

Policies and Rules

- 1) Knowing the Laws of the game and Arena Policies are player's responsibility.
- 2) There will be **NO FIGHTING**. No exception, **ZERO** tolerance. If you hit or attempt to hit, kick or attempt to kick, or spit on any player, employee, or referee your membership is revoked. Violent red cards will be shared with other arenas. Violent suspensions from other arenas will be upheld. Threatening any ref will result in the loss of membership.
- 3) Spectators shall cheer and root on their team. Spectators shall **NOT** yell at the other team's players or spectators, referee or employees. Doing so, the spectator(s) shall be asked to leave. If a second incidence occurs involving the same spectator, that spectator will be asked not to return.
- 4) Each player shall be responsible for their player pass and be in same team shirt. **NO TEAM SHIRT, NO PLAY!!!!!!!!!!!!!!!!!!!!**
- 5) Each player **MUST** check in prior to entering the field of play. If a player forgets their player pass they must check in at the desk. Players can forget their pass 2 times before they have to purchase a new pass for \$5.00. A PHOTO ID must be shown to receive a temporary player pass.
- 6) **NO BALLS** will be allowed inside **ISA2000**. **ISA2000** will provide balls for warm up and games. **NO** balls allowed off of the field.
- 7) **ISA2000** reserves the right to refuse service to anyone.
- 8) **NO ONE** can play under the influence of alcohol or drugs. **ANY ONE** suspected of being under the influence will be asked to take a test. If the person fails the test, they will be asked to leave the arena immediately.
- 9) Players, fans and spectators entering the facility do so at their own risk. **ISA2000** assumes no liability for any injuries or accidents which may occur while, kids are playing, supervised or unsupervised, fans or spectators are watching or playing, players are playing or watching while at, in, on, or around the facility.
- 10) There shall be no **GUM**, **SEEDS** (sunflower seeds, pumpkin seeds or any nut in shells), or **TOBACCO** of any kind allowed in the facility.
- 11) Players must be 18 to play in Adult leagues. Youth leagues are same as outdoor ages
- 12) **NO** pets allowed. Service dogs **ONLY**.

Suspensions and Fines

Red card suspensions: Verbal, misconduct, unsports like conduct **STARTS** with **2 GAMES**
Violent conduct, abusive language **STARTS** with **4 GAMES**
Violent Blue Card in final 2 minutes **STARTS** with **1 GAME**
3 Red Cards for same player start with 1 year suspension.

Red card Fines: Verbal, misconduct, unsports like conduct **STARTS** at **\$50.00**
Violent conduct, abusive language **STARTS** at **\$100.00**
Physical Blue card in final 2 minutes **STARTS** at **\$25.00**

Suspensions do NOT start till fine is paid in full. Suspended players MUST serve at least ONE game in the league it was received.

ALL suspensions and fines are subject to increased games based on past player history and conduct AFTER the red card.

Players letting another player to use their pass will forfeit the game and will serve a ONE game suspension.

Schedules

ANY special requests must be made in writing and turned in at the first scheduled game. **ISA2000** will do everything possible to accommodate the written requests, but they are NOT guaranteed.

Forfeitures

Any team, without 48 hours notice, failing to field a minimum of 4 players at game time, will forfeit their game. Game time is forfeit time. Teams that forfeit are subject to a \$75.00 fine. This fine MUST be paid before the next scheduled game. Failure to pay their fine before their next game will result in an additional fine of \$75.00. Failure to pay their fines before the next game will result in the termination of all player memberships from the facility. Teams that have at least 4 players and wish to pick up players to make a better game forfeit but are not subject to a forfeit fine. Any team using non-rostered players will forfeit any game that non-rostered player(s) played.

Games that are suspended will result in a \$100 team fine assessed to the guilty team. The game score will be recorded as a 3-0 loss to the guilty team. If the refs and or ISA management determine both teams are at fault it will be a \$50 fine per team. Teams that walk off the field before the game is over, forfeits the game and is subject to a \$100 fine. A forfeited game because of schedule conflicts is recorded as a 3-0 score. **ISA2000** will try to do a make up game if possible for the winning team, BUT it is recorded as a victory and a make up game is not guaranteed. No credit will be given to either team.

Equipment

All players must wear matching shirts with permanent numbers. All players must wear FIFA approved shin guards and have socks that completely cover their shin guards. See player's equipment in the *ISA 2000* laws of the game for any other equipment concerns.

League Championships

League championship awards will be given to teams that finish 1st in A or B division leagues. C divisions are created for equality in competition and no awards are given. Only qualified players are eligible for awards (see Team Rosters). Leagues are qualified by having at least 6 teams and the season must be 7 games or more.

IF a team is 4 or more points ahead going into finals week, they win the league automatically, UNLESS the league is a playoff league, or total points league. Playoff league is 1st verses 4th and 2nd verses 3rd, and winners meet in finals.

Awards are given to current rostered players up to 12.

League point for standings:

WIN = 3 points LOSE = 0 points TIE = 1 point

In case of a tie in league play, ties are broken for playoffs and championship games:

1st – head to head

2nd – goal differential (goals for minus goals against)

Tie breakers in playoffs games: shootout: 1 shooter verses goalkeeper in 5 seconds.

Tie breaker for championship games: 5 minute sudden death, if still tied then shootout.

If a team joins the league late, they can't be eligible for the championship game.

Team Registration

Teams are taken on a first come and first serve basis. A \$100.00 deposit must accompany applications. Team applications will be dated once the deposit is attached.

Team Fees

A \$100.00 deposit must accompany team applications. The deposit will be credited to the team fees once the team has been accepted into the league. The balances of team fees are due by the second game. A late charge of \$75.00 will be added to the balance of team fees IF NOT paid by the second game. There will be a \$10.00 bank charge for all returned checks.

Reschedules

Once the league starts, scheduled games are scheduled games. To reschedule a game after the first game, must be done in writing at least 1 week in advance. **ISA2000** will do all they can to reschedule the game that must be approved by the opposing team. If a reschedule isn't possible, the schedule game goes as a forfeit. Because there was written notice 1 week in advance, there is no forfeit fine to the team.

Team Rosters

Team roster must be completed and turned in the first week. Team rosters are frozen before the second game. After the second game the **ONLY** way to add a player is to take off an injured player or a player who has quit. Only rostered players are eligible. Teams that play non-rostered players forfeit. The player that is taken off the roster can't play again that season. If the player wishes to play for another team in the same league he must sit out one game. Adult roster size is 16 players.

A team can't add any player with only 2 games left in a season. No player is eligible to play in playoffs or a championship game if he/she has not played in at least 2 games prior to the playoffs or championship game.

Players may not be on 2 rosters within the same league even if there is multiple divisions in that league (ie. A player can't play on an "A" division team and also play on a "B" or "C" division team). This doesn't apply to a Friday Co-Ed team and Saturday Co-Ed team. They are different leagues.

Team Benches

ANY player leaving the player's bench during a conflict, to either **BREAK UP**, or **PARTICIPATE** will be ejected from the game, and are subject to suspension and possibly having their initiation/membership terminated.

ANY fan, spectator, or relative that enters the field without the approval of the referee or an employee of **ISA2000** will be ejected from the arena, and will be asked **NOT** to return.

Only registered players are allowed in the player bench. Each team can have 1 coach and 1 assistant coach on the team bench. **NO** other persons are allowed on the team benches.

NO food or drink is allowed on the field. Teams leaving the team bench are responsible for cleaning up their team bench.

Protests

Any and all protests must be done in writing. Only violations of the laws of the game are protest able.

Complaints

Any and all complaints must be done in writing. Complaints about the refereeing will not be accepted immediately after the game. Complaints can be turned in 48 hours after the game in question.

Scoring

To eliminate the unnecessary running up of the score, no game score will have more than a 10-goal differential between the winning team and the losing team. An example of this policy is, the game score is 17-4; the score will be recorded as 14-4.

Spectators

Family, friends and spectators must conduct themselves in a good sporting manner. There will be no abusive or derogatory remarks towards the other team, other fans, referee or any employee of *ISA2000*. If spectators can't conduct themselves in an appropriate manner, they will be asked to leave the facility.

ALL kids **MUST** be supervised at **ALL** times

If everyone can abide by the rules of the arena, and the laws of the game, it will make *ISA2000* a fun and exciting place to play. The rules are for the SAFETY and fun of ALL.

ISA2000 is a US Indoor member and also follow some US Indoor laws and regulations. Copies of US Indoor laws can be located at www.usindoor.com

If you have concerns or questions PLEASE feel free to talk to us.

Thank you, and have FUN!!!!!!