

2022 MJDSBL Indoor Soccer League Deadlines

- I. Schedule-attached Form must be scanned and emailed to msyeshivaleague@gmail.com no later than **Wednesday, March 9th**.
Schedule of opponents will be sent out after today's meeting.

- II. Rosters attached Form must be scanned and emailed to msyeshivaleague@gmail.com no later than **Wednesday, March 9th**

- III. **League Fees**
League Fees for the 2022 season are \$800 PER TEAM, plus a refundable forfeit/game change fee of \$150 PER TEAM are due by **Monday, March 7th**. Checks should be payable to MJDSBL and mailed to MJDSBL 281 Elm Street, West Hempstead, NY 11552.

- IV. No games before **Monday March 21st**.
No games after (season ends) **Sunday, May 15th**.
No games are to be scheduled from Thursday April 14th through Sunday, April 24th. (Pesach).

Indoor Soccer Rules

League Play shall be governed by the Rules as set forth by the *National Federation of State High School Association Soccer Rules Book* (the “NFHS Rules”) as modified by this Soccer Rules MJDSL Soccer Supplement as follows:

RULE S1 TEAMS

Each team shall consist of not more than 5 players on the court, 1 of whom shall be the goalkeeper. A game shall not be started with fewer than 4 properly uniformed players on each team. After the game has started, it may not be continued with fewer than 3 players.

RULE S2 ROSTERS

1. Each team shall submit a **Principals Vaccination Authorization Roster Form** containing the names, numbers and date of birth of all players, bench personnel and coaches. This form shall be signed by the Principal certifying that all players and team personnel are in compliance with the League’s Covid Protocols. This form shall be scanned and emailed to msyeshivaleague@gmail.com by Thursday, March 3rd.
2. The Roster Form shall be submitted to the Referee and opposing Team prior to the match. The game shall not begin until this is complete.
3. Players that have participated in at least 5 games are eligible to participate in the Playoffs. A player is considered to have participated in a game if he/she was on the Roster for that game, regardless of whether that player actually played in such game. Please include injured players on your rosters so they meet this requirement.
4. Any player whose 15th birthday falls on or before 3/1/22 is ineligible to play.

RULE S3 SCHEDULES

Schedules must be emailed to msyeshivaleague@gmail.com by Wednesday March 9th.

1. Coaches Directory:
Please review your cell phone numbers and email addresses on the Coaches Directory. This will be sent out after today’s meeting. If any corrections are needed, please email msyeshivaleague@gmail.com asap.

2. Coaches will set their schedules by contacting their opposing Coaches. When submitting the Schedule please make sure that all the information is accurate and confirmed with your opposing Coach.
3. It is preferable that weekday games be scheduled not before 630pm.
4. The following should be thoroughly consulted before scheduling games: Principals, Custodians, Bar/Bat Mitzvah dates, Athletic Directors and other same school Coaches, School Calendar. **Coaches are urged and reminded to constantly check and re-check court availabilities during the season.**
5. The Home coach MUST be in contact with the Visiting coach at least THREE DAYS before a game in order to confirm starting time and travel directions. It is each coach's responsibility to make sure they are reachable on game days.

RULE S4 GAME REPORTS

The Home Team will email to msyeshivaleague@gmail.com the name of each Disqualified (Red Card) player, coach and bench personnel to the administrator within 24 hours of completion of the match.

1. LOG IN to Website: Every Coach has been given a User ID which is the first initial of your first name followed by your last name i.e. jrhine. The default password for everyone is soccer. When you sign in for the first time onto the website, you will be given the option to reset this password. Please remember that passwords are case sensitive.

2. To Post Game Results on the Website:

The **HOME Team** coach is responsible for posting the score of each Home game on the website within 24 hours of the game's completion.

Score reporting procedures will be sent out before the start of the season.

RULE S5 HOME TEAM RESPONSIBILITY ON MATCH DATES

HOME TEAM TO PROVIDE:

Electric Scoreboard and visible Clock

Time keeper and a Scorekeeper (can be the same person)

The Referee shall time all penalty minutes during which a given team is playing short handed

Copy of League Rules to the Referees

Both teams required to have fully equipped First Aid Kits.

Arrive ½ hour before game time to set up gym for the game(tape, etc.)

FACULTY SUPERVISION

Principals are to provide faculty supervision at all games.

BASKETS – Where possible baskets should be raised to their highest point, especially baskets around the goals.

SAFE PLAYING CONDITIONS

Home team is responsible for providing a safe playing environment

RULE S6 GOALS

Goals shall be standard size of 12 feet wide between 6 feet and 6 feet 7 inches high, and shall have depth of at least 3 feet.

The Goalie's penalty areas shall consist of the 3 second basketball area, extending from the basketball baseline to the basketball foul line.

RULE S7 THE BALL

The official ball for all MJDSSL games shall be standard size 4 Futsal ball. It is the responsibility of the Home team to provide at least 3 official game balls of similar quality.

RULE S8 EQUIPMENT

1. All players on a team must wear matching uniform tops with numbers on the back. (No Hanes T's, V's or A shirts allowed)
2. All players **MUST** wear **SHIN GUARDS** properly fastened and fully covered by **high-rise socks**. Per NFHS Rule 4.1.1, Shin guards must meet NOCSAE requirements.
3. Athletic cups are highly recommended, especially for goal keepers. Goalies are required to wear gloves.
4. All teams must have 2 uniforms. The Home team must wear white uniform shirts and the Visiting team must wear colored uniform shirts.
5. **GIRLS ONLY:** All female players shall wear sweat pants to the ankles or long skirts. Shorts are not permitted.
6. Tape should be of the similar color to the socks.

RULE S9 LENGTH OF GAME & TIMEOUTS

1. Games shall consist of TWO 24 MINUTE RUNNING HALVES. Halftime shall be 7 minutes.
2. All Kickoffs shall be determined by a coin toss.
3. Each team shall be permitted a single one minute Timeout in Regulation. During the regular season no additional Timeouts shall be provided during Overtime. If a team did not use their second half Timeout, they are permitted to use the Timeout during Overtime. Timeouts may be taken by either team after a goal, following an injury, stoppage and before the ball is put back into play, or prior to a dropped ball. During a free kick or throw in, a Timeout may only be called by the team awarded the free kick or throw in. A team may also call a Timeout when its goalkeeper is in possession of the ball. A Timeout may never be called while the ball is in play.

RULE S10 OVERTIME

1. Regular Season In the event of a tie there will be a 3 minute Overtime Period.
2. If the game is tied , there will be a 5 (different) player shootout. The team that scores the most goals will be declared the winner.
3. If the score is tied after the shootout, teams will continue to go one for one kicking penalty shots to determine the winner..

RULE S11 FIELD OF PLAY

WALL/CEILINGS

All walls are in play; however, a player shall not be permitted to use a wall to create an unfair advantage. A player will be penalized for charging an opponent in a dangerous or reckless manner, or for use of disproportionate force particularly in areas of play close to a wall and from behind. Similarly, while a player near a wall shall be permitted to extend an arm or hand as a brace against injury, he/she shall not be allowed to extend that arm or hand to create leverage or space as a way of initiating dangerous or rough play.

PENALTY AREA

The penalty area shall be the floor area enclosed by the goal line and the basketball-related 3 second lane. The goal line (MARKED WITH GAFFER'S TAPE) must be laid directly under the backboard. If the backboard is retracted to the ceiling, it must be laid 3 feet from, and parallel to, the basketball baseline. IF THERE IS NO 3 SECOND LANE, THE HOME TEAM MUST USE TAPE TO MARK THE PENALTY AREA ON THE GYM FLOOR.

LOCAL GROUND RULES

A team may institute local ground rules as applicable to their Home gym. Said rules shall be discussed pre-game with all referees, coaches and captains.

ARRIVAL TIMES FOR GAMES

If the Visiting team arrives late to a game, it may have a maximum 5 minute warm up before the game. Visiting teams arriving 20 minutes following the scheduled start time to a game, shall be subject to a forfeit. COACHES ARE ADVISED TO ALLOW ENOUGH TIME FOR TRAVEL AND WARM UPS WHEN SCHEDULING AWAY GAMES.

RULE S12 REFEREES

The league will provide referee(s). Following each game, the referee(s) shall report any disqualification and unusual incidents in writing to the Commissioner.

RULE S13 MISCONDUCT

- Caution (yellow card) A cautioned player (including the goal keeper) must be removed from the field of play and may be replaced. The player may not return to play for 2 minutes.
- Second Caution (displayed as 2 yellow cards or 1 red card) A second cautioned player, (including the goal keeper) will be ejected from the game.
- Disqualification (red card) A disqualified player (including the goal keeper) must be removed from the field of play and ejected from the game.
 - A. Remaining time of timed penalties will be carried over to the next half.
 - B. In the event of players from both teams serving simultaneous time penalties, a goal(s) scored by either team WILL NOT end time penalties.
 - C. A disqualified coach, player or bench personnel MUST leave the site of play. If there is no previously listed assistant coach to take over, the game shall be terminated and such coach's team shall forfeit the match.
 - D. Any player, coach or bench personnel receiving a Disqualification will be suspended from his/her team's next scheduled regular season or playoff game at the discretion of the Commissioner.

RULE S14 SLIDING

No player except for the goalie may slide during a game.

RULE S15 BALL IN AND OUT OF PLAY

A. Ball Behind Goal

A ball that lodges anywhere behind the goal line or goal (including the netting) shall be out of play. Play shall be restarted with a goalkeeper clearance (i.e. goalkeeper picks up the ball and distributes the ball as if he/she made a save). The goalkeeper clearance will be subject to Rule S22 including distance restriction and time to distribute; *provided that if the ball is directly and intentionally* played into any such areas by a defender, play shall be restarted with an INDIRECT corner kick from the corner of the gym closest to where the ball left play.

Any ball that follows an unobstructed path behind the goal will remain in play. **Players are not permitted to play the ball immediately behind the goal area or run behind the goal.**

B. Bleachers/Spectator Area

A ball landing in the bleacher or spectator area and returning to the field of play without being touched or where the touch is incidental and does not affect the trajectory of the ball, shall be a **live ball**. A ball entering the bleacher or spectator area and remaining out of play or being clearly impacted by contact with a spectator, bench personnel or player, where such contact affects the trajectory of the ball, shall be a **dead ball**. Play shall resume with INDIRECT free kick awarded to the team not having last touched it before it was declared out of play.

C. Intentionally Delaying the Game by Playing the Ball into a Corner

A player shall not deliberately shield the ball in a corner with their body and delay dynamic play with the intention of wasting time off the clock.

PENALTY: Indirect free kick awarded to the opponent at the spot of the violation. The offending player may additionally be cautioned for unsportsmanlike conduct.

RULE S16 SCORING

Goals may be scored from any point on the court. Any player, including a goalkeeper, may score. A goal is scored when the ball entirely crosses the plane of the goalmouth.

RULE S17 SUBSTITUTION

Substitution may be made at any time. If an attempted substitution is deemed disruptive in the opinion of the Referee(s) it shall not be permitted and play will be stopped at the discretion of the Referee(s) and resumed with an INDIRECT free kick being awarded to the non-offending team. Teams may substitute when the goal keeper has clear possession of the ball and during any clear stoppage of play. The players must leave the field of play prior to substitute's entrance. Time will run during such substitution situations unless the Referee(s) indicate to the contrary.

- A. If a substitution occurs during the goalkeeper possession Rule S22.A.1 will be tolled until the substitution has been completed and the play will be restarted with the goalkeeper in possession of the ball. The team without possession of the ball shall substitute at its own risk, and the goalkeeper does not need to wait until the other team has completed its substitution prior to placing the ball in play.

RULE S18 DIRECT/INDIRECT FREE KICKS

With the exception of penalty kicks, all free kicks shall be INDIRECT free kicks. All INDIRECT free kicks are permitted to cross the mid field plane directly.

Players opposing the kicker shall be at least **15 feet** from the ball until it is kicked unless they are standing on their own goal line between the goal posts. If a kick is awarded to a defending team in its penalty area, players opposing the kicker shall be at least **15 feet** from the ball and outside the penalty area until it is kicked.

RULE S19 START OF PLAY

A kickoff may go in any direction.

RULE S20 PENALTY KICKS

1. A penalty kick may be taken by any member of the non-offending team from the basketball foul line.

2. All players except the kicker and opposing goal keeper shall be within the field of play but outside the penalty area and at least 15 feet from and behind the penalty mark until the ball is in play.
3. No substitute may take a penalty kick.

RULE S21 GOALKEEPER

- A. The goalkeeper may only use his/her hands within the designated penalty area. The line is considered part of the penalty area. The goal keeper's body/feet may be outside the penalty area when handling the ball with his/her hands, as long as the ball stays within the penalty area. It is also permissible for the goal keeper to take control of the ball outside the penalty area, dribble it into the penalty area, and then pick it up with his/her hands.
 1. Goalkeeper in possession/control of the ball with his/her hands inside his/her own penalty area, will be allowed 5 seconds to release the ball into play. Violation of the 5 second rule will result in an INDIRECT free kick awarded to the opponent from the spot on the 3 point line arc closest to where the infraction occurred.
 2. The goalkeeper in possession of the ball with his/her hands within the penalty area shall not be interfered with or impeded in any manner by an opponent.
 3. After a dead ball the goalie may kick the ball anywhere on the court.
- B. Goalkeeper distributing the ball into play
 1. A goalkeeper distributing the ball into play may **NOT** throw the ball over the mid field line. The ball must touch the floor, a wall, the ceiling or another player prior to crossing the mid court plane. An INDIRECT kick from the nearest spot on the mid field line shall be awarded to the other team for a violation of this rule.
 2. Neither dropkicks nor punting is permitted.
 3. After the goalkeeper releases the ball into play in any manner, he/she may **NOT** touch the ball with his/her hands until it has been player/touched by another player.
 4. The goalkeeper may place the ball on the ground at his/her feet with **virtually no** bounce, and may kick the ball directly across the midfield without touching the floor, wall or ceiling and can **directly** score a goal.
 5. A goal may not be scored directly from a goalkeeper throw. Any violation of 2-5 in this section shall result in an INDIRECT kick taken from the spot on the 3 point line arc closest to where the infraction occurred.
 6. The goalkeeper may not use their hands when receiving a pass from their teammate. They can only use their hands to stop an opponent's kick at their goal.

RULE S22 COMMISSIONER

The Commissioner shall be responsible for the operation of the League. The Commissioner shall be the arbitrator on all League matters including protests. The Commissioner's decision shall be final.

RULE S23 PROTESTS

All protests must be submitted by the protesting Coach to the Commissioner no later than the following day, copying the opposing Coach. A description of the situation and the relevant rule shall be included in the protest. Decisions involving a Referee's judgment may not be protested. For a protest regarding a player's eligibility, if the Commissioner determines that the player in question was not permitted to play in that game for any reason, then the game in question will be forfeited.

RULE S24 PLAYOFFS

1. All playoff games will be played on the court of the higher seeded team.
2. Playoff games must be played within the time parameters listed in the playoff format TBD.

RULE S25 REQUESTS FOR POSTPONEMENTS

Each team is entitled to one free schedule change provided the request is made at least 3 days before the original scheduled date. Subsequent requests will incur a \$150 change fee