



PLAIN TOWNSHIP PARKS DEPARTMENT

DIAMOND INDOOR SPORTS COMPLEX

**INDOOR SOCCER RULES AND REGULATIONS**

**Team Roster Rules and Regulations**

\*These rules apply to all youth and adult competitive indoor team registrations playing at Diamond Indoor Sports Complex

**RULE # 1: ROSTER RULES AND REGULATIONS**

- a) Teams may have a roster size of up to 15 players; guest players are subject to Parks staff approval. Players are limited to being rostered with two teams in the same tournament division. Players may be rostered on two or more teams in a division without a tournament. All rosters are final at the start of week 2 games for tournament leagues.
- b) In cases where the league randomizes divisions or forces teams to move to equate them, the roster limit will then be limited to 4 teams per league for a player that was already rostered before the change was made.
- c) Dual rostered players (competitive teams only)- Since teams have 15 available slots, teams may choose to roster players that can help in the case of injuries and no shows whereas not to affect the stats but still provide a quality soccer experience for both teams playing. However, in the case where a player is playing against their other team, the player must only sign in for one team before the game begins and remain there for the entire game.
- d) Only coaches (subject to Parks approval) and the players participating in the game are permitted on the side lines. Only coaches and players who are participating in the current indoor soccer program are permitted on the field before, during halftime or after the game. All youth teams including HS are required to have at least (1) coach on the sideline during the game that must be 21 or older. Adult teams are not required to have coaches on the sidelines. Spectators do not count as coaches.

## **RULE #2 Guest Player Rules:**

- e) Competitive Leagues- Teams must meet their minimum game day roster requirements before guest players may be used. If the requirement is met, the team may only use no more than 2 guest players for that game while not exceeding 3 total subs.

**Example:** In a league that plays 6 players on the field, a team would have to bring and check in 5 players from their roster and could only check in 2 guest players for that day which would equal 7 total players.

- f) All Guest Players must be signed into the game sheet before the game begins and must remain for the entire match!
- g) Guest players are defined as players already registered in the league for the session.
- h) Non-Competitive Leagues- there is no limit on guest players in these leagues so long as the player is registered for the current season and not serving an active suspension.
- i) Any violation of this rule can result in a forfeit (0-1) to the violating team if the violating team wins the game. Dual violation will result in a tie (1-1).
- j) Guest players may not be used for a tournament game (quarter finals, semis and finals only) under any circumstances.

## **RULE #3 Out of League Player Rules/Free Agents:**

- k) Any players not registered in a recreational (non-tournament) league must fill out an "Out of League" player form and be approved by the facility before the start of the game. This only applies to the Adult Coed league and does not include the REC K-12 leagues.
- l) Youth and Adult Men's leagues (including HS) will not be permitted to use players not registered in the league at any time.
- m) Any suspensions issued to a "Out of League" player will result in the team manager also being suspended for a length of time determined by the Parks Department
- n) Out of League players will have a limit of 2 games per team before being charged a roster enrollment fee. If the team does not have space on their roster, the player will not be permitted to play for that team.
- o) The facility has a free agent form that can be requested by team managers to reach out for players. These players would need to follow all the listed roster rules and regulations.

**RULE # 4: LATE ROSTER ENROLLMENT FEES**

Any player not enrolled onto their team(s) roster by the roster enrollment deadline will be charged a \$15 per person fee for late enrollment. This fee must be paid by cash or card to the Township before playing in any games.

All late enrollments must occur with staff on site before a game

Guest players, Free Agents, or approved Out of League players will not be charged this fee as they are not added to a team's official roster.

**Rule #5: Age Chart Verification for Youth Rosters:**

All youth leagues will follow the age chart for the current season.

Coaches and Parents are responsible for ensuring all fields are filled out correctly and that the information is truthful. This includes a correct birthdate and school grade. Fraudulent information used for the rosters and/or player cards is strictly prohibited and can be grounds for complete removal and permanent ban from the league.

It is your responsibility as a coach to ensure you are only using players permitted for that age group.

Grade level verification: Plain Township can register a player that does not qualify for an age group by age by school grade. We follow the below breakdown for this verification process:

U8: 2<sup>nd</sup> Grade

U10: 4<sup>th</sup> grade

U12: 6<sup>th</sup> grade

U14: 8<sup>th</sup> grade

HS: 9<sup>th</sup>-12<sup>th</sup>