

TOTAL5V5

League Rules

Waiver / Release Liability Form:

All participants must sign a waiver or liability form. Waivers are to be completed prior to the first game. If a participant is under the age of 18 a parent or legal guardian must sign the waiver. NO WAIVER = NO PLAY, NO EXCEPTIONS!!! A team using a player who did not complete a waiver prior to playing will forfeit that game. If a player puts inaccurate information on his waiver or uses another player's information to play, his team may forfeit that game and the player may be suspended for the remainder of the league play. All fees paid by a suspended player are non-refundable.

ID Cards:

Acceptable documentation for verification of age or identification are one or more of the following: an original birth certificate, school ID with birth date or any government issued ID with his/her birth date listed.

If a formal protest is made, it is the team's responsibility to re-verify the age and identity of the player. Also, management may request identification from a player at any time to verify age and/or identity. The only forms of identification acceptable are the ones listed above.

If the player can no longer provide proof, or if the player lied about his/her age, the team may forfeit every game in which the offending player participated. Any participant who is discovered to have lied about his/her age or identity to play in any league may be suspended. All fees paid by a suspended player are non-refundable.

Registration:

Team Registration: \$550

Roster Size: Minimum of 5 players; maximum of 10 players

Rosters:

Rosters are due by the registration deadline. Your registration roster and your game roster must match EXACTLY! There are no guest players!!! Only registered players on your roster may play in your game. No one may play on two teams in the same division, and no one may switch teams after having played for one team in the same season.

Referees:

Each game played will consist of one referee. Referee fees are included with registration.

- Referee decisions are final.
- Complaints and protests require a 24-hour grace period before they may be submitted in writing to the front office accompanied by a \$250 cashier check. This is non-refundable regardless of the decision for or against the protesting team. Management has the final say on all matters.
- Yellow cards and Red Cards: The referee has the right to eject a player, coach or spectator before, during or after the game. If you are issued a red card, you must leave the facility.
 - 1st Red Card offense: ejected from the remainder of the current game and the entire next game.
 - 2nd Red Card offense: Suspended for 2 weeks starting from the date of the second red card and must pay a \$20 penalty fee.
 - 3rd Red Card offense: Suspended for the remainder of the season and a \$75 penalty fee.
- *After a referee issues a red card, the player's information is turned into the front office. The applicable penalty fee must also be paid before the player is allowed to continue in the competition. Please keep in mind that the player must first complete the appropriate suspension. The red card issued restricts the player from participating with any team until his/her penalty time is fulfilled.*
- Foul and abusive language or fighting is a mandatory red card (ejection) from the game and the facility. Play resumes once the player leaves the building.
- Anybody leaving the player's area during a fight will be ejected from the game. DO NOT LEAVE THE BENCH AREA!

League Standings:

Standings are based on the following point system:

1. 3 points for a win (there are no ties)
 - a. Tied games will have 2 x 3-minute overtimes golden goal.
2. 0 points for a loss
3. Forfeit wins are worth 3 points and the score is recorded 3-0.

The top four teams at the end of the season will play a single elimination tournament based on the following format:

Semifinal 1: #1 Seed vs #4 Seed

Semifinal 2: #2 Seed vs #3 Seed

Championship: Winner of Semifinal #1 vs Winner of Semifinal #2

Tiebreakers proceed in this order:

1. If 2 or more teams are tied, the head-to-head results (win/loss record or the game(s) between the tied teams) determines the winner.
2. If 2 or more teams are still tied, the head-to-head goal differential between the tied teams determines the winner.
3. If 2 or more teams are still tied, the winner is the team with the fewest goals allowed against them in all league matches.

Forfeits:

- A team will forfeit if there are less than at least four players ready to play within 5 minutes of a game's scheduled start time.
- A team will forfeit if they lose enough players in the course of the game that they are unable to field four eligible players.
- A team will forfeit if they are not paid up to the amount due by the game.
- Forfeits are recorded in the standings as a 3-0 loss for the forfeiting team and maximum points for the winning team.
- If a team forfeits two games in a season or decides to drop out of a league, they may be replaced, and no refund given.

Awards

1st place: Medals for all players as well as picture on our social media

2nd place: Medals for all players as well as picture on our social media

An MVP award will be given to the most valuable player in the Championship match and will be selected by the TotalTech Staff.

Suspended Games:

Any game that is suspended at or after half time is final. A game that is suspended before the end of the first half because of a blackout or injury will be rescheduled. The game will continue with the same score and time at the moment when the game was suspended.

Reschedules:

Team scheduling requests must be turned in prior to the registration deadline. Once the schedule has been posted for public view there are NO CHANGES!!! If you have a scheduling request, please email us at info@totaltechskills.com. We will attempt to accommodate the request but cannot guarantee it. Any requests made after the deadline will not be accepted.

Player Eligibility:

- Management may request ID on a player at any time, to verify age and/or identity.

- You must be in the birth year categories to compete and your team must be in the correct age group unless playing up. If you wish to play up please email us at info@totaltechskills.com and request this.
- Anyone may play on any indoor team regardless of his/her outdoor affiliation.
- An individual may play on multiple teams as long as they are not in the same division.
- We have the right to merge leagues. You may end up playing against older athletes within reason to form divisions.

Equipment:

- NO OUTDOOR CLEATS are permitted. All players must wear indoor shoes or running/tennis shoes to compete.
- Shinguards are mandatory!
- Soccer balls will be provided by the facility.
- No jewelry, watches, bandanas, or hats on the field.
- Proper athletic attire is required.
- Every field player must wear the same color jersey and the preference is that all teams wear the shirts provided by TotalTech for the league as we prefer to remain club neutral for all programs.
- GK's must wear a different color jersey than field players. If there is a color conflict the home team keeper must change. Pennies are usually on site for keepers to use when needed.
- Home team changes jersey in case of color conflicts. (Pennies are on site)
- Knee braces, ankle braces and casts must be padded and covered. Referee will inspect and has the final say for safety. No one but the player is responsible for requesting permission from the referee to be allowed to play.
- Any blood injuries must be covered by band-aids or other suitable covering. Referee will stop the game and the player must leave the field until the wound is covered and no blood is visible. TotalTech is not responsible for any medical attention needed.

Game Length:

- Each game will consist of two-20 minute halves and a 2 minute halftime.
- The clock will begin running at game time and will continue to run for the duration of each half. A team must have 1 player less than the field maximum to begin a game.
- If a team is not prepared to play after 5 minutes has expired, their opponent is awarded a forfeit win 3-0.

Summary of Game Rules:

Ball: Size 4

Time: There are two periods of 20 minutes with rolling time each half. Between the two periods there is a break for 2 minutes. Clock will only be stopped in case of serious injury. Matches that result in a tie will have 2x3-minute overtime periods to be decided by Golden Goal. If no goal is scored the match will be decided by a best of 3 penalty shootout.

Number of players: There are 4 field players for each team and one goalkeeper (5v5) and a maximum of 10 players that can be used each match. Substitutions are on the fly and unlimited.

Fouls: A direct free kick is awarded for kicking, tripping, charging, pushing, striking, tackling, holding, spitting and deliberate handling.

Ball Hitting the Ceiling: If the ball hits the ceiling and/or net above the field of play an indirect free kick will be awarded nearest to where the ball made contact with the net/ceiling.

Cards: A yellow card is shown for unsporting behavior, dissent, time wasting, encroachment, and persistent infringement. A red card is shown for serious foul play, violent conduct, constant spitting, denying an obvious goal scoring opportunity, abusive language and receiving a second yellow card. Red carded players are ejected from the game and facility. The team must play a man short for the remainder of the match.

Free Kicks: Taken from the spot of the infringement or on the line of the penalty area nearest the infringement (indirect only). All opponents must be at least 5 yards away from the ball. The kick must be taken within four seconds or an indirect free kick is awarded to the other team.

Kick from the penalty mark: Any foul by the GK or any other player inside the box. Penalty spot to be used for the kick and all opponents must be behind the ball. The goalkeeper must be on the line.

Kickoffs: All kickoffs are indirect.

Goalkeeper: When GK is in possession of the ball they have 4 seconds to get rid of the ball. If they take too long, the referee may give an indirect kick to the other team. The GKs are allowed to take a shot on the other goal from within their own half of the field.

Kick-in: A kick-in is used to restart play instead of a throw-in. The player must place the ball on the touchline or outside the line nearest to where the ball left play. The ball must be stationary, and the kick-in must be taken within 4 seconds from the time he/she is ready. During kick-in, opponents must stand at least 3 yards from the ball. If 4 seconds elapses or an illegal kick is taken, the referee may award a kick-in to the other team. All kick-ins are indirect.

Goal Clearances: A goal clearance is used instead of a goal kick. The goalkeeper must throw the ball with his/her hands and it must leave the penalty area within 4 seconds. If the goal clearance is taken illegally, he may retry but the referee won't reset the count. If 4 seconds elapses the other team may be awarded an indirect free kick on the top of the box (penalty area).

Corner Kick: The ball must be placed in the corner area and the opponent must be 2 yards away minimum. Must be taken within 4 seconds or a goal clearance is awarded to the other team.

Referees: All referee decisions are final. The referee will manage the time on the field.

Mercy Rule: If a team is winning by 5 goals, the opponent will be allowed to add an additional player until the leading team is no longer ahead by 5 goals.

Miscellaneous:

- Divisions are set up according to the number of teams registered. Divisions may change from season to season.
- Any player, team, coach or spectator for a team that causes the game to be abandoned by the referee will be considered the guilty party in the abandonment and the opposing team will win by forfeit 3-0.
- Free substitutions are allowed during the game. The player leaving the field must have both feet off the field before another player is allowed to end the field of play.
- After a goal is scored, multiple substitutions are allowed if the players leave the field within 15 seconds.
- Referee decisions are final.
- No slide tackling, No foul language
- No food, gum or candy
- No punting. If a keeper punts a ball, it is an indirect free kick.
- Keepers may go to the ground inside the box but may not slide feet first at an attacking player.
- There are no timeouts. The only exception is a serious injury.