



OZ DOME INDOOR SOCCER LEAGUE RULES AND PROCEDURES

It is our goal that all players, coaches and spectators entering the OZ Dome have an enjoyable experience!

IT IS THE RESPONSIBILITY OF THE COACH/MANAGER TO ENSURE THAT ALL TEAM MEMBERS UNDERSTAND, ARE FAMILIAR WITH AND ABIDE BY THE FOLLOWING RULES.

Table of Contents

| Rule | Page |
|---|-------|
| I. Team and Player Registration..... | 2 |
| II. Game Day Registration and Procedures..... | 2 |
| III. Equipment | 2 |
| IV. Duration of Game | 2 |
| V. Number of Players | 3 |
| VI. Ball out of Bounds | 3 |
| VII. Offside | 3 |
| VIII. Goal..... | 3 |
| IX. Free Kick | 3 |
| X. Goal Kick | 3 |
| XI. Penalty Kick | 3 |
| XII. Corner Kick..... | 3 |
| XIII. Kick-Off | 3 |
| XIV. Pass-Back | 3 |
| XV. Substitutions..... | 4 |
| XVI. Sliding Tackles..... | 4 |
| XVII. Yellow Card | 4 |
| XVIII. Red Card | 4 |
| XIX. Time Penalties | 4 |
| XX. Administration of Time Penalties | 5 |
| XXI. Suspensions | 5 |
| XXII. Referee Decisions | 5 |
| XXIII. Referee Assault..... | 5 |
| XXIV. Appeals | 5 |
| XXV. Game Scoring..... | 6 |
| XXVI. Playoffs | 6 |
| XXVII. General | 6 |
| XXVIII. Facility Rules | 6 - 7 |

I. Team and Player Registration

1. On the full field (100FT X 180FT), each team must register a minimum of 10 players to a maximum of 18. On the mini field (50FT X 100FT) the minimum is 8 players, maximum 15 players. The registration fee includes registration of 12 players per team. Additional players must pay an additional \$35.00 per player to register.
2. Prior to the first league game, teams must submit the following:
 - a. The team representative is required to fill out the OZ Dome Team Registration Form in its entirety,
 - b. The team representative must submit a complete team roster prior to the first game,
 - c. All players must submit an OZ Dome Player Registration Form prior to their first game in order to be eligible to play. Non-registered players will not be permitted to play,
 - d. The team representative must submit at least 50% of the team fees at the time of registration.
 - e. The team representative must submit the balance of outstanding team fees within (2) weeks from the start of season.

Please note that items a. through c. above can now be completed online through our homepage at www.ozdome.com.

3. Legal age for Men Old-Timers is 35 and above. Legal age for Women Over 30 is 30 and above.
4. All players can be registered in up to three leagues simultaneously (i.e. you could play in Men's Premier and Old-Timers Premier).
5. Teams may bring visiting players to any game (within the age limit) as long as OZ Dome Management is notified before the start of the game and each player has filled out the online player registration. The maximum number of visiting players allowed per game is 2.
6. Players may be added or released from team rosters as long as OZ Dome Management is notified in writing and player registrations are properly filled out.

II. Game Day Registration and Procedures

1. Each team is required to complete their rosters online or fill out the provided game sheet and return it to the referee prior to each game. The game sheet must be comprised of your team name, player's full names and shirt numbers, the date, and the name of the league. **Managers must review and sign the game sheet before each game and make any adjustments as necessary.**
2. **If any team fails to comply with the above procedure, then it will forfeit the game.**
3. Player eligibility check can only be requested before the game has begun, not during or after. **If a team is unable to provide their proof then OZ Dome Management may decide to subsequently forfeit the game.**

III. Equipment

1. All players must wear shin guards and proper footwear.
2. Only flat soled indoor or turf shoes may be worn in the Dome (multi-studs are permitted but six-studded outdoor shoes are not).
3. Each team must have numbered uniforms. The goalkeeper must wear a distinct shirt (i.e. different colour) from that of his/her teammates as well as the opposing team's uniforms.
4. Any player wearing a wrist or arm hard cast will not be allowed to play due to the chance of injuring another player or aggravating their own injury. Knee braces will be permitted provided they appear safe, stable and meet the referee's approval. Watches, jewelry and glasses will not to be worn during play for safety reasons.

IV. Duration of Game

1. 2 x 28-minute halves with a 2-minute break at half time. The game clock will start on time regardless of whether both teams are ready to play. Any team that is more than 10 minutes late may forfeit the game at the discretion of OZ Dome Management. The game will be considered complete if more than 35 minutes has been played.

V. Number of Players

1. Games are 4 v 4 (including the goalkeepers) on the mini 1/3 field (50ft x 100ft) and 7 v 7 (including the goalkeepers) on the full field (100 x 180ft). Teams must have a minimum of 3 players (including the goalkeepers) on the mini fields and 5 players (including the goalkeepers) on the full field to start the game. Players less than 10 years old will have 5 players on 1/3 mini field, and 8 on the full field. In the coed league, 2 female players must be on the field at all times.

VI. Ball out of Bounds

1. Players will play “kick-ins” from out of bounds (instead of throw-ins). All opposing players must be a minimum of 10 feet (3 yards) from the ball. Ball out of bounds at either goal line will result in either a goal kick or corner kick. Goalkeepers are not permitted to pick up “kick-ins”.

VII. Offside

1. The offside rule does not apply at any time.

VIII. Goal

1. All field players may score from anywhere on the field. You cannot score directly from an indirect kick, kick-in or center-kick. Goalkeepers can score by throwing the ball into the opposing net (from his/her own box).

IX. Free Kick

1. Direct and Indirect: Opposing players must be 10 feet (3 yards) from the ball in foul situations. Outstretched legs into the 10 feet area are considered encroachment and may result in a booking. Ball coming into contact with any part of the building structure while in play will result in an indirect free kick for the opposing team. If the ball hits the building structure within the penalty area either a goal kick or corner-kick will be awarded depending on which team last touched the ball.

X. Goal Kick

1. A goal may be scored directly from a goal kick. Goal kicks can be taken from anywhere inside the goalkeeper’s box.

XI. Penalty Kick

1. A penalty kick will be awarded for: a player (other than the goalkeeper) handling the ball within the box; tripping in the box; sliding tackle in the box and any other infraction of the rules that would result in the award of a direct free kick inside the penalty box (based on F.I.F.A. rules). All players from both teams must be at least 10 feet (3 yards) from the penalty mark and behind the ball before the ball is kicked. The goalkeeper must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked.

XII. Corner Kick

1. Corner-kicks are played on all fields. Corner kicks are direct.

XIII. Kick-Off

1. Will be awarded to the opposing team after a goal is scored and to start each half of the game. All center-kicks are direct; a goal may be scored directly from a kick-off.

XIV. Pass-Back

1. The NO pass-back rules to the keeper are in effect.

XV. Substitutions

1. Substitutions are unlimited and may take place at any time including “on the fly” in all league games. However, players must substitute within 5 meters of their team’s side of the centerline. An illegal substitution will result in an indirect free kick where the ball was last played. Repeated disregard of this rule could result in a yellow card.

XVI. Sliding Tackles

1. No sliding tackles are permitted (including the goalkeeper). A direct free kick will be awarded to the opposing team. Sliding to save a ball from going out of bounds or in the goal, which does not constitute a “tackle” or endanger an opposing player in any way, is permitted.

XVII. Yellow Card

1. Any player who receives a yellow card must serve a 2-minute time penalty. If the opposing team scores before the two minutes has expired, the penalty is considered served and the player can return to play.
2. Any player receiving 3 yellow cards during the course of a season will receive a one-game suspension commencing the next game played by that player’s team.
3. Any player receiving 5 yellow cards during the course of the season will receive an additional two-game suspension commencing the next game played by that player’s team. OZ Dome Management will attempt to notify each person who is suspended. It is, however, the responsibility of the player to know his or her own status, as ignorance is not a defense in an appeal hearing.
4. The accumulation of yellow cards does not carry over into playoff play. Suspensions, however, do carry over into playoff play.

XVIII. Red Card

1. Any player receiving a red card (or two yellow cards in a single game) must leave OZ Dome property immediately and their team must play short for 5 minutes, regardless of any goals scored by the opposing team. The card will be recorded in the disciplinary record.
2. Red card violations listed below will carry the following suspensions:

| <u>VIOLATION</u> | <u>SUSPENSION</u> |
|---|-------------------|
| Professional foul | 1 game |
| 2 Yellow cards; dangerous tackle; foul language to another player | 1 game |
| Foul language to a referee | 3 games |
| Intent to injure | 3 games |
| Fighting | 4 games |
| Instigating a fight | 6 games |

3. OZ Dome Disciplinary Board reserves the right to impose stiffer penalties, if warranted. The referee’s report will indicate the reason for the Red Card using the terminology stated above.
4. The player will **not** be permitted to play, and is considered suspended, until the suspension is served and all fines are paid. Any player caught playing while suspended will be subjected to further suspension and their team will forfeit every game in which the suspended player participated. An additional point will also be deducted from the team’s league standings for each game in which a suspended player participated.
5. Any player or coach who receives a suspension and is participating in more than one league will be suspended from all leagues in which they play or coach, until suspension is served. **In other words a one-game suspension means one game in all leagues in which the offender participates.**

XIX. Time Penalties

1. A player who is cautioned (receives a yellow card) must serve a 2-minute time penalty. If the opposing team scores before the two minutes has expired, the penalty is considered served and the player can return to play.
2. A player who has been sent off (receives a red card) must leave the property and his/her team must play short for 5 minutes, **regardless of any goals scored by the opposing team.**

XX. Administration of Time Penalties

1. Time penalties shall commence when the game is restarted.
2. Another player who is on the field at the time of the offense may serve time penalties for goalkeepers.
3. Two-minute time penalties must be served until the time penalty expires or the opposing team scores a goal.
4. Five-minute time penalties must be served until the time penalty expires. No exceptions.
5. If a team has more than one player serving a time penalty when the opposing team scores a goal, the player with the least amount of time to serve may return to play.
6. If during the course of a game the same player receives a second yellow card, the player will be sent off and a five-minute penalty must be served in its entirety.
7. If both teams are shorthanded at the same time, the time penalty must be served entirely by both players regardless of any goals scored by either team.

XXII. Suspensions

1. All long-term suspensions (not including Red Card or Yellow Card infractions) from the outdoor season will be applied to indoor leagues at the OZ Dome.
2. All suspended players must pay a \$25.00 fine.
3. The suspended player is **prohibited from all activities in the OZ Dome** until they serve their full suspension and pays the above-mentioned \$25.00 fine.

XXI. Referee Decisions

1. The OZ Dome Referee Assignor appoints all referees. We stand by, and respect, all decisions made by our referees.
2. We do, however, monitor our referees and attempt to provide top quality officiating. Comments or concerns will be heard from our patrons if a referee is not performing in a professional manner. In the unforeseen circumstance that an appointed referee is not available, OZ Dome reserves the right to appoint, at its discretion, a replacement referee.
3. **Please note: Any players, coaches, or fans that threaten officials will be banned from the facility.**

XXIII. Referee Assault

1. Referee assault will be dealt with by the OZ Dome Disciplinary Committee. The appropriate Special Incident or Referee Assault Report is to be filled out by the assaulted referee.

XXIV. Appeals

1. Teams may protest based on the eligibility of a player. This protest can be based on a player playing while under suspension or failure to be registered. This must be done before the start of the game (if player does not play then no protest is required). For late arrivals, if the eligibility of the player is questioned and they participate in the game, the team appealing is required to do the following:
 - a) Submit the appeal in writing to OZ Dome Disciplinary Committee within 48 hours of the game in question,
 - b) Provide a \$100.00 bond to OZ Dome Management.
 - c) The OZ Dome Disciplinary Committee will hold a hearing, which will consist of three arbiters appointed by OZ Dome Disciplinary Committee Chairperson, a representative from the appealing team and a representative from the team in question.
2. If the appealing team is successful in their appeal, the game result will be altered (if necessary) and their \$100.00 bond will be returned. If the appealing team loses then the game outcome will stand, and the \$100.00 bond will be retained by OZ Dome. **Note: The hearing decision is final.**

XXV. Game Scoring

Win = 3 points

Tie = 1 point

Loss = 0 points

1. In the event of a tie in the final standings, the following tiebreaker rules shall apply:
 - a) Head to head competition (goal differential: if both teams have the same number of wins in head to head competition),
 - b) Most wins,
 - c) Goal differential,
 - d) Most goals scored,
 - e) A coin toss.
2. If more than two teams are tied, then the following tiebreaker rules shall apply:
 - a. Most wins,
 - b. Goal Differential,
 - c. Most Goals Scored,
 - d. A coin toss.
3. A game that is forfeited will count as a 3-0 win for the non-forfeiting team.

XXVI. Playoffs

1. All playoff games (i.e. quarter-finals, semi-finals and finals) that end in a draw will continue as follows:
 - a. Penalty Kicks
 - i. Each team will designate one (1) shooter at a time. Each player on the team must take a penalty shot **if required**.
 - ii. If the game is still tied after all shooters (**if necessary**) have taken one shot then the teams will begin with their first shooter again. Each team will take one penalty shot until a team misses. It is **SUDDEN DEATH** therefore, if the first team shooting misses and the second team scores, the game is over.

XXVII. General

1. During the course of the season, it may be deemed necessary by the OZ Dome Executive Committee to amend the rules and regulations pertaining to OZ Dome Sports and Recreation Center indoor soccer leagues and tournaments. All coaches and referees will be notified of any changes that may arise.

XXVIII. Facility Rules

1. All patrons must abide by the General Facility Rules as follows:
 - a) **General**
 - i. Consumption of alcohol is allowed in the licensed restaurant and patio areas only.
 - ii. Personal alcohol is not permitted in / on the facility or parking lots.
 - iii. Tailgate gatherings are not permitted on OZ Dome grounds or in the parking lots.
 - iv. Smoking is not permitted in the facility, on the patio or on the fields. Smoking is permitted outside in designated areas only.
 - v. Cannabis use of any kind is strictly prohibited on OZ Dome / OZ Optics property.
 - vi. Chewing gum, spitting and nasal clearing (without tissue - to be disposed of in trash receptacles) is strictly prohibited.
 - vii. Kindly refrain from using profane, abusive or foul language.
 - viii. Fighting will not be tolerated and will result in being banned from the facility.

XXVIII. Facility Rules (cont'd)

a) General

- ix. Climbing on any building structures or equipment (i.e. netting, benches, or goals) is not permitted.
- x. Spectators* are not permitted in the dome during play and are to observe from the Yellow (Dome Viewing) Room. Balls traveling at high speed could injure spectators on the sideline. (**See Covid-19 Rules below*)
- xi. Children are not to be left unattended at any time. (**See Covid-19 Rules below*)
- xii. First aid kits are located at the Sports Coordinator desk and inside the Dome. Please ask for assistance.
- xiii. Practicing with a ball on the sideline is not permitted.
- xiv. Cancellations: OZ reserves the right to cancel games at any time in the event of Queensway closures, severe weather / poor road conditions at the sole discretion of OZ Dome Staff.

b) COVID-19 In addition to the General Rules above:

- i. Covid-19 Screen Checklist forms are available on the OZ Dome website and at the Sport's Coordinator desk. Each player must complete and sign a form at each visit and submit to referee or League Coordinator.
- ii. It is strongly advised that players use the thermal camera at the main entrance to screen their temperature before each game.
- iii. Masks are to be worn in all indoor spaces with the exception of the dome (during play).
- iv. Groups are not to enter the dome until their scheduled time.
- v. In order to maintain acceptable Phase 3 indoor numbers, NO SPECTATORS please. (**Supersedes Rules above*).
- vi. Pinnies will not be provided at this time. Players are to arrive prepared with either their primary or alternate jersey.
- vii. Equipment such as gloves and pads will not be loaned at this time. Game balls will be provided.
- viii. Communal water will not be permitted. Each player is to supply their own for personal use only.
- ix. Hand shaking / high-fives will not be permitted at this time. Elbow bumps are an acceptable substitution.
- x. Indoor change room facilities are not available at this time. Washroom facilities are available during the indoor season

Continuous disregard for the rules may result in a league expulsion or not being invited back the following season. The facility is monitored by a number of cameras, anyone caught breaking the rules will be prosecuted.

For any questions or for further clarification, please contact the OZ League Coordinator office at:

**221 Westbrook Road
Carp, Ontario
K0A 1L0
Phone: 613-831-3121 x3136
Email: ozdome@ozmerch.com**

Please enjoy the complex and if you have any suggestions on how to improve the facility, please provide your comments to OZ Dome Management.

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