All opposing players are at least 15 feet from the spot of the Free Kick (or, if within 15 feet of the opponent's Goal, along the Goal Line). The spot of the Free Kick is that provided above, except:

- (a) *Within Own Penalty Arch*: from any spot therein.
 - (b) *Within Opponent's Penalty Arch*: at the Free Kick Mark ("Top of the Arch").
 - (c) *Delayed Penalty*: (i) according to the ensuing stoppage, as normally administered, or (ii) in case the defending team obtains possession of the ball during play, at the spot of the original offense. (See unabridged Rules where the original offense would have resulted in a Shootout.)
 - (d) *Kick-In*: from the point on the Touch Line nearest where the ball crossed over the Perimeter Wall.
 - (e) *Three-Line Violation*: from the offending team's Restart Mark.
 - (f) *Superstructure Violation*: from the nearer Restart Mark.
- (See unabridged Rules for additional exceptions.)

If neither team has clear possession of the ball at a stoppage, the Referee restarts play with a **Dropped Ball**. A Dropped Ball caused while the ball is inside a Penalty Arch takes place at the Free Kick Mark.



Play restarts with a **Goalkeeper Throw-in** anywhere within the Penalty Arch after an attacking player has last touched the ball before crossing an end perimeter wall.

Rule 8 - The Ball In And Out Of Play

A **Three-Line Violation** occurs when a player propels the ball in the air across the two Red Lines and the Halfway Line toward the opponent's Goal without touching the Perimeter Wall, another player or a Referee on the field of play.

A **Superstructure Violation** occurs when the ball contacts any part of the building above the field of play.

Rule 9 - The Method of Scoring

A team scores a goal when the whole of the ball legally passes over the Goal Line. A goal may be scored directly from a Kickoff or Restart.

Rule 10 - Fouls and Other Violations

A **Foul** occurs if a player:

- (a) Holds an opponent;
- (b) Handles the ball (except by the Goalkeeper within his Penalty Arch);
- (c) Plays in a dangerous manner;
- (d) Slide tackles;
- (e) Impedes the progress of an opponent ("Obstruction"), or
- (f) Prevents the Goalkeeper from releasing the ball from his hands;

and when a player commits the following in a manner that the Referee considers careless, serious, reckless, or involving excessive force:

- (a) Kicks an opponent;
- (b) Trips an opponent;
- (c) Jumps at an opponent;
- (d) Charges an opponent;
- (e) Strikes or elbows an opponent; or
- (f) Pushes an opponent.



Unsporting Behavior: A Free Kick results for the following offenses:

- (a) **Leverage:** Using the body of a teammate or any part of the field to gain an advantage;
- (b) **Encroachment:** Entering the protected area of an opposing player taking a Free Kick (after initial Warning);
- (c) **Dissent:** (i) Referee Abuse; (ii) Breach of Penalty Area Decorum; (iii) Entering the Referee Crease without permission;
- (d) **Other:** Behavior which, in the Referee's discretion, does not warrant another category of penalty (*e.g.*, taunting, foul language.)

Goalkeeper Violations: The opposing team receives a Free Kick for the following violations by a Goalkeeper:

- (a) **Illegal Handling:** Bringing the ball from outside of the Penalty Arch to his hand within it, or receiving the ball again after a Goalkeeper Distribution without the ball's having first touched another player (*e.g.*, no drop-kicking or bouncing the ball);
- (b) **Pass Back:** Handling the ball, having been passed deliberately and directly to him by a teammate; except that he may handle a ball which a teammate passes to him by the head, chest, or knee and without "trickery" (the use of a wall or foot to flick the ball to a head, chest, or knee before making the pass);
- (c) **5-Seconds:** Controlling the ball with either his hand or foot inside of his Penalty Arch for over five (5) seconds.

Team Violations: The Referee issues a Team Penalty for the following violations by a team or unidentified person:

- (a) **Leaving Team Bench:** Players leave a Team Bench to join a fracas or confrontation with the opposition or a Game Official;
- (b) **Bench Dissent:** After an initial "Warning," one or more unidentifiable players verbally abuse the Referee.
- (c) **Other:** Unsporting Behavior, which, in the Referee's discretion, does not warrant another category of penalty.

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 Shootout 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 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.

Blue Card Offenses: Unless otherwise provided below, the Referee issues a Blue Card for serious Fouls and for:

- (a) Deliberate Handball or Handball by a Goalkeeper;
- (b) Goalkeeper Endangerment;
- (c) Boarding;
- (d) Unsporting Behavior by a player; and
- (e) Team Violations.

Cautionable Offenses: The Referee issues a Yellow Card for reckless Fouls and offenses described directly above, and for the following:

- (a) Second Blue Card;
- (b) Unsporting Behavior by any non-player personnel;
- (c) Provoking Altercation: Making physical contact with an opponent (e.g., pushing or poking), short of fighting, or using the ball in so doing.

Ejectionable Offenses: A person receives a Red Card for Fouls and offenses described directly above, which the Referee considers violent or use of excessive force, and for:

- (a) Third-Time Penalty;
- (b) Elbowing: Intentionally elbowing an opponent above the shoulder;
- (c) Vicious Slide Tackling: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him;
- (d) Fighting;
- (e) Leaving Team Bench or Penalty Area to engage in a fracas or confrontation with the opposition or a Game Official;
- (f) Extreme Unsporting Behavior: Committing particularly despicable behavior, including:
 - (i) Spitting at an opponent or any other person;
 - (ii) Persistent use of extremely abusive language or behavior toward a Game Official;
 - (iii) Bodily contact with a Game Official in dissent.



Rule 11 - Time Penalties

The following penalties apply to offenses for which a Card is issued (subject to further action by the Administrative Authority):

Referee can issue a yellow card without first giving a blue card if he/she feels necessary.

- (a) Blue Card: 2-minutes (WARNING)
- (b) Yellow Card: 5-minutes

- (c) Red Card: 5-minutes -Plus Ejection

Players are designated by their teams to serve Time Penalties of their team, their Goalkeeper, non-player personnel, and of teammates who receive Red Cards. Otherwise, the person who commits a carded offense serves the penalty. Players serving Time Penalties serve their Time Penalties, seated, until their expiration and the Referee permits their release.

Short-Handed Play: For each Time Penalty being served by a player, his 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. Should a player receive a Time Penalty, while two or more teammates are already in the Penalty Area, his team continues to play with the minimum while he joins his teammates in the Area.

Exceptions: Under the following circumstances, Time Penalties either expire prior to their completed countdown, or have the beginning of their countdowns delayed:

- (a) *Powerplay Goal:* If a team is scored upon having fewer players on the field of play, due to one or more players serving Time Penalties, a player from the team is released from the Penalty Area into the field of play, unless otherwise prohibited, and the player's Penalty or Penalties are wiped out. If the team has two players in the Penalty Area, only the player whose Time Penalty or Penalties are recorded earlier is affected.
- (b) *Multiple Penalties:* If two teammates are serving Time Penalties when another teammate is penalized, his Time Penalty does not begin to count down until at least one of the teammates' Time Penalties has expired and his Time Penalty is next to begin.
- (c) *Simultaneous Ejections:* When two simultaneous Red Cards carrying the same Time Penalties are assessed to opposing players, their Time Penalties are not served.
- (d) *Maximum Time Penalty:* No player may receive more than 5 minutes for penalties arising at the same time on the Game Clock, irrespective of the number or nature of accumulated offenses or the fact that one or more teammates may be designated to serve such time.
- (e) *End of Game:* All Time Penalties carry over between periods and expire at the end of the game.

Delayed Penalty: In instances where the Referee would issue a Blue Card or a Yellow Card, but for the Advantage Rule, he acknowledges the offense by holding the Card above his head until the earlier to occur of the following:

- (a) *Opponent's Possession:* The team of the offending player gains control of the ball;
- (b) *Stoppage:* The Referee stops play for any reason.

Once play is stopped, the offense is recorded and assessed, as customary. In the event of a powerplay goal, the Time Penalty is not served and the provisions above regarding early release from the Penalty Area remain applicable.

Rule 12 - Shootouts and Penalty Kicks

Shootout: For a Shootout:

- (a) Any player may take the Shootout;
- (b) All players serving Time Penalties are seated in their appropriate Penalty Area. All players of the attacking team stand behind the Halfway Line and outside of the Center Circle. Players of the defending team stand behind the Halfway Line and inside of the Center Circle;
- (c) The ball is placed at the Restart Mark nearer the attacking Goal;
- (d) The Goalkeeper has at least one foot on his Goal Line and may not move off of it until after the Referee whistles the Shootout to begin;
- (e) Once the Referee whistles the Shootout to begin, the ball is "in play" and the player taking the Shootout plays the ball.

Penalty Kick: A Penalty Kick proceeds the same as a Shootout except except

- (a) The ball is placed at the Free-Kick Mark;
- (b) The Goalkeeper has at least one foot on his Goal Line until the ball is in play; and
- (c) The player taking the Penalty Kick may not touch the ball again until after touching another player.



Tiebreaker: A Tiebreaker proceeds by Shootouts, except that:

- (a) The Referee designates the Goal at which both teams shoot and the team which shoots first (according to administrative policy);
- (b) All players, other than the player taking the shot and the defending Goalkeeper, remain within their Team Bench areas;
- (c) Both teams have up to 3 shots, with players from each team kicking alternately;
- (d) If, at any time, a team obtains a 2-goal advantage, the Tiebreaker ceases and the winner is declared;
- (e) If, after both teams have taken 3 shots, neither has an advantage, the Tiebreaker continues, alternating one player at a time, until both teams have taken an equal number of shots and one team has scored when the other has not;
- (f) The player has 5 seconds to score after the Referee's whistle.

Official Field Diagram

