



MARAUDERDOME WINTER SOCCER LEAGUE

RULES AND REGULATIONS

All age groups will play 6v6. Max 12 rostered players per team.

All players must wear shin guards. Cleats, turf shoes or sneakers are allowed.

All players must be carded under NJYSA or US Club. Players can switch between multiple teams from same club, however no player may play in an age division younger than the age in which they are carded. Any coach can initiate a carding challenge on matchday to League Official. Opposing coach must produce a card or player cannot participate and the match will be forfeited for the team that fielded said player.

Games will be 40 minutes with a running clock. Games will start on time so teams are expected to be present and ready to play at the designated starting time. Any delays to the start of a game will be deducted from the game length.

Away team will kick off to start play.

All restarts for fouls (outside penalty areas), corner kicks or out-of-bounds will be played in as an INDIRECT FREE KICK. Any balls that come in contact with the ceiling, lights or netting systems are considered out of bounds and a free kick will be awarded to the other team. Balls must be played in within 5 seconds of ball placement for all restarts. If max time is exceeded, referee can award the ball to the other team. Defending team must be 5 yards from the ball on all restarts. Any purposeful delay may be penalized with a yellow card.

Fouls by defending team inside the penalty area will result in a direct penalty kick to attacking team. All players must be outside the box and behind the ball prior to the kick. The kick will be taken from the top of the penalty area.

There is no off-sides. Substitutions are on the fly.

Slide tackling of any kind is strictly prohibited. If a player gets a yellow card he must be substituted and stay out of the game for 5 minutes.

If a player gets a red card, the team plays 1 player short. The red-carded player may be subject to further suspension as deemed appropriate by league officials.



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Goal Kicks cannot cross the half way line on the fly. The ball must touch goal keeper's half of the field or any player prior to crossing midfield. An infraction will result in an indirect free kick awarded to the defending team at the half way line.

Goalkeeper may not punt, drop-kick or throw the ball across midfield on the fly. The ball must touch goal keeper's half of the field or any player prior to crossing midfield. An infraction will result in an indirect free kick awarded to the defending team at the half way line.

The Marauder Dome Winter League Director/ Committee reserves the right to modify age brackets, flights, divisions, etc. where he/her feels such modification is in the best interest of tournament structure and/or competitive balance.

All rules and regulations of the Marauderdome, including, but not limited to, regarding behavior/conduct, food on the field, etc... must be adhered to without exception. All violations of the rules and regulations shall be strictly enforced.

NO GUM, OUTSIDE FOOD OR DRINK (other than water) ALLOWED INSIDE THE BUILDING.

Fighting: ZERO TOLERANCE

- Any Person Fighting in building or anywhere on school grounds shall be evicted from the building until further notice. If person fighting is a player or coach in a game, that person shall be disqualified from the league, etc., , and no refund shall be remitted. The team may be subject to further sanctions as deemed necessary by the Marauderdome Winter Soccer League.
- If the person is not the initiator but becomes involved in a fight, shall, along with his/her entire team, be subject to disqualification from the league if, in the discretion of the Marauderdome Winter Soccer League, the level of force goes beyond simply self-defense;
- Any persons fighting shall be subject to all other rules and regulations of the Marauderdome, The Mount Olive Board of Education and all potential legal consequences.

Spectators: None Permitted Unless Facility Regulations Allow Spectators at the time of the competition