



General Policies

FACILITY GUIDELINES

1. Top Flight Athletics has been built as a family-oriented sports complex. No FIGHTING, ABUSIVE LANGUAGE, or any misconduct deemed to be detrimental to the family will be tolerated. Top Flight Athletics reserves the rights to immediately escort all patrons violating these rules from the field, the stands, or the entire facility at management's sole discretion.
2. Intoxicated persons will not be allowed to participate in any activity (i.e. game or practice) and may be escorted from the facility. This applies to both players and spectators.
3. No DRINKING or LOITERING in the parking lot.
4. Players and spectators are responsible for any damages caused to Top Flight property. Management intends to enforce all violations to the fullest extent of the law.
5. All fields are reserved for games, warm-ups and pre-scheduled practices/parties. FOR YOUR SAFETY, all other usage requires permission from Top Flight Athletics Management. All players under 18 years of age must be supervised by a parent/legal guardian and assume all risks of participation.

PARTICIPANT CONDUCT

Fighting will not be tolerated, any participant (player, coach, parent, etc.) engaged in a fight will, at the discretion of the referee, be ejected from the game and restricted from play by a duration determined by management, Fighting may also cause your team to be ejected from the league without notice or refund at the discretion of Top Flight Athletics. Any player threatening or assaulting an employee or game official will be ejected from the league and will be prosecuted to the full extent of the law. Teams which are continually engaging in fighting or disruptive behaviors hindering others and the spirit of the game may be ejected from the league without notice or refund at the discretion of Top Flight Athletics.

Vandalism, littering, abusive language, and smoking shall be deemed as just cause to cancel participation. Smoking is prohibited in the facility. Litter must be placed in proper trash cans in both team areas and spectator areas. No spitting, gum, sunflower seeds, or tobacco are permitted in the field area at any time.

LEAGUE GUIDELINES

Our objective is to provide our customers with an enjoyable, competitive sport within a safe environment that is administered and regulated with efficiency and competence. A \$100 deposit is due at sign up. League fees are due, in full, by the first scheduled league game. Failure to pay in full will result in the inability to participate in a scheduled league game until the registration fee is paid in full. Please note that email is the primary form of communication and required for every player and coach.

Leagues ages 14-17 and older are required to bring \$10 cash per team per game for Referee fee.

Leagues ages 10-13 and older will be furnished with a league photo ID card for the season that MUST be present at each game. Lost or misplaced cards will be replaced for \$10 at the time of replacement.

FOR YOUR SAFETY: Only up to 2 COACHES and ROSTERED PLAYERS will be permitted at the players' benches. All others will be considered spectators and must remain in the designated viewing areas.

***** ANY team/player that opens the Emergency Fire Exit door that is located in the dugout will result in automatic forfeit of the game in progress.***

TEAMS

Number of players

| | |
|------------------|--------------------------------|
| Youth 13 & under | 6v6 or 7v7 |
| 14-17yr old | 6v6 or 7v7 |
| 18+ Adult Rec | 6v6 Or 7v7 (1 female on field) |
| Upper Adult | 6v6 or 7v7 |

- A team must be able to field at least 4 players from their roster to avoid forfeiture of that game.
- A team may carry up to 10 players for youth and up to 13 players for adults.
- A completed roster must be turned in before the FIRST GAME. All players must sign the roster or have a parent's/legal guardian's signature if under 18.
- Only players on the roster may play. **Any use of non-roster players may result in a forfeit when challenged.**
- Roster changes: The Management of Top Flight Athletics must be notified of any roster changes prior to the FOURTH game. All roster changes must then be initialed and dated on the original by the Top-Flight representative. After the start of your 4th game, roster additions cannot be made without prior approval of Top Flight management.
- Any player listed on the roster that has not participated in a game or paid a registration fee by the 4th scheduled game will be automatically removed from the team roster.

REGISTRATION

All players must be registered with their team. It is each team's responsibility to ensure that all their players are properly registered. Players can only be registered with one team in their respective league unless otherwise approved by the Top-Flight staff.

AGE REQUIREMENT

1. Youth players may participate at any group as qualified by each player's birthday. A player may play at a higher age bracket but never at a lower age without written consent of Top Flight Management. Top Flight reserves the right to deny a player's participation in a higher age group where it can be reasonably determined to be dangerous for that player.
2. "Open Division" – All players 18 years and older are eligible for the Open leagues. A player under 18 may participate with prior, written approval from Top Flight **and** a parent's/legal guardian's signature granting permission. Top Flight reserves the **right to deny any individual's participation** in this league if their participation is deemed detrimental to the league.

PLAYER'S EQUIPMENT

1. Goalkeepers must wear a jersey that distinguishes themselves from the field players on either team.
2. **Shin guards are REQUIRED for all YOUTH players** and highly RECOMMENDED for all adults. Top Flight is not responsible for any injury, including those as a result of not wearing the appropriate equipment.
3. **NO OUTDOOR CLEAT ARE ALLOWED AT ANYTIMES. Indoor turf cleats or flat soled shoes are acceptable.**
4. No equipment may be worn that may pose a danger to any player. The referee, at his/her sole discretion, may send a player from the field for a substitution to remove the potentially dangerous equipment. (i.e. rings, chains, earrings, bracelets, etc.) That player may not return without first being approved by the referee. A two-minute penalty will be assessed if that player re-enters without prior approval.

GAME DURATION AND START TIME

1. The duration of the game shall be two (2) twenty-two (22) minute halves.
2. The clock shall not be stopped for any ball out of play. ONLY serious injury time outs will be assessed at the sole discretion of the referee.
3. There will be no team time outs.
4. Teams should be ready to play when the previous game is completed. Warm-up time is not guaranteed. There will be a 10-minute grace period prior to forfeiture of games. This time will be deducted from the game clock. Our goal is to keep all games as close to the schedule as possible.

REFEREES

1. The referee's authority commences as soon as he/she enters the field and remains in tact until all participants have left the field and its surrounding viewing areas including the entire facility. The referee's ability to penalize, including but limited to ejection, includes all time-outs, dead balls, and immediate post game discussions.
2. During the game, the referee should:
 - a. Enforce the laws of the game.
 - b. Refrain from penalizing where it is determined that penalizing would take away advantage for the victimized team.
 - c. Keep a record of the game including time, score, and any player ejections.
 - d. Have the power to terminate or suspend a game for any major misconduct or serious injury. Any player or spectator entering the field without a legal substitution may result in an immediate termination of the game and potential future suspension. A team's coach is responsible for the actions of its players and spectators and may be cautioned or ejected if they fail to control either party.
 - e. Caution and/or eject any player guilty of violent behavior, abusive language, persistent misconduct, or any other act considered detrimental to the game.
 - f. Signal both the stoppage of play for all rule infractions as well as the recommencement of play with a direct kick or drop ball.

BALL IN/OUT OF PLAY

1. The ball is considered out of play when:
 - a. It completely crosses the goal line.
 - b. It crosses the 8ft lines on the walls and/or touches the ceiling or nets above the field. For violation of this rule, the ball is placed straight down for a direct kick by the opposing team.
 - c. The referee has stopped the game for any injury or misconduct.
2. The ball is considered in play at all other times.

Point System and Standings

- Win: 2 points
- Tie: 1 point
- Loss: 0 points
- Forfeit will be recorded as a 0-3 loss
- Standings will be kept as a total of wins, losses, and ties. The team with the most points at the end of the session is declared the division winner.
- Ties between two teams in record will be broken by:
 - Head to head result
 - Goal difference in league play

Forfeits

1. The minimum allowable number of players to start a game in 6v6 is 4. The opposing team is not required to play shorthanded.
2. If a team fails to field the minimum allowable number of players within the first 5 minutes of the first half it will be considered a forfeit (0-3) and the opposition will be awarded full win points (3) for the game as well as a 3-goal differential.
3. The opposing team can receive a forfeit win only if sufficient numbers of players to play the game are present from their team.
4. Top Flight will try to notify the teams if their opponent does not intend to play; however, this is not always possible depending on the notice (if any) give to Top Flight by the *forfeiting* team.

****Based on space and demand for the fields, there will be no reschedules. Top Flight will make every effort possible to accommodate schedule requests **before** the league begins. Once the schedules are final we will not guarantee reschedule requests.**

FOULS AND OTHER VIOLATIONS

Cards will be issued in the same manner as outdoor soccer. Fouls & misconduct shall result in Blue, Yellow, or Red Card as deemed appropriate by the referee. Top Flight shall support all Referee decisions, no protests will be accepted.

BLUE 2 min Penalty, ends if opponent scores;

YELLOW 2 min Penalty, does NOT end if opponent scores;

RED 5 min Penalty, does NOT end if opponent score. Any player/coach
RED carded MUST leave bench area before game resumes and may be
asked to leave facility. RED CARDS will carry a commensurate suspension
from facility (next game, full week, full season, full year, or lifetime), subject
to review by Management. Coach/Captain will be notified within 48 hours.

All carded penalty time MUST be served in entirety by the offending player, regardless of whether the penalty time is shortened (by a goal) or not. Goal Keepers are excepted from serving their own BLUE CARD Penalties.

2nd BLUE = **YELLOW Card**

2nd YELLOW = **RED Card**

BLUE CARD:

- a. Illegally entering or leaving
- b. Endangering the Goalkeeper
- c. Deliberate Handball or Handball by a Goalkeeper
- d. Boarding (propelling an opponent into the perimeter wall, whether or not intentionally)
- e. Leverage (Using 2 hands on a wall to fend off opponent)
- f. Any foul by the Goalkeeper during a shootout
- g. Any player receiving a BLUE Card must leave the field and his team plays a man down for 2 minutes or until a goal is scored by the other team.

YELLOW CARD

- a. 2nd BLUE Card
- b. Entering the field during an altercation
- c. Persistent infringement on rules
- d. Deliberate handling
- e. Dissent (verbal or gesture about any decisions given by the referee)
- f. Incidental vulgar or profane language
- g. Unsporting conduct (delay, encroachment, shirt pull, deliberate foul, faking injury)
- h. Slide tackling/"diving"
- i. Provoking an altercation
- j. Spitting
- k. Unsporting behavior by any non-player personnel
- l. Any player or non-player confronting or distracting the referee other than the team Captain
- m. Any player receiving a YELLOW Card must leave the field and his team plays a man down for 2 minutes regardless if a goal is scored or not by the other team.

RED CARD

- a. 2nd YELLOW CARD
- b. Taunting
- c. Violent conduct
- d. Fighting
- e. Elbowing
- f. Vicious slide tackling: a tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him.
- g. Deliberate handling to prevent a goal being scored
- h. Deliberate foul to prevent obvious scoring opportunity
- i. Spitting at a person
- j. Insulting or vulgar or profane language or gesture directed at a person
- k. Bodily contact with a Game Official in dissent
- l. Entering an altercation
- m. Leaving team bench area to confront the opposition or a game official.
- n. The offending team must play down a player for 5 minutes regardless if a goal is scored or not by the other team.

PENALTY OFFENSES

1. Slide Tackling is not permitted at Top Flight Athletics for any leagues.
2. Kicks/trips or attempts to kick/trip an opponent
3. Jumping at an opponent or pushing an opponent
4. Charges or obstructs an opponent
5. Strikes, elbows, or attempts to strike or elbow an opponent
6. Touching the ball with any part of your hands or arms to gain an advantage
7. Boarding (charging an opponent into or against the dasher boards)
8. Placing both hands on the wall to gain an advantage
9. Holding an opponent
10. Handling the ball (except the Goalkeeper within his Goalie area)
11. For U11 and younger, has contact with the ball with any part of the head, whether intentional or unintentional

**will be penalized by the awarding of a free direct kick to be taken by the opposing team from the place where the offense occurred.

- A. Any intentional violation of these laws could result in a two-minute penalty at the discretion of the referee.
- B. Any offenses normally defined as an indirect kick (i.e. dangerous play, impeding, goalie's illegal touch) are awarded a free direct kick from the spot of the infraction.
- C. During a free kick, all opposing players must be at least 15 feet away from the spot the kick is taken. The ball is considered in play after it has traveled half of its circumference. A goalie can not handle the ball until it has been played outside the boxes and then passed back in.

GOALKEEPER VIOLATIONS: The opposing team receives a Free Kick for the following violations by a Goalkeeper:

- Illegal handling: bringing the ball from outside of the Goalie area to his hand within it, or receiving the ball again after a Goalkeeper Distribution without the ball's having first touched another player (i.e. no drop-kicking, or bouncing the ball)
- Pass-back to Goalkeeper: handling the ball, having been passed deliberately and directly to him from a teammate; EXCEPT that he may handle a ball which a teammate passes to him by the head, chest, or knee and without "trickery" (the use of a wall or foot to flick the ball to a head, chest, or knee before making the pass).
- 5-Seconds: Controlling the ball with either his hand or foot inside of his Goalie box for over five (5) seconds

ADVANTAGE RULE: The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage.

FLAGRANT FOULS: A Shootout is awarded for the following fouls committed by a defender in his or her defensive half of the field:

- a. A foul within the Penalty Arch or Goal for which he receives a time penalty – fault inside the box.
- b. A foul from behind against an attacking player, having control of the ball and one or no defensive players between himself and the Goal.
- c. Any foul where he or she is the last player on the team between the attacking player with the ball and the goal.

Unless otherwise specified in the above rules, all FIFA rules apply.

NO PROTESTS WILL BE ENTERTAINED

Top Flight Athletics reserves the right to change any and all *Terms and Conditions & League Rules* at any time for any reason.

