



CHERRYHILL

XL SPORTS WORLD

CHERRY HILL

INDOOR SOCCER

RULES AND REGULATIONS 24/25

Signing XL Sports World Waiver is an acknowledgement of the following rules and regulations. All teams and players have been sent the rules and regulations ahead of time when they sign up and when they receive their start of email from XL Sports World directors.

1. REGISTRATION RULES

- 1.1 All Players must be registered online and rostered in order to participate
- 1.2 To register a team for a season, a non-refundable deposit of \$150.00 is required no later than 5 days before the start of the first game.
- 1.3 Team deposits guarantee game time preference, and is based on a first come, first serve basis. Teams that fail to supply their deposit or do so late, will not be guaranteed times.
- 1.4 If, at any time, a team chooses to drop out from a league all monies will be forfeited and remaining full balance will need to be paid. If XL Sports World opts to drop a team, no monies will be refunded, and every effort will be made to replace the dropped team.
- 1.5 Deposits are taken off the overall team fee for adult leagues.
- 1.6 Teams are given 4 weeks to make team payments. XL Sports is committed to making it affordable for players and teams to play, which is why we do not charge up front.
- 1.7 Failure to pay team balance by week 4 will result in an additional \$50 charge each week that remaining balance is not paid. Failure to pay all outstanding balances will result in the team being removed from the league and the remaining balance getting charged to card on file or sent to collections.
- 1.8 Individual 'FREE AGENT' fee is \$72.00 and is required up front. XL Sports will then create a team of 'Free Agents' or contact other teams in the league to place you in a team.
- 1.9 XL Sports reserves the right to ID players at their discretion. This is to ensure that players are eligible to play in each Age categories league.
- 1.10 Forfeiting on week 1 of a season will result in your teams removal from the league

2. TEAM INFORMATION

- 2.1 Rosters are due the first day of league play in the division that your team is registered in.
- 2.2 **ALL PLAYERS MUST BE REGISTERED TO PLAY.** Players are required to be registered via DaySmart system at XL Sports - available via the website, over the phone or in person.
- 2.3 XL Sports World's partner - DaySmart, is the family portal required to access your registration. From here you can contact coaches, get access to schedules, pay invoices, get game notifications, and register for future programs and leagues.
- 2.4 Teams are given until week 4 of the season to confirm rosters. Weeks 5 - 8, players cannot be added.
- 2.5 Minimum 7 players, maximum of 16 players. (12 for the 'Free Agents' team)
- 2.6 A team found to be using an illegal or unregistered player before the start of the next game. The team will also forfeit that result.
- 2.7 Your team will not be allowed to forfeit future games due to illegal players and the team must continue to play out the session.
- 2.8 Field managers will be provided, and players are required to check in. There are no exceptions.
- 2.9 Over 35's can have 2 players aged 30 – 35 rostered

2.10 Coed Teams must have 2 female players on the field at all times

2.11 Coed 'Free Agent' teams are subject to sign ups: meaning if they have less than 2 girls signed up then the other team may mirror them on the field. XL Sports World has no control over free agents sign ups.

3. LEAGUE RULES

3.1 The 8-week season is broken down by 6 regular season games and 2 weeks of playoffs. (Some leagues vary on the 8-week set up, will still receive a full season of games)

3.2 Play is a GK and 6 Outfield players. (7 v 7). All players must be 18 years or older. Players 16-17 are eligible with a parent registering them and being in the building at all times during games.

3.3 All league suspensions (if any) carry over from the past session.

3.4 Coaches are solely responsible for ensuring that all players fulfill the age eligibility requirements for their team.

3.5 In the event that a player is deemed ineligible, no refund or credit will be issued.

3.6 In the event a team is found using ineligible players intentionally, XL Sports World reserves the right to take suspension action against the team and the players involved.

3.7 New players and guest players must check in with the front desk before playing. A DaySmart profile must be made, and a waiver must be signed before taking the field.

4. UNIFORMS

4.1 All players must wear shirts of the same color and the goalkeeper must wear a color that will distinguish him/her from the field players on both teams.

4.2 No uniform shirts, shorts, shoes, or socks will be allowed displaying any foul language.

4.3 All jewelry will be removed or covered with tape for the safety of all players. Earrings and neck chains must be removed if they are not removed, players assume all liability for injury caused by these articles.

4.4 If leg or arm braces must be worn, all metal areas must be covered with a bandage or rubber covering.

4.5 The use of eyewear is subject to the referee's judgment.

4.6 The only shoes that will be permitted on the field will be either smooth soled sneakers or indoor soccer shoes.

4.7 NO MOLDED CLEATS OR SCREW-IN STUDS, INCLUDING FOOTBALL ATHLETIC SHOES!!! Players will be removed from the game and will not be allowed onto the field of play until footwear is changed.

5. BENCH AREAS

5.1 Only team players and **TWO** coaches will be allowed in the bench area.

5.2 All teams aged 17 and below **must have an adult present on the bench during games.**

5.3 Absolutely no food or drinks will be allowed in the bench area, excluding water.

5.4 Absolutely no smoking or vaping allowed in the building.

5.5 Absolutely no outside food or beverages of any type are allowed in the building.

6. BAD WEATHER

6.1 XL Sports World will be open and league play will be held unless it is impossible for our staff to make it into the building.

6.2 Any games that are rescheduled due to the weather will be at the discretion of the management. No refunds will be issued.

6.3 XL Sports World reserves the right to reschedule these games on days that teams may not have registered for.

7. GAME DURATIONS

7.1 22 or 25 minutes for adult games.

7.2 The clock will run continuously except in the case of serious injury or when the referee deems it necessary to stop the clock.

7.3 Teams will have a 1-minute warm-up on the field prior to the start of the game.

7.4 Referee will start the game at scheduled time or immediately after should there be a delay from the previous game.

7.5 Game times are strictly enforced. If any team arrives late, or has any payment or registration issues, this will not affect the game clock.

7.6 Teams are required to have 5 players to be able to kick off. If a team does not have 5 players by minute 5 of kick off, the game is abandoned.

8. SUBSTITUTIONS

8.1 All substitutions will be made from the sidelines.

8.2 Substitutions can be made "on the fly" during play, including goalie.

8.3 When substituting "on the fly", a player can come on as the substituted player, but cannot be involved in the play until the exiting player has been removed.

8.4 A one-minute penalty will be assessed if too many players end up on the field involved in the play.

9. RESTARTS

9.1 All restarts are direct free kicks.

9.2 In the event that the referee stops the game for an official time out, the team with possession will restart the game with the ball.

9.3 If no clear possession can be determined. A drop ball will commence play.

9.4 Possession will be determined by who had possession at the time of stop or by who played the ball last and whom it was going.

9.5 If play is stopped due to an injury, the injured player must leave the field of play before play can resume.

9.6 If the ball goes over the touchline, a throw-in will result. If it goes over the goal line, a corner kick or goal kick will resume play.

9.7 **Slide tackling is prohibited in all leagues.** Goalkeeper may slide in the goalie box; outside of the box is a penalty. Goalkeepers cannot slide feet first.

9.8 **Slide tackling, when involving another player will result in an automatic 2-minute penalty, and the offender's team will play a man down.**

10. REFEREES

10.1 **Teams are required to pay referee fees each game (\$20 per team per game)**

10.2 **Failure to pay referees will result in \$40 fine, suspension, and/or removal from the league**

10.3 We ask that you keep in mind that referees are on the field to officiate the game by using a set of prescribed rules set out by XL Sports World management. They are only human, and a natural part of the game includes missed calls!

10.4 Their interpretation of the rules at times may differ from yours. The referees are instructed to officiate in the best interests of both the teams and the facility, whereas your interests may be solely concerned with your team.

10.5 XL Sports World will not remove a referee or alter his/her administration of the game. Referee assessment forms are available for coach's evaluations of the referees, and the management team is continuously evaluating the referees. All referee decisions are FINAL!

10.6 Referees are not employees of XL Sports World Cherry Hill, they are assigned by an official outsourced assignor.

10.7 When a ball strikes the Ceiling, fans, or light fixture, it is considered a dead ball.

10.8 A free direct kick will be awarded to the other team at the spot from which the ball was kicked from (not where it hit the ceiling or lights).

FIFA RULES APPLY

10.9 XL Sports World Cherry Hill offers the "outdoor soccer" experience, indoors. Minor modifications have been made by XL Sports World to ensure the safety of the players and the facility.

10.10 THERE WILL BE NO OFFSIDES

10.11 All free kicks are direct.

10.12 If a flagrant foul is committed by a defending player in his/her penalty box or an intentional handling of the ball occurs by a defending player in his/her penalty box, a penalty kick will be awarded from the top of the box. If the team scores, the player comes out of the penalty box and the opponent will not have to play a man down.

10.13 Opponents must back away 5 yards from all free kicks.

10.14 When beginning the game, the second half, or after a goal, the ball must be played backward.

10.15 Goalies are not allowed to punt or drop-kick the ball. All throwing distributions by the goalie and all goal kicks, when taken, must touch the grass or any player on their side of half field. If not, the opposing team will be awarded a direct kick from half field.

10.16 Goalkeepers have five seconds to release the ball within the penalty area.

10.17 A player may only play on one team in the same division. Unless given permission from XL Sports World management.

11. COACHES

11.1 Players have the right for coaches to behave in a responsible adult manner and to help the players advance their knowledge and abilities in the game of soccer. The management will stop any game they feel is getting out of control, or which may result in an injury.

11.2 Coaches will be given a verbal warning before the referee or manager terminates the game.

12. YELLOW & RED CARDS

12.1 Yellow card will result in a 2-minute bench penalty. (Team can replace the carded player)

12.2 A player or coach receiving a red card during a game may not participate in the remainder of the game and shall be **AUTOMATICALLY** suspended from league play for a minimum of 1 game. Said player or coach must also leave the Facility immediately. Management will assess the situation and determine if a

further ban is warranted. They will range from several games, season, 6-month, year, or permanent. Depending on severity.

12.3 There will be a five-minute bench penalty and play down a player during that time. The coach and the red-carded player must call the following day and speak with a manager to check if any further suspension shall apply. In any case, the responsibility for the red card is placed on the offending player or coach; therefore, no refunds will be issued.

12.4 Please note that profanity or abusive language could be an automatic red card.

13. FORFEITS

13.1 The score 4-0 will be awarded to the winning team in the event of a forfeit. If at any time during the game a team decides to forfeit the game, the winning team will receive the greater of a 4-0 score or the score at the time of forfeit.

13.2 In the event that a game is terminated due to the misconduct of one team, the other team will record a 4-0 score or current score at termination time, whichever is greater.

13.3 No refunds will be made.

13.4 All forfeits due to no shows, illegal players, disciplinary action by management, non-payment of fees, or other causes will be recorded as 4-0 losses. No refunds or credits will be issued for forfeits under any circumstances.

13.5 If your team forfeits a game, your team will be responsible for paying the referee fee for that game (\$40 as of May 2024, this subject to change)

13.6 If your team forfeits with less than 48hrs notice, your team will have to pay a \$50 forfeit fee. IF your team no call no shows for any game you will be required to pay a \$100 forfeit fee. Both forfeit fees will include fee from 13.5

13.7 The amounts listed in 13.5 and 13.6 will be charged to card on file or attached to the team's overall fee. All balances and fines must be paid to return to play at any XL Sports World location

14. RESCHEDULING

14.1 Games cannot typically be rescheduled.

14.2 The following conflicts do not constitute legitimate excuses: coach out of town, basketball games or other sports activities, unavailable players, out of town tournaments, late games, etc.

14.3 Game time preferences are to be offered at the beginning of registration. Teams that pay deposits first, receive preference to game time requests.

14.4 XL Sports World will diligently work to meet your request needs. However, based on an extremely busy schedule, this is not always guaranteed.

14.5 Game times advertised are not guaranteed and can be moved before the season starts.