

## Major Arena Soccer Youth Championships

Boys Age Groups: U10, U11, U12, U13, U14

Girls Age Groups: U10, U11, U12, U13, U14

Regional Championship Tournament Cost: Cost determined by each regional host

Regional Round Dates: Determined by regional host.

Finals Tournament Cost: \$500 per team

Final Round Dates: June 2019

Finals Host Cities: San Diego, Baltimore, Harrisburg, Utica

Under 14 Boys and Girls

June 22nd to 24th

Pechanga Arena – San Diego Sockers Practice Field, 3500 Sports Arena Blvd, San Diego, CA

Under 13 Boys and Girls

June 22nd to 24th

Maryland Sports Arena – 2723 Pulaski Highway, Edgewood, MD

Under 12 Boys and Girls

June 22nd to 24th

Sports City Athletics Harrisburg – 4141 Linglestown Road, Harrisburg, PA

Under 11 Boys and Girls

June 22nd to 24th

Northeast Regional Recreation Center – 7501 Oakleigh Road, Parkville, MD

Under 10 Boys and Girls

June 8th and 9th

Adirondack Bank Center - 400 Oriskany St W, Utica, NY

### ROSTER RULES:

- A game shall be played by two (2) teams, each consisting of not more than six (6) nor fewer than four (4) players on the field, one of whom must be the goalkeeper. The Home team and the Visiting team shall each dress a maximum of fifteen (16) players and minimum of nine (9) players. If multiple time penalties are being served, there shall be a minimum of four (4) players per team, including the goalkeeper, on the field of play.
- Teams that qualify for the International Championship final round must carry a minimum of nine (9) of the rostered players from their Regional Championship round.
- Teams qualifying for the international finals may pick up players from other teams who do not advance to the international final tournament.

- Age Groups determined by [US Youth Soccer Age Matrix](#)

#### MASL PLAYING RULES TO BE FOLLOWED:

- UNLIMITED SUBSTITUTION: Playing with Too Many Players (“Too Many Men/Women”): During dynamic play, substitutions may be made at any time on an unlimited basis, provided the player substituted for is within the touchline at his own bench area, or off the field of play within his own bench area, before the substitution is made. Neither the player entering the field nor the departing player may participate in play and or gain an advantage during a period of time when they are simultaneously on the field and the ball is in play (even if within the touchline). Such violation shall result in a 2-minute team power play penalty. It shall be the Coach’s choice as to which player serves the two (2) minute power play penalty which shall not accrue against that player for purposes of multiple accumulated time penalty ejection.
- FIVE SECOND PLAY REQUIREMENT: Failure by a team to put the ball into play within five (5) seconds after the Referee has signaled the ball ready for play or by the blowing of the whistle, shall result in a possession turnover to the opponent. A whistle to restart play is required after a five second play requirement violation.
- GOALKEEPER DISTRIBUTION: Play restarts with a goalkeeper distribution by hand after an attacking player has last touched the ball before crossing the perimeter wall between the corner flags, for any infraction committed by the attacking team in the Penalty Arc or after a timeout initiated by the GK in his own penalty area. The distribution shall be taken from any point within the penalty area by the goalkeeper. The ball is considered in play once it travels outside the penalty area. The following provisions also apply:
  - a. Referee Whistle: The Referee hands the ball to the goalkeeper and whistles to restart play. Goalkeeper must have one foot on goal line before referee will toss the ball to initiate Goalkeeper Distribution.
  - b. Player Positions: Opposing players remain outside the penalty area until the ball leaves the penalty area.
  - c. Goalkeeper Infraction: A goalkeeper taking a distribution may not play the ball again after it has left the penalty area until it is touched by another player. Otherwise, the opposing team shall be awarded a free kick where the violation occurred.
- Shootouts/Penalty Kicks - TBD locally
- Power play Penalties & Misconducts - See Fouls & Penalties section

#### THE FIELD & REFEREES:

- POWERS: Referees’ decisions on points of fact connected with play shall be final so far as the result of the game is concerned. The Referee’s power to assess penalties, and maintain control of the game, extends to violations of these Rules which are committed during play, during stoppages, and as players and other team personnel proceed to and from the field of play. The Referee has the power to:

- WARN/PENALIZE/REPORT /CAUTION/EJECT: From the time the Referee enters the arena, they have the authority to penalize or report any team, player, or bench personnel, as required by these Rules, for fouls, time penalties, warnings, including all Blue, Yellow, and Red Card offenses, regardless whether the ball is in play. Should a player simultaneously commit two (2) or more different violations, the Referee shall penalize the most serious violation.
  - (a) Apply Advantage: The Referee allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offence if the anticipated advantage does not ensue at that time.
  - (b) Exercise Discretionary Power: The Referee has discretionary power to stop the game for any violation and to suspend or terminate the game by reason of the elements, interference by spectators, or other causes deemed necessary.
  - (c) Prohibit Entry Onto Field: The Referee ensures that no unauthorized persons enter the field of play. Bench personnel may enter the field of play at their team bench at a timeout or between periods.
  - (d) Restart Signal: The Referee signals the restart of the game after all stoppages. A whistle is required for a Corner Kick, Penalty Kick, Shootout, Kick Off, 5-second violation, and restarts at the Free Kick Mark and Yellow Line. The Referee shall whistle to alert the timekeeper on Goalkeeper Distributions.
  - (e) Ball Approval: Decide that the balls provided for a match.
  - (f) Halt Play Due To Injury: The Referee may stop the game, if a player has been injured, and have the player removed from the field of play
  - (g) Non-Player Discipline: Penalize or eject, any coach or non-playing team personnel who enters the field of play without Referee permission, except:
    - (1) During game stoppages officially designated and acknowledged by the Referee.
    - (2) During an injury timeout when acknowledged by the Referee.
    - (3) Between quarters and overtime periods.
    - (4) In cases of a goalkeeper injury at which times the coach and/or other non-player team personnel may attend to the injured goalkeeper with the permission of the Referee.
- BALL IN PLAY: The ball is in play at all times from the start of the game to the finish, including:
  - a. If it rebounds from a goal post, crossbar, corner flag post or perimeter wall into the field.
  - b. If it rebounds off a Referee when he is on the field of play.
  - c. In the event of a supposed infringement of the Rules until a decision has been made by the Referee.
- BALL OUT OF PLAY: The ball is out of play:
  - a. When it has wholly crossed the perimeter wall.
  - b. When it has made contact with any part of the building superstructure above the field of play. For such contact, a free kick will be awarded to the opposing team at

the Shootout Mark nearest to the yellow line to where the ball was last played. (if playing in 3-line facility) (In superstructure situations the ball is considered to have left the field of play for purposes of allowing team substitutions).

- c. When the game has been stopped by the Referee.
- d. In situations where the ball becomes lodged between sections of glass or the perimeter wall, it shall be considered put out of play and the Referees shall restart play with a Drop Ball.
- e. When the ball makes contact with anyone who is on the team bench.

#### DURATION OF THE GAME (subject to change):

- **DURATION:** The duration of a regulation game shall be two (2) fifteen (15) minute halves for a total of thirty (30) minutes. Possible increase in the play-off round.
- **HALFTIME:** A three (3) minute time interval shall be provided at halftime
- **TIMEOUTS:** Each team shall be allowed one (1) sixty (60) second timeout per game requested by a player legally on the field of play or the Head Coach. A player shall request a timeout by making the "T" sign with both hands. Such requests for timeout may only be made to the Referee(s) on the field of play at a normal stoppage when that team is in possession of the ball on the ensuing restart. The goalkeeper may request a timeout when the ball is in his possession (in both hands or one foot on the ball unchallenged) within his penalty area.
- **OVERTIME:** Overtime is only for the play-offs. Games will end in a tie in the preliminary rounds. – 3 Points for a win. 1 point for a tie. (Duration of Game). **PLAYOFF ROUND OVERTIME:** The overtime period shall be ten (10) minutes. It shall be a sudden victory period with the team which scores first declared the winner. If the game is still tied after the ten (10) minute overtime period, the game will be determined by a five (5) second Shootout procedure (best of three (3) rounds, then sudden victory shootout kicks). A player of the same team cannot take another shootout kick until three (3) kicks are taken.

#### PLAYERS' EQUIPMENT:

- **USUAL EQUIPMENT:** The equipment of a player (during the entire game) is a shirt, shorts, socks, shin guards, and indoor soccer footwear. Numbers shall be required to appear on the back of the shirt. Shirts are to remain tucked into the shorts, and socks are to be pulled to the knee, thereby covering the shin guards.
- **RECOMMENDED FOOTWEAR (subject to facility rules):** A player's footwear should conform to the following standards: Flat soled shoes or other footwear designed for artificial surface must be worn. No footwear with fewer than thirty (30) molded mini-studs shall be permitted. A player who loses a shoe during the normal course of play may continue to participate until the next stoppage in play. Under no circumstances may a player leave the bench without shoes to participate.
- **SHIN GUARDS:** All players must wear shin guards during play. Shin guards are defined as protective equipment that is commercially available and designed specifically to protect the shins. A player who loses a shin guard during the normal course of play may continue to participate until the next stoppage in play at which substitutions are

guaranteed. Under no circumstances may a player leave the bench without shin guards to participate. Players not conforming to League standards will be reported to the League operations for administrative action.

- **GOALKEEPER: Uniform and Equipment:** The Goalkeeper's uniform should feature different colors than his teammates', opponents' and the game officials' uniforms. The goalkeeper uniform and equipment shall conform to MASL guidelines. Goalkeepers must wear pants with the length extending below the knees. The goalkeeper's dominant jersey color(s) shall be completely different than his team's jersey color(s) and that of the opponents. While the goalkeeper's shorts and socks may be the same as the rest of his team, the League strongly encourages the goalkeeper to wear an entire outfit that completely contrasts that of his team's. Each team should carry an extra, unnumbered goalkeeper jersey for a player not normally a goalkeeper who is substituted at goalkeeper for whatever reason. Any field player who replaces the goalkeeper must wear a goalkeeper jersey, except in delayed time penalties situations. The goalkeeper may wear protective headgear if approved by the League.
- **DANGEROUS EQUIPMENT:** Players shall not be permitted to wear necklaces, chains, or bracelets at any time during the playing of the game. Players not conforming to League standards will be reported to the League operations for administrative action. Rings shall not be worn; however if a player is unable to remove a ring, he shall be required to properly tape the ring to his finger to ensure that it does not present a danger to him or other players. Any cast worn must be properly padded to the satisfaction of the Referees. If a Referee finds that a player is wearing articles not permitted by the Rules and/or constitute a danger to him or other players, he shall order the player to properly pad or remove the dangerous articles.
- **INFRINGEMENT:** For any infringement of this rule, the player at fault shall be sent off the field of play to adjust his equipment and he shall not return without first reporting to a Referee, who shall be satisfied that the player's equipment is in order. The player shall only enter at a guaranteed substitution. A 5-minute Misconduct non power play penalty shall be assessed to the offender who enters the game in breach of the conditions of this Rule having failed to carry out the equipment adjustment as ordered.
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## **FOULS AND TIME PENALTIES - need to adjust for Youth play**

**12.1 FOULS:** A player who intentionally commits any of the following offenses while the ball is in play shall be penalized by the Referee awarding a free kick to the opposing team, to be taken at the point of the infraction, subject to exclusions in Rule 13.

- (a) Kicks or attempts to kick an opponent
- (b) Trips an opponent (throwing or attempting to throw him by use of legs or by stooping in front or behind him)
- (c) Reckless Tackle (which endangers the safety of an opponent) (slide tackling is permitted but the sliding player cannot initiate contact with the opposing player, and/or slide towards a player in a reckless manner)
- (d) Two-footed Tackle A two (2) minute power play time penalty must be assessed to any player committing a two-footed tackle, regardless of whether or not they win the ball in the process of the tackle (this also applies to goalkeepers when tackling for the ball outside of the penalty area.
- (e) Jumps at an opponent
- (f) Charges an opponent from behind unless the latter is shielding the ball in a legal manner or Charges fairly at an improper time (playing with the shoulder, when the ball is not within playing distance of the players concerned)
- (g) Charges an opponent in a violent or dangerous manner. If a player deliberately turns his back to an opponent when he is about to be tackled, he may be charged but not in a dangerous manner
- (h) Strikes or attempts to strike an opponent. A two (2) minute Power Play time penalty must be assessed for striking or attempting to strike.
- (i) Contact above the shoulder - elbows or attempts to elbow an opponent. (A two (2) minute power play time penalty must be assessed to any player contacting an opponent in the head or face area when not challenging for the ball unless the force was negligible, regardless of player intent.
- (j) Holds an opponent
- (k) Pushes an opponent
- (l) Handles the ball. (carries, strikes, or propels the ball with his arm or hand; this does not apply to a goalkeeper in his team's penalty area)
- (m) Boarding - Propelling an opponent into the perimeter wall. A two (2) minute Power Play time penalty must be assessed for boarding
- (n) Playing in a dangerous manner
- (o) Obstructing an opponent. (when not playing the ball, running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent)
- (p) Unsportsmanlike Conduct – A player who acts with Unsportsmanlike Conduct during mass confrontations or dead ball situations.

**12.2 TIME PENALTIES:** Time penalties shall be classified and noted as follows:

**2-MINUTE POWER PLAY PENALTIES**

**HIGHLIGHTED BLUE**

**5-MINUTE MISCONDUCT: (NON-POWER PLAY)**

**HIGHLIGHTED YELLOW**

**DISSENT**

**TECHNICAL OFFENSES**

**REPORTABLE ADMINISTRATIVE OFFENSES:**

**HIGHLIGHTED YELLOW**

**EJECTIONABLE OFFENSES**

**HIGHLIGHTED RED**

**12.3 PENAL TIME PENALTIES:** A two (2) minute Power Play time penalty may be assessed against players for committing any of the offenses outlined in Rule 12.1 (a) –(p) committed while the ball is in or out of play when deemed by the Referee to be severe, tactical, or blatant in nature. A time penalty must be assessed for incidents of: boarding, contact to a player's head/face area, elbowing, spitting, striking, and two-footed tackling (regardless if the player gets the ball). These penalties shall be administered by the showing of a Blue Card by the Referee and shall be two (2) minutes in length. **In situations of a foul being so severe as to warrant an Ejection, a two-minute Penal time penalty accompanies the ejection** and served by a teammate (Coach's choice) of the player ejected.

(a) Any two (2) minute penal power play time penalty, with the exception of any Ejectionable Offenses, assessed to the goalkeeper, shall not be served by the goalkeeper but rather served by a teammate (Coach's choice).

**12.6 DELAYED TIME PENALTIES** (Blue or Yellow Card Advantage): In situations where the Referee would want to penalize a player for an infraction by issuing a time penalty while at the same time wishing to apply the advantage clause of Rule 5, the Referee shall acknowledge the foul or infraction and signal that the advantage is being continued by raising a card above his head and maintaining that signal until such time as:

(a) Opponent Possession: The offending team gains control of the ball, upon which time the Referee shall signal the foul or infraction by means of a whistle and appropriately penalize the offending player. Play is restarted as a free kick at the spot of the original foul that created the delayed penalty. Possession shall be defined as a player having clear control of the ball for more than one (1) second.

(b) Stoppage of Play: The Referee stops play by whistling any other stoppage (i.e. foul by either team or ball out of play). The player guilty of the foul that initiated the delayed penalty shall be appropriately penalized. If the ball goes out of play during the Delayed Time Penalty situation the restart of play is the appropriate restart for the ball out of play (i.e., kick-in, corner kick, goal keeper distribution). If another foul is committed during the Delayed Penalty situation by either team the restart of play is with the foul that was committed that stopped the play. If a foul is committed during the advantage worthy of a second time penalty, both penalties shall be assessed and appropriately served.

(c) Goal: If a goal is scored during the Delayed Penalty advantage the offending player's penalty shall be recorded for accumulation purposes, but shall serve no time. A previously penalized player who is in the penalty box serving penalty time shall also be released in the event of a power play goal.

**12.7 ADDITIONAL POWER PLAY PENALTIES:** As delineated elsewhere in the Rules, a two (2) minute Power Play Penalty shall be issued for the following:

- (a) Playing with Too Many Players (Rule 3.4)
- (b) Substitution violation (Rule 3.4a)
- (c) Multiple Bench Misconduct penalties: On a team's second yellow card misconduct penalty assessed for any violation occurring on a team's bench (player or non-player), in addition to the 5-minute misconduct penalty a 2-minute power play penalty will be assessed and will be served by a teammate (Coach's choice).

**12.8 MISCONDUCT PENALTIES:** A five (5) minute Misconduct Penalty shall be assessed against players who show disapproval, by word or action, of the decision by the Referee or other Game Officials or acts in a severe Unsportsmanlike Manner. These penalties shall be administered by the showing of a **Yellow Card** and shall be five (5) minutes in length. Misconduct penalty time shall **not** be entered on the arena scoreboard. As no power play is awarded to the opposing team, the offending player may not exit the penalty box until the first guaranteed substitution or when the ball goes over the perimeter wall and is out of play, after his penalty time has expired. A player whose misconduct penalty expires, does not have to report to the bench, he may go directly on the field as a player. Similar misconduct by bench personnel (non-players) shall be recorded for purposes of accumulation toward a team's Multiple Bench Misconduct penalty (12.7b) and accumulation toward an ejection for that individual.

(a) **Misconduct by Non-Players:** Misconduct involving non-playing bench personnel shall count toward a team's Multiple Bench Misconduct penalty accumulation (12.7b). No time penalty shall be served for such offenses.

(b) **Bench Misconduct:** Bench Misconduct shall be defined as physical or verbal abuse of the Referees where the offender is not identifiable. For any team violation, the Referee shall assess a Bench Misconduct penalty (12.7b) to the coach of the offending team. No penalty shall be served. This Rule shall not prohibit Referees from penalizing individual players or non-playing personnel. The Referee may issue a "Bench Warning" before issuing an individual or team misconduct.

(c) **Game Delay (Team Misconduct):** Should a game be delayed because a team is not present or prepared to play, the coach shall be assessed a Misconduct penalty. This rule shall apply to the commencement of the game; and to its recommencement after a timeout, at the conclusion of the halftime interval, after the interval between quarters, as well as any other recommencement during the course of the game.

(d) **Ball Played or Thrown off the Playing Field:** During a stoppage of play immediately following a goal, should a player intentionally kick, throw or play the ball off the playing field, such player shall be assessed a five (5) minute Misconduct non power play time penalty.

(e) A five (5) minute misconduct penalty assessed to the goalkeeper shall not be served by the goalkeeper but rather served by a teammate of the penalized goalkeeper (Coach's choice).

(f) **Delay of Game after Time Penalty:** A penalized player who does not immediately proceed to the penalty box will be assessed an additional five (5) minute Misconduct non-power play

penalty. A teammate must serve the two (2) minute power play portion (Coach's choice). The penalized player must serve the entire seven (7) minute penalty and will have accumulated two penalties toward ejection (12.10h)

(g) **Major Penal Penalty:** A player who commits a foul, that in the opinion of the referee is more severe than a two (2) minute penalty, but not severe enough for an ejection may be assessed a five (5) minute Major Penal Penalty in addition to the two (2) minute power play penalty. A teammate must serve (Coach's choice) the two (2) minute power play portion. The penalized player must serve the entire seven (7) minute penalty and will have accumulated two penalties toward ejection (12.10h).

(h) **Simulation:** Any player who attempts to gain a foul or time penalty by "flopping", "embellishing" or "faking" his team will be issued a Team Warning at the Referee Crease. A second violation by any player on that team will result in a five (5) minute Misconduct non-power play penalty.

(i) **Referee Crease:** During any timeout where the Referees are conferencing to discuss penalties or a game situation players must return to the vicinity of the player benches and no player including the team captains shall be permitted to enter the Referee Crease or in the immediate area of the Referee Crease. Such violation shall be considered a five (5) minute Misconduct non-powerplay penalty.

**12.9 MISCONDUCT TECHNICAL INFRACTIONS:** A five (5) minute non-Power Play penalty may be assessed for the following offenses:

(a) Player Violations. A player committing any of the following offenses:

- (1) Illegal return of goalkeeper after injury stoppage.
- (2) Illegal return of player after injury stoppage.
- (3) Player leaves penalty box prior to expiration of time penalty.
- (4) Player interferes in shootout procedures
- (5) Player commits delay of game violation
- (6) Encroachment, after a Team Warning.
- (7) Player leaving early on a shootout, after a Team Warning.

1. Delay of Game: Players shall not engage in tactics that delay the restart of the game immediately following the Referee's whistle to stop play. A Team Warning will be issued on each team's first occurrence. Subsequent violations will result in a five (5) minute misconduct penalty assessed against the guilty player.

**12.10 EJECTIONS (with Power Play):** A player or non-player shall be ejected and a two (2) minute Power Play Penalty awarded for incidents of:

- (a) Violent Conduct or Serious Foul Play.
- (b) Offensive, insulting, obscene or abusive language and/or gestures
- (c) Head Butting.
- (d) Third man into an altercation.
- (e) First man off the bench joining an altercation.
- (f) Leaving the penalty box and joining an altercation.

(g) Spitting on or at an opponent or any other person.

(h) Accumulation of Time Penalties. If a player accumulates three (3) time penalties he shall be ejected. No additional time penalty will be given for the ejection itself. If the third time penalty is a Misconduct (yellow card) a power play shall still be awarded for the ejection, served by a teammate (Coach's choice).

(i) Six Player Fouls (see Rule 12.5)

Ejected Coach or Non-playing bench personnel restrictions (No Powerplay): No powerplay accompanies such ejection. An ejected coach or non-playing bench personnel may not, from the time of his ejection until the conclusion of the game, have any communication with his team's players in the arena, exclusive of his team's dressing room. This prohibition shall include any type of communication through gesticulation, radio, electronic device, or otherwise. The Referees shall report any such action to League Management.

**12.11 DURATION/EXPIRATION OF TIME PENALTIES:** Two-minute Penal time penalties issued to players shall be subject to the following concerning duration and expiration of penalty time. A player whose time penalty has expired must immediately leave the penalty box, subject to other restrictions in this Rule.

(a) Power Play Goal: If a team is reduced to a lesser number of players on the field of play than its opponents due to time penalties, and such team is scored upon by its opponent, then the player having the least amount of un-expired Power Play time remaining may return. (This includes cases where a Power Play goal is scored during a delayed blue or yellow card.) This also includes goals scored on a Shootout. The first player into the penalty box is the first player out.

(b) Equal Number of Penalties: In situations where an equal number of players from each team are serving time penalties and a goal is scored, no player shall be released and no time penalty voided, as it is not a Power Play goal.

(c) Multiple Penalties (Team): There must always be a minimum of four (4) players on the field for each team. If a team has two (2) players serving penal penalties and a third player receives a power play penalty, the third player must go to the penalty box. He shall, however, be replaced by a substitute on the field since four (4) field players must be on the field. The penalty time for the third player will not begin until that of the first player has elapsed. The first penalized player shall not return to the field until the ball has left the field of play after the expiration of his penalty time or the opposing team scores a goal. Should both the first and second penalties elapse while all three players are still in the penalty box (the team is now entitled to five field players), then the first penalized player may rejoin play. Likewise, in the case where the third player's penalty elapses, the second player may rejoin play. In the final case, the third player may exit the penalty box at the first guaranteed substitution or ball over the perimeter wall after the expiration of his penalty.

(d) Multiple Penalties: For multiple time penalties assessed against a player in a single instance the following shall apply:

1. A player who is assessed two separate penal time penalties (blue cards) in a single instance (same time on the game clock) creates a 4-minute powerplay (5 v 4) scenario. If a

goal is scored during the first penalty (between 4:00 – 2:01) the first penalty is expired and the penalty clock is reset to 2:00 which begins the second time penalty.

2. A player who is assessed a penal time penalty (blue card) and a misconduct penalty (yellow card) in a single instance (same time on the game clock) shall serve the entire accumulated time (7 minutes). He shall be joined by a teammate in the penalty box (Coach's choice), who shall return to play at the conclusion of the power play time penalty as a field player.

(e) **Penalty Box Exit:** Once a player enters the Penalty Box, he shall remain there for the duration of his penalty time; he shall not be released to join his team at time outs or at quarter breaks. A player shall not leave the penalty box unless released at one of these occasions:

(1) The expiration of his time penalty, provided that his release does not place too many players on the field (when three or more players are serving time penalties)

(2) At the end of half he would be allowed to go into the locker room.

(3) A Power Play goal is scored against his team (and his penalty has the least remaining time among his penalized teammates, if any)

(4) Should a player leave the penalty box prior to the expiration of his time penalty to participate in play, this shall be considered a (5) five minute **Misconduct Technical Infraction**.

(5) Should a player leave the penalty box prior to the expiration of his time penalty to participate in dissent or an altercation, this shall be considered **Violent Conduct and he shall be ejected**.

(f) **Penalty Box Decorum:** Penalized players must go directly to the Penalty Box immediately following the signal by the referee, a player failing to do so will be assessed a Delay of Game 5-minute Misconduct penalty (12.8f). Penalized players are required act in a professional manner and to remain seated until 10 seconds prior to release. Players are not permitted to leave the Penalty Box during timeouts or at the end of a quarter.

**12.12 GOALKEEPING RESTRICTIONS:** Infractions 12.11 (a) and 12.11 (b) shall cause the Referee to stop play and award a free kick to the opposing team at the Free Kick Mark (Top of the Arc):

(a) **Ball Played to Goalkeeper's Hands from Teammate:** A goalkeeper is not permitted to play the ball with his hands in the event that the ball has been deliberately kicked to him by a teammate. A player may pass the ball to his own goalkeeper using his head or chest or knee, etc.

(b) **Illegal Procedure - Handling:** A goalkeeper who receives the ball outside of the penalty area shall not handle the ball inside the penalty area.

Additionally, the following situations specifically concerning goalkeepers shall apply:

1) **Handball Outside Penalty Area:** Intentional handball violations committed by the goalkeeper outside the penalty area shall be interpreted to be "severe in nature" and a two (2) minute Power Play Time Penalty must be assessed against the goalkeeper who, in the opinion of the Referee, intentionally handles the ball to break up a promising attack or save a shot at goal outside of the penalty area regardless of the position of his body. A Shootout will be awarded resulting from any such two (2) minute Power Play Time Penalty. Situations whereby

the goalkeeper first handles the ball within the penalty area but his momentum carries him outside the penalty area while handling the ball shall not be deemed "severe in nature" and no time penalty shall be assessed. The two (2) minute Power Play Time Penalty assessed to the goalkeeper shall not be served by the goalkeeper but rather by a teammate (Coach's choice).

2) **Goalkeeper Striking:** If during play, the goalkeeper either intentionally strikes an opponent by throwing the ball violently at him or pushes him with the ball while holding it, the Referee shall assess a two (2) minute power play time penalty. As a result a Penalty Kick will be awarded. The two (2) minute power play time penalty assessed to the goalkeeper shall not be served by the goalkeeper but rather served by a teammate (Coach's choice).

3) **Goalkeeper Joining an Altercation:** In situations where there is an altercation, the goalkeepers of both teams must remain in their respective penalty areas, or retreat into their respective penalty areas during such altercation. Any violation shall result in a five (5) minute Misconduct non power play penalty assessed against the offending goalkeeper. The five (5) minute Misconduct penalty assessed to the goalkeeper shall not be served by the goalkeeper but rather served by a teammate (Coach's choice). Referees may assess additional penalties based on players' participation in the altercation.

4) **Goalkeeper Delay:** If a goalkeeper or 6<sup>th</sup> Attacker is in possession of the ball in his teams own half of the field or receives the ball while in this area, must release the ball from his possession within five (5) seconds. The goalkeeper, after distributing the ball may receive the ball back from a teammate. For violation of this rule, the Referee shall stop play and award a free kick to the opposing team at the Shootout Mark of the yellow line closest to the offending team's goal. A goalkeeper or a 6<sup>th</sup> attacker has only five seconds from the time he receives the ball on the defensive half of the field to play the ball over the half way line, or to a teammate.

### **12.13 GOALKEEPER PRIVILEGES**

(a) **Obstructing Goalkeeper:** If a player intentionally obstructs the opposing goalkeeper in an attempt to prevent him from putting the ball into play, the Referee shall award a free kick.

(b) **Charging Goalkeeper:** In cases of body contact in the Penalty Area between an attacking player and the opposing goalkeeper not in possession of the ball, the Referee shall stop the game if in his opinion the action of the attacking player was intentional, and award a free kick.

(c) **Endangering the Goalkeeper:** A player who intentionally commits a foul against the goalkeeper which in the opinion of the Referee, falls short of serious foul play (ejection) but nevertheless endangers the goalkeeper beyond what is considered to be the normal hazard of play shall be assessed a two (2) minute Power Play Time Penalty.

(d) GK bouncing the ball while in possession in penalty area is allowed.

**12.14 PENALTIES ASSESSED TO GOALKEEPER:** The goalkeeper will not serve any time penalty assessed to him. Any two (2) minute Power Play Time Penalty assessed to the goalkeeper, shall be served by a teammate (Coach's choice). Any five (5) minute Misconduct Time Penalty assessed to the goalkeeper, shall be served by a teammate (Coach's choice). The above also applies to 6<sup>th</sup> Attackers who are penalized. A 6<sup>th</sup> attacker is treated as a

goalkeeper, although he may remove his goalkeeper jersey and give it to a teammate if the team does not have an extra 6<sup>th</sup> Attacker jersey.

Note: Although the goalkeeper is not to serve his own time penalties, the time penalty violations are charged to the goalkeeper for the purpose of accumulated time penalties.