



**CHERRYHILL
XL SPORTS - CHERRY HILL
CLUB INDOOR SOCCER
LEAGUE**

RULES AND REGULATIONS 2024

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 have an active Daysmart profile with us and sign a waiver.
- 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. All leagues are first come first serve basis, no spots are held without deposit.
- 1.3 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.
- 1.4 Deposits are taken off the overall team fee for the league.
- 1.5 Teams must make full payment before the first game. XL Sports is committed to making it affordable for players and teams to play, which is why we do not charge up front.
- 1.6 Failure to pay team balance on time will result in an additional \$100 late fee. In addition to \$50 each week, the payment is late.
- 1.7 Once the game schedule is finalized no games will be moved or rescheduled due to the tight Winter schedule and limited space. All forfeits will result in a \$50 forfeit fee as well as \$30 to cover the referee fees

2. TEAM INFORMATION

- 2.1 Rosters are due the first day of league play in the division that your team is registered in. Identification is required for all players on the team roster
- 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 the first week of the season to confirm rosters.
- 2.5 Minimum 7 players, maximum of 14 players.
- 2.6 Once a player has been deleted from a roster, the player is ineligible to compete in that league for the remainder of the session.
- 2.7 A team found to be using an illegal or unregistered player or players must be dropped from the roster before the start of the next game. The team will also forfeit that result.
- 2.8 Your team will not be allowed to forfeit future games due to illegal players and the team must continue to play out the session.
- 2.9 A maximum of 2 coaches/managers allowed on the sideline. All teams must have a minimum of 1 coach/manager.
- 2.10 Guest players must be approved by Facility Manager at least 72 hours before the game. Player must have an active DaySmart profile and valid ID

3. LEAGUE RULES

- 3.1 8-week season (minimum of 8 games)
- 3.2 Play is GK and 6 Outfield players. (7 v 7) on a full field.

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

3.4 XL Sports World will adhere to the USYSA age guidelines.

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

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

3.7 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.

3.8 New players and guest players must check in with the front desk before playing. 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 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.

4.8 All players must wear shin guards

5. BENCH AREAS

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

5.2 All teams aged 18 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 alcoholic beverages are 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. Due to a state of emergency.

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 All games will consist of two 20-minute halves for youth teams

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 At half time, the referee will add two minutes on the clock.

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

7.7 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 and the team will forfeit.

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.

9.9 If the ball hits the ceiling it will result in a direct free kick from the spot the ball was kicked from. Deflections will result in a direct free kick below the point of contact with the ceiling.

10. REFEREES

10.1 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!

10.2 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.

10.3 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!

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

FIFA RULES APPLY

10.5 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.

10.6 THERE WILL BE NO OFFSIDES

10.7 All free kicks are direct.

10.8 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.

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

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

10.11 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.

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

10.13 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 (\$30 as of August 2023, this subject to change)

13.6 If your team forfeit, your team will have to pay \$50 forfeit fee as well as the amount listed in rule 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 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 XL Sports World will diligently work to meet your request needs. However, based on an extremely busy schedule, this is not always guaranteed.

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