



**OFFICIAL COED SOCCER  
INDOORS @ FLYERS SKATE ZONE  
Revised January, 2024**

[www.PlayMoreNJ.com](http://www.PlayMoreNJ.com)

1. **1. EQUIPMENT AND FIELD**
  - 1.1. PlayMore asks that all players participating wear their PlayMore issued shirt or a matching set of shirts or custom jerseys. Please notify the league if you will be wearing your own customs so we can account for those colors in the league.
  - 1.2. Shin guards are mandatory.
  - 1.3. Turf shoes or sneakers are highly recommended. No metal spikes of any kind are allowed. .
  - 1.4. All jewelry must be removed before each game or taped over for safety.
  - 1.5. Ref fees are \$35 per match. In the event of one referee, both teams will pay \$25 per match instead.
2. **PLAYER CONDUCT & BEHAVIOR**
  - 2.1. **PLAYER CONDUCT:** We have a zero tolerance for verbal or physically aggressive behavior towards the opposition, umpire, staff, or the park staff. If you can't interact with the umpire or opposing team in a rational, reasonable manner when a question regarding a rule comes up - you won't be welcome to play in the league. Be a good human or I will suspend you or find a league that is ok with that kind of behavior. Captains - you are responsible for the players on your team. Know all the players on your team and make sure they know how to act.
  - 2.2. **DISCIPLINARY ACTION:** As we see fit, we will issue probations, suspensions, or expulsions for any players that engage in inappropriate behavior or that violate park rules.
3. **LEAGUE POLICIES**
  - 3.1. **AGE:** All players must be at least 18 years or older. Captains, you are responsible to make sure all players are of the correct age. Any player found playing under the age of 18 will be removed from the league. The league will also issue a one game suspension to the Captain if this occurs.
  - 3.2. **WAIVERS:** All players must sign a waiver in order to be able to play. Captains are responsible to make sure that all players have signed a waiver.
  - 3.3. **ROSTER & ROSTER DEADLINES:** Please note the roster deadline for the season (located on your schedule and the master league schedule). Once the roster deadline passes no teams may make any changes to their roster for any reason. Captains must make sure that their online roster is correct with all players listed on the roster and full names provided from all players that will match their photo ID.
  - 3.4. **ID CHECKS:** Captains have the ability to ask for a roster check for all playoff games, or any games AFTER the roster deadline for the league. In order to ask for a roster check, the captain must either ask the PlayMore Office (in writing) in advance of the game, or you may text us before or AT the start of the game (609-878-0234). Text Roster Check 911 to that number. The office will send the rosters for BOTH teams to the officials and have everyone checked in. We check both teams to be impartial. Players will be required to show an ID that has both their name and photo on it that match their spot on the roster. No entry into a playoff game will be allowed without an ID. No social media will be accepted as a form of ID.
4. **UMPS/QUESTIONING A CALL:** Interactions with the Umpire: Only a captain may discuss a call with an umpire. And discussions are expected to be done in an appropriate tone and reasonable manner. No other player may enter into a dispute with the umpire. PlayMore reserves the right to

suspend any player that acts in an inappropriate manner towards game officials - or that chooses to question an umpire all game about calls.

**5. GAME PLAY RULES**

- 5.1. Games are played 7v7 with a Max of 5 Male Players on the field at any one time.
- 5.2. Coed Rules do require all teams to have at least 1 female player on the field for the game to be an official coed game that counts in the standings.
- 5.3. PlayMore follows all FIFA laws of the game except for the noted changes.
- 5.4. The game will consist of (2) twenty-three min halves. The clock will not stop unless the teams call a timeout or a ref declares an emergency stoppage.
- 5.5. Substitutions can be made on the fly or at a stoppage.
- 5.6. Each team is allowed one timeout per half. Timeouts are not to be carried from one half to the next.
- 5.7. No Slide Tackling will be permitted. This is a cautionable offense (yellow card). It is considered a slide tackle if there are two opponents playing for the ball. If you are by yourself and slide to save the ball it should not be considered a slide tackle, but is under the discretion of the referee. Indoor: {No Punts} Goal Kicks / Kicks by Keeper must touch a player or the ground before midfield. Outdoor: Punts / Goal Kicks / Kicks by Keeper don't have to touch a player or the ground before midfield. A violation of this rule will result in an indirect free kick at the center spot.
- 5.8. When penalty kicks take place, defensive players must be no closer than 8 yards away. This rule is because of a smaller field.

**6. SKATE ZONE SPECIFIC RULES**

- 6.1. All free kicks are indirect
- 6.2. Goal kicks- the ball must touch any player before midfield. If the ball is not touched, it will result in an indirect kick at midfield for the opposing team.
- 6.3. Goalie possession. Goalies are not permitted to punt. Once the goalkeeper gains possession inside the 18, they could either throw the ball or put the ball in play with their feet. If the goalie decides to throw the ball, the same rule applies as goal kicks. The ball must be touched by any player before it crosses midfield.
- 6.4. If the ball goes outside the field or arena, this includes the net area above the glass, it is placed on the ground, where it went out and kicked to restart.
- 6.5. The ball is considered out of play, when it makes contact with any part of the building structure above the field of play. A free kick will be awarded to the opposing team where the ball was kicked.
- 6.6. Play is allowed behind the net.
- 6.7. Top of the 18- there is a red line on each corner of the boards. This indicates the top of the 18.

**7. TIE GAMES**

- 7.1. One Overtime Period of 5 minutes. Golden Goal - A Goal Scored during this time will end the match instantly.
  - 7.2. If no team scores during the Overtime period, a shootout will take place, with the following criteria:
  - 7.3. Each team will select five players to start the shootout.
  - 7.4. These players must alternate gender. (3 Males & 2 Females / 3 Females and 2 Males in the first five rounds) If the shootout needs to go into the sixth round, an alternating gender format must still be played.
  - 7.5. Players cannot go for a second time until every player of that gender has gone.
  - 7.6. Goalies can and will participate in shootout.
  - 7.7. If your team does not have the required number of males or females to elect the initial five shootout participants, you will take a missed shot for the particular player.)
- STANDINGS I. Teams will be awarded 3 points for a win and 1 point for a tie. FORFEIT POLICY : The score will be recorded as 5-0 for the winning team.

8. **STANDINGS & TIE BREAKERS**

8.1. **STANDINGS:** Teams will be awarded 3 points for a win and 1 point for a tie.

8.2. **FORFEIT POLICY**

8.2.1. The score will be recorded as 5-0 win for a forfeit match.

8.2.2. If the team notifies the office 2 hours(or more) in advance of a forfeit, they will owe ref fees for just their team

8.2.3. If a team doesn't notify the office of a forfeit or with less then two hours to the start of the game, the team will be responsible for the ref fees for both teams.

8.2.4. You can text in a forfeit to the office at 609-878-0234 (CAPTAINS ONLY)

8.2.5.

8.3. **TIE BREAKERS:** At the end of the season, we use the following system to break any ties. We will break one tie at a time. If there are multiple ties to be broken, once the first one is determined please note that we start again at the top of this list until we determine the next time.

8.3.1. **FORFEITS:** If 2 or more teams are tied - any team with a forfeit loss will move to the back of the tie break scenario.

8.3.2. **HEAD TO HEAD:** We will use head to head to try to break a tie. This can only be used when we can clearly determine that one team is clearly better than all the rest.

8.3.3. **POINTS AGAINST:** This will typically determine most ties if H2H does not. The least amount of points against in the regular season will be used.

8.3.4. **POINT DIFFERENTIAL** (Regular Season)

8.3.5. **POINTS SCORED** (Regular Season)