



# INDOOR SOCCER RULES

*These rules have been established in accordance with the Netsports policies and procedures. Calls on the field will be left to the discretion of the referee. All parties participating in the Netsports indoor soccer leagues, including players, parents, referees and Netsports staff are expected to be fully familiar with and follow these rules.*

## 1. PLAYER ELIGIBILITY

### 1.1 WAIVER & ELIGIBILITY

- 1.1.1 All players must be registered in the system and rostered on each team prior to stepping on the field of play.
- 1.1.2 All players must sign the waiver prior to participation.

### 1.2 YOUTH AGE REQUIREMENTS

- 1.2.1 Youth age divisions are determined by the player's age based on the birth year system. All youth league players under the age of 18 years old must have a waiver signed by a parent or legal guardian prior to participation.

### 1.3 ADULT AGE REQUIREMENTS

- 1.3.1 All adult open league players must be 18 years or older to participate.
- 1.3.2 To register in an adult age-defined league, the player must meet the required age of that league within one calendar year (365 days) of the start of that season.

**Examples for the Over 30 leagues**

SEASON	STARTING IN	PLAYERS MUST BECOME 30 YEARS OLD BY...
WINTER 1	November	May 31 <sup>st</sup> of next year
WINTER 2	January	July 31 <sup>st</sup>
SPRING	March	September 30 <sup>th</sup>
SUMMER	June	December 31 <sup>st</sup>
FALL	August	February 28 <sup>th</sup> of next year

- 1.3.3 Each team is allowed one (1) underage player that is one year younger & must become 29 years old by the above stated dates.

### 1.4 TEAM ROSTER

- 1.4.1 Team managers ensure that all players are registered on the team's online roster prior to the start of the first game.
- 1.4.2 The only patrons allowed to sit on the bench during the duration of a game are the participants/players that are registered and listed on the team roster and guest players who are actually playing on the game.
- 1.4.3 Team managers and/or coaches of any youth league team are required to remain on the bench during the entirety of a game and must also be registered on the team's roster.

### 1.5 LEGAL/GUEST/SUB PLAYERS (Adult Leagues only)

- 1.5.1 A **Legal Player** is defined as a player who was registered with the team in accordance with rule 1.4.1
- 1.5.2 A **Guest Player** is defined as a person who was not registered with the team in accordance with rule 1.4.1.
- 1.5.3 A **Sub** is a term used to describe players that are on the bench during game play.
- 1.5.4 Guest players must sign the waver and register in the Netsports online system at the Front Desk prior to playing.
- 1.5.5 A team may add *guest players* to a game roster only if they have (7) or less *legal players* at kick-off.
- 1.5.6 The number of the *legal players* must be higher than the number of *guest players*.

### 1.6 TEAM FEES

- 1.6.1 Netsports Indoor Soccer Leagues are based on team registration only. Therefore, the entire roster of a team is held responsible for the entire team for that given season. Any failure to pay a team balance in FULL with result in the suspension of the entire roster until the balance is completely paid. The suspension is regardless of any individual payments made towards the team balance.
- 1.6.2 All team fees are required to be paid in FULL no later than the team's second game.

## 2. EQUIPMENT

### 2.1 SHOES

- 2.1.1 Flat soled shoes and turf shoes only. No studs allowed. No cleats allowed.

### 2.2 BALL

- 2.2.1 Size 4 – U8 through U12
- 2.2.2 Size 5 – U13+
- 2.2.3 The ball must be provided by the home team.

## 2.3 SHINGUARDS

- 2.3.1 All players are required to wear shin guards, which must be covered by socks.

## 2.4 UNIFORMS

- 2.4.1 No cut-offs or crop tops are allowed.
- 2.4.2 Teams must wear matching colored shirts.
- 2.4.3 Goalkeepers must wear a different color than either team on the field.
- 2.4.4 When both teams are wearing similar colors, the home team is required to change into an alternate color.
- 2.4.5 Referees reserve the right to make either team or certain players change into alternate colors.

## 2.5 HARD-CASTS

- 2.5.1 Players wearing hard casts are not allowed to play unless safety wrapped and approved by the referee.

## 2.6 2.7 FITNESS WATCHES

- 2.6.1 Fitness watches are not allowed unless safely covered by a soft wristband and approved by the referee.

## 2.7 MISCELLANEOUS ITEMS

- 2.7.1 No hats, jewelry or other accessories (excluding wedding bands) will be permitted during games.
- 2.7.2 No chewing gum is allowed on the field of play.
- 2.7.3 Referees reserve the right to decide what is appropriate for game play.
- 2.7.4 Violation of any equipment rules may result in a blue, yellow, or red card as deemed necessary by the referee.

# 3. RULES

## 3.1 GAME DURATION

- 3.1.1 **Periods:** A regulation game consists of two 23-minute halves.
- 3.1.2 **Half time:** There is a one-minute interval between halves.
- 3.1.3 **Warmup:** There is a three-minute warmup time prior to each game.
  - 3.1.3.a Players are encouraged to enter the field from the side doors (not the bench area doors) to allow players from the previous game to exit the field from the bench entries.
  - 3.1.3.b When the game ends, players must make every effort to exit the field and bench area within one minute to allow other players to prepare for the start of the next game.
- 3.1.4 **The Clock:** All games will be played with a running clock with only the following exceptions and conditions for the **ADULT LEAGUES only:**
  - 3.1.4.a The referee will stop the clock or allow for additional time only if the score is tied or with one goal differential and with 60 seconds or less left on the clock. Once these conditions are met, the referee will consider the following circumstances:
  - 3.1.4.b A player is injured and takes longer than (5) seconds to get back up on their feet.
  - 3.1.4.c Deliberate time wasting during the last minute of the game will result in at least a blue card and the clock will be adjusted to account for the time wasted.
  - 3.1.4.d **Any foul within the last 30 seconds of the game will be an automatic blue card.** The clock will be adjusted to ensure that there are 30 seconds left to play once the play restarts.
  - 3.1.4.e A penalty kick is awarded and there isn't enough time to properly restart the game. Regardless of the outcome from the penalty kick, the game ends once the kick is taken. No rebounds are allowed and no more time is added.

## 3.2 PLAYERS ON THE FIELD

- 3.2.1 **U8-U12** leagues will play with six (6) players plus a goalkeeper on the field.
  - 3.2.1.a Each team must have a minimum of five (5) players to start the game. If a team is unable to fulfill this requirement within the first five minutes of the game, the game will be recorded as a 3-0 forfeit.
- 3.2.2 **U13 – Adult** leagues will play with five (5) players plus a goalkeeper on the field.
  - 3.2.2.a Each team must have a minimum of four (4) players to start the game. If a team is unable to fulfill this requirement within the first five minutes of the game, the game will be recorded as a 3-0 forfeit.
- 3.2.3 **Adult Coed** league games are to be played with no less than two (2) females on the field (excluding the goalkeeper).
  - 3.2.3.a When down a player, teams may play with (1) less male or female, but cannot play the game with only males or only females.
  - 3.2.3.b Teams with only one female cannot play four male players unless all players on the opposing team agree to it and it is negotiated through the referee.
  - 3.2.3.c Penalties must be served by the players who were issued the card, unless it is the goalkeeper.
  - 3.2.3.d If a male goalkeeper is issued a card, a male field player must serve the penalty.
  - 3.2.3.e If a female goalkeeper is issued a card, a female field player must serve the penalty.
  - 3.2.3.f If a female field player is issued a card, the same female player must serve the penalty.
  - 3.2.3.g If two female players are blue carded at the same time, the second one will be served by a male player.

## 3.3 THE START & RESTART OF PLAY

- 3.3.1 **Start of Play (First Half):** The home team provides the game ball and has the rights to the first half kickoff.
- 3.3.2 **Start of Second Half:** The away team has the rights to the second half kickoff.
- 3.3.3 **Kickoff After Goal:** Play restarts after each goal with a kickoff by the opposing team.
- 3.3.4 **Restarts:** A “Restart” is the manner of resuming play after a goal or other stoppage. Restarts take place by either a Kickoff or Free Kick. The team opposing that which is responsible for the stoppage takes the Restart.
  - 3.3.4.a Before the team takes the free kick, the ball must be stationary.
  - 3.3.4.b Restarts occur within (1) yard from the spot of the ball at the moment of stoppage and within (2) yards off the board when fouls occur near a board.
  - 3.3.4.c Restarts must occur within 5 seconds from the time the ball is placed in the correct spot. An exact count will not be taken by the referee. However, if the opposing team presses hard defense, the referee will use a hand gesture to count to five. If the restart does not occur within five seconds, a free kick is awarded to the opposing team from the same spot.

#### 3.4 FREE KICKS, 5-YARD DISTANCE, & QUICK RESTARTS

- 3.4.1 All free kicks in indoor play are direct free kicks regardless of the nature of the foul.
- 3.4.2 On all free kicks, the defensive team must remain a minimum of 5 yards away from the ball until it is kicked. Once the ball is placed, the defensive team must immediately retreat a minimum of 5 yards from the ball.
  - 3.4.2.a Repeated failure to retreat to a minimum of 5 yards after initial request from a referee will be considered encroachment and will result in a blue card caution.
- 3.4.3 “Quick restarts” are allowed in accordance with rules 3.3.4.a and 3.3.4.b.
- 3.4.4 During “quick restarts” an opponent, who is near the ball within the five-yard distance and who deliberately prevents the fast restart will be cautioned with a blue or yellow card for delaying the restart of play.
- 3.4.5 Only the player taking the free kick can request the 5-yard distance.
- 3.4.6 Once the 5-yard distance is requested, a whistle is required before a free kick is taken.

#### 3.5 SUBSTITUTIONS

- 3.5.1 Substitutions are free and unlimited as long as they do not interfere with the flow of the game. When making substitutions while the ball is in play, players may not enter the field until the player being substituted is completely off of the field.
- 3.5.2 Goalkeepers may be substituted only during non-foul stoppage of play. The referee should be notified of a goalkeeper change.
- 3.5.3 A blue card may be issued to a team making an illegal substitution especially if it results in a change of possession or a goal.

#### 3.6 BOUNDARIES

- 3.6.1 Any ball touching the netting, ceiling or leaving the field of play is considered out of bounds.
- 3.6.2 A free kick will be awarded to the team that did not touch the ball last. The ball will be placed no more than one yard from the wall closest to the point where the ball touched the side netting, leaves the field of play or at the appropriate colored line when the ball hits the top netting.
  - 3.6.2.a The ball will be placed on the advanced line if it hits the net between two lines, and will be put back on the yellow line above if the defensive team clears the ball into the top net in their defensive area.

#### 3.7 CORNER KICKS

- 3.7.1 A corner kick will be awarded when the ball touches the netting behind the goal and was last touched by a defensive player. The goalkeeper will be awarded the ball for a goal kick when the ball touches the netting behind the goal and was last touched by an offensive player.
- 3.7.2 The corner kick must be taken within a foot’s distance in either direction from the yellow or white dot in the corner that the referee specifies and the defending team must be at least 5 yards away from the ball.

#### 3.8 PENALTY KICKS

- 3.8.1 Penalty kicks are awarded for fouls that are committed inside of the penalty area.
- 3.8.2 Any call for non-physical fouls (i.e. obstruction, pass back, non-contact high kick etc.) inside the box will be awarded a free kick right outside the penalty box, but within 1 yard of the penalty box.
- 3.8.3 If a player unintentionally on the ground prevents a ball from going to goal will also result in a free kick outside the box.
- 3.8.4 If the player intentionally stops a ball from going to goal by sliding or being on the ground, a penalty kick will be awarded.
- 3.8.5 The goalkeeper must stand with their heels touching the goal line and may not move forward until the ball has been kicked.
  - 3.8.5.a If the goal keeper infringes the laws of the game and the ball enters the goal, a goal is awarded.
  - 3.8.5.b If the goal keeper infringes the laws of the game and the ball does not enter the goal, the kick is retaken.
- 3.8.6 The kicker must start one (1) yard behind the ball prior to kicking and the referee will point the spot.
  - 3.8.6.a If the kicker violates the one-yard rule and the ball enters the goal, the penalty kick is retaken.
  - 3.8.6.b If the kicker violates the one-yard rule and the ball does not enter the goal, a free kick is awarded to the defending team at the penalty dot.
- 3.8.7 The kicker may not kick the ball until the referee has blown the whistle.

#### 3.9 PASS-BACK RULE

- 3.9.1 A field player cannot intentionally play a ball back to their goalkeeper’s hands with their feet. If done so, the referee will

award a free kick at the top of the circle.

3.9.2 If the field player touches the ball from the knees and above, the goal keeper can pick the ball up with his/her hands.

### 3.10 THREE-LINE RULE & OFFSIDE

3.10.1 There are no offside violations.

3.10.2 Three Line Rule is defined as the ball being played offensively in the air over both yellow lines.

3.10.2.a The ball is kicked from behind the defensive yellow line and past the offensive yellow line.

3.10.2.b The ball does not touch the floor between the two yellow lines or the offensive yellow line itself.

3.10.2.c The ball does not touch any player situated between the two yellow lines.

3.10.2.d The ball does not touch the wall between the two yellow lines.

3.10.3 A ball played from ahead of the offensive yellow line back to behind the defensive yellow line is not considered a violation.

3.10.4 Violation of the three-line rule is a turn over and the opposing team is awarded a free kick at their attacking yellow line.

### 3.11 TIES

3.11.1 Games ending in a tie will be recorded as such; there is no overtime or penalty shootout.

## 4. GOALKEEPERS

### 4.1 GOAL KICKS

4.1.1 Goal kicks can be taken anywhere in the big box but the ball must be stationary.

### 4.2 DISTRIBUTION

4.2.1 Once the goalkeeper has gained possession of the ball with their hands, the goalkeeper must release the ball from their hands within six (6) seconds.

### 4.3 SLIDING

4.3.1 Goalkeepers may slide within their goal box using their hands or their feet forward.

4.3.2 If the slide starts outside the box, the goal keeper is considered a field player and a free kick is awarded to the opposing team at the spot of the slide. The goal keeper is issued a card. The card color depends on the intent, severity of contact, and the goal scoring opportunity.

**NOTE:** Goal scoring opportunities indoors are more frequent than outdoors. Therefore, only a blue card is issued for denying an obvious goal scoring opportunity.

4.3.3 When the goal keeper slide starts inside the box but continues outside the box...

4.3.3.a If no contact with the player or ball outside the box, the play continues.

4.3.3.b If contact is made with the ball or player, free kick is awarded, no automatic blue card.

4.3.3.c If contact with the player outside the box is reckless, a blue, yellow, or red card can be issued depending on severity.

4.3.4 The referee reserves the right to judge the intent of the slide. If it is noted that the goal keeper intentionally starts the slide just inside the box but ends up far outside on several occasions, a blue card at least should be issued.

### 4.4 PASS BACK

4.4.1 Goalkeeper cannot pick up an intentional pass-back from their own teammate's feet, but can pick up a pass from a teammate's intentional pass using their knees or above.

## 5. FOULS AND MISCONDUCT

### 5.1 GENERAL

5.1.1 A player who commits any of the following offenses shall be penalized by the referee awarding a direct free kick to be taken by the opposing team from the point of infraction, at the referee's discretion.

5.1.2 There will be no whistle to restart unless the referee must issue a card. When allowing advantage, the referee can issue a card the next time play stops.

5.1.3 **Hand balls** are a violation only if ...

5.1.3.a Intent: A player intentionally touches the ball. (Hand to ball)

5.1.3.b Consequential: A player does not intent to touch the ball but gains an advantage by having done so. E.g. gains possession of the ball or prevents or scores a goal.

5.1.3.c Otherwise the referee will judge and allow play to continue.

5.1.4 All calls are at the discretion of the referee.

### 5.2 SHOULDER TO SHOULDER & 50/50 PLAYS

5.2.1 A shoulder to shoulder or a 50/50 play is considered one where neither player has clear possession of the ball.

5.2.2 Once a player obtains partial or full possession of the ball, any contact defined below is considered a foul.

### 5.3 FREE KICKS

5.3.1 A free kick is awarded when a player intentionally or unintentionally does one of the following:

Slides, trips, jumps at, pushes, holds, obstructs, plays dangerously, violently charges, or charges from the backside of and opponent, kicks an opponent while attempting to strike the ball, or who intentionally handles the ball.

#### 5.4 SLIDING

5.4.1 No sliding is allowed, except for the goalkeeper (see Section 4.3).

5.4.2 A slide is defined as...

5.4.2.a A player leaving their feet resulting with a fall to the ground with a body part other than their feet.

5.4.2.b A player's knee or any body part other than their feet touches the ground even if one or both of their feet are on the ground.

5.4.2.c Bicycle kicks are not allowed.

5.4.2.d Kicking the ball sideways resulting in a player falling on the ground without further contact with a defender.

5.4.2.e Tackling the ball sideways resulting in falling on the ground without further contact with the opponent.

5.4.2.f A player slides with their feet without falling but in a way that is unable to control their motion during the slide and cannot stop before making contact with the opponent.

**NOTE:** This is similar to a two-footed jump to tackle.

#### 5.5 BOARDING

5.5.1 Boarding is a serious offense and will most likely result in a card of any color as deemed appropriate by the referee and depending on the severity and intent of the contact. See **Section 6** for further details.

5.5.2 See section 6 for full boarding details.

#### 5.6 OBSTRUCTION

5.6.1 When a player does not play the ball, intentionally obstructs an opponent by standing between the opponent and the ball not within playing distance of the ball so as to form an obstacle.

5.6.2 Obstruction is not called when a player has a ball and is shielding so as to prevent an opposing player from stealing the ball or if the ball is kicked down the field and a player attempts to run through an opponent who has established position.

#### 5.7 PUSHING

5.7.1 A player pushes an opponent in an attempt to prevent them from getting to the ball.

#### 5.8 DANGEROUS PLAY

5.8.1 Playing in such a manner as to be out of control and cause potential harm or injury to any player.

#### 5.9 CHARGING THE GOAL KEEPER

5.9.1 During stopped play on corner or free kicks, a player can stand their ground inside the box but cannot charge at the goal keeper.

#### 5.10 PLAYING THE BALL WHILE ON THE GROUND

5.10.1 Except for the goalkeeper in his own goal box, playing the ball, offensively or defensively, while on the ground or while having a part of your body, other than your feet (3-point rule) on the ground.

5.10.2 When the ball touches a player who has unintentionally fallen on the ground, play on. (ball to player)

5.10.3 A player cannot intentionally lay on the ground to stop a shot from going to goal. A penalty kicks will be awarded.

5.10.4 Once a fallen player gets on their feet, they can resume intentionally playing the ball.

#### 5.11 HOLDING

5.11.1 A player holds an opponent to prevent them from playing the ball or defending.

#### 5.12 JUMPING

5.12.1 A player jumps at an opponent.

#### 5.13 GOAL KEEPER HAND BALL

5.13.1 The goalkeeper may not reach outside the goal box and use their hands, even when standing inside the goal box.

#### 5.14 SPITTING

5.14.1 No spitting is allowed anywhere on the premises.

5.14.2 Spitting in the field of play will result in a blue card.

5.14.3 Spitting on another player, referee, or other Netsports staff will result in a red card, removal from the game, and other disciplinary decision by Netsports management.

#### 5.15 ABUSIVE LANGUAGE

5.15.1 Any abusive language will not be tolerated, and may result in a red card and removal from the facility.

#### 5.16 VERBAL OR PHYSICAL ABUSE TOWARDS REFEREE

5.16.1 If directed towards NetSports referees and/or employees will not be tolerated and may result in removal from all league play for a time to be determined by the NetSports management.

#### 5.17 BLUE CARDS

5.17.1 If the above offenses are judged by the NetSports referee to be serious, a blue card may be issued, resulting in a (2) two-minute penalty.

5.17.2 The two-minute penalty must be served by the player who was issued the blue card, excluding the goalkeeper.

5.17.3 If a goalkeeper receives a blue card, a field player of the same gender as the goal keeper serves the time penalty.

5.17.4 If a goal is scored during the blue card penalty period, the player serving the blue card can return to the field.

5.17.5 If the team playing down scores a goal, they must continue to serve the 2-minute power play.

#### 5.18 POWER PLAY RETURN

5.18.1 If a team is serving a blue card resulting in a power play with fewer players on the field, and the other team with more players on the field scores a goal, the player who has served the most of his penalty can return to the game.

5.18.2 When two or more players are serving a blue card, only one player may return for each goal.

5.18.3 **Double blue cards:** When a goal is scored during an equal 4v4 or 3v3 play, full 2-minute penalty must continue to be served. Only goals scored during a power play will end a power play of any type (e.g. 5v4 or 4v3).

#### 5.19 YELLOW CARDS

5.19.1 A player guilty of committing a second cautionable offense within the same game may be awarded a yellow card, resulting in a (4) four-minute penalty.

5.19.2 The entire four-minute will be served, regardless of goals being scored.

5.19.3 Players may receive a yellow card without receiving a blue card, depending on the severity of the infraction.

#### 5.20 RED CARDS

5.20.1 A third cautionable offense shall result in a red card being issued and shall result in a mandatory ejection of the player/players from the facility, for the remainder of the day, as well as the team serving a (5) five-minute penalty.

5.20.2 Red cards can be issued without a blue or yellow card being issued, if the infraction deems necessary.

5.20.3 The red carded player may be replaced by a substitute after the full (5) five-minute penalty is served.

5.20.4 Red carded players will serve a minimum of a (1) one-game suspension (Length of suspension will be determined by NetSports Management) in addition to the removal of the current game.

#### 5.21 INTENT

5.21.1 Any foul defined in section 5, which the referee judges to be intentional, may result in a Blue, Yellow, or Red card.

#### 5.22 UNSPORTSMANLIKE CONDUCT

5.22.1 Unsportsmanlike conduct includes, but is not limited, to the following:

5.22.1.a **Persistent Disregard:** Persistent disregard for the rules.

5.22.1.b **Dissent:** Any dissent by word or action regarding a referee's decision.

5.22.1.c **Taunting:** Taunting another team/player in a manner so as to cause a confrontation.

5.22.1.d **Encouraging Harm:** Encouraging players by word or action to foul, harm or retaliate against an opponent.

5.22.1.e **Intentionally Distracting:** Making a loud noise or action intended to distract and opponent.

#### 5.23 NON-PLAYING PERSONNEL

5.23.1 Coaches, spectators, parents, etc. are considered to be an extension of the team and may also be found guilty of unsportsmanlike conduct- this will not be tolerated. NetSports referees or management on duty may take disciplinary action against these individuals, up to and including removal from the facility. No time penalties will be enforced to the teams for non-player misconduct.

## 6. BOARDING

#### 6.2 BOARDING DEFINITIONS

6.2.1 A player ends up hitting the board as a result of any contact (including shoulder to shoulder or ball shielding) with an opponent in the following circumstances.

6.2.2 Both opposing players are within (1) yard of the board and low or no speed.

6.2.3 Both opposing players are approaching the board or running parallel to it with high enough speed and at any distance from the board that the referee judges it would result in an unsafe play.

6.2.4 Any play that is considered within the FIFA laws of the game in outdoor games, but which can result in an unsafe play against the board in an indoor game is considered boarding. Examples include but are not limited to...

6.2.4.a Shoulder to shoulder during a 50/50 play.

6.2.4.b Shielding the ball from an opponent with ANY part of the body... feet, legs, knees, thighs, hips, shoulders, elbows, forearms, or hands.

6.2.4.c Clean tackling the ball during a hard speed chase within one yard of the ball which results in any player stumbling over the ball and hitting the board hard.

#### 6.3 BOARDING PENALTIES

6.3.1 The referee may issue a verbal warning and a card will not be given only if the offense is unintentional AND of low consequence to the judgement of the referee.

6.3.2 A card is issued for all boarding violations deemed of higher consequence and its color is determined by the referee depending on...

6.3.2.a The force by which a player hits the board.

6.3.2.b The level of negligence or intent by the offending player.

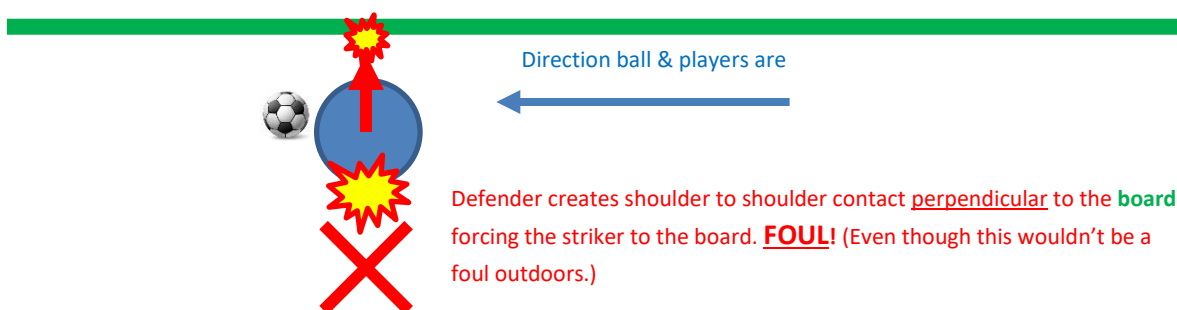


## 6.4 OTHER BOARDING CONSIDERATIONS

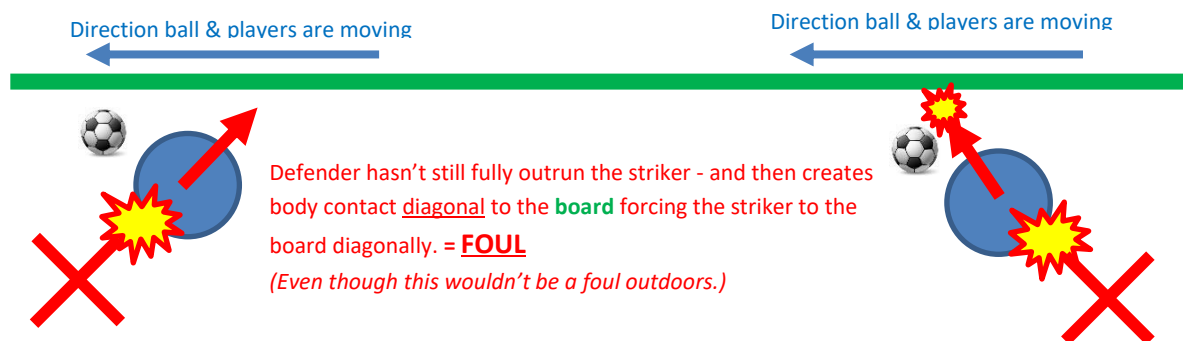
- 6.4.1 The player that is on the field side is responsible for the wellbeing of the player that is on the board side.
- 6.4.2 Players concerned about the inability to defend near the board out of fear of being carded or being scored on must consider the following:
  - 6.4.2.a To challenge a player that is near the board in a 50/50 shoulder to shoulder situation, you must outrun that player first before creating body contact.
  - 6.4.2.b The body contact direction must not be towards the board (perpendicular or diagonal), rather parallel to the board resulting in no contact with the board or harmless contact with the board.
  - 6.4.2.c Always remember that this is a recreational league.

## 6.5 BOARDING DIAGRAMS

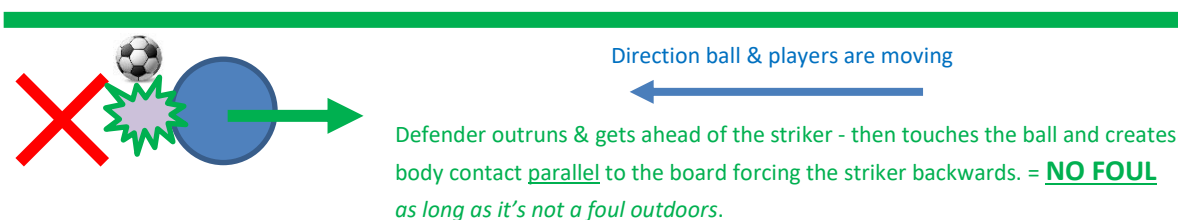
- 6.5.1 **FOUL:** High speed running parallel to the board with shoulder to shoulder contact perpendicular to the board:



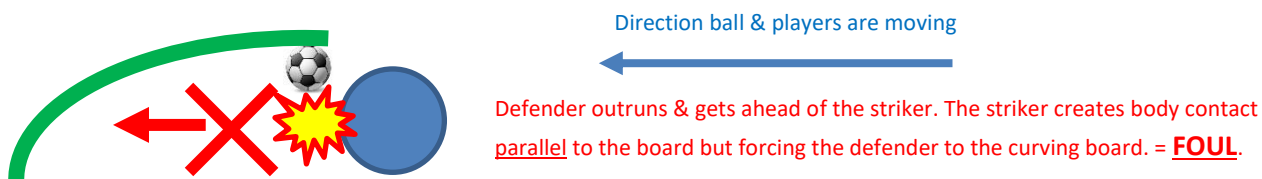
- 6.5.2 **FOUL:** High speed running parallel to the board with shoulder to shoulder contact diagonal to the board:



- 6.5.3 **NO FOUL:** Defender outruns and gets ahead of the opponent with possession on the ball then makes contact:



- 6.5.4 **FOUL:** Striker gets outrun by defender and makes contact with defender on the board curve:



## 7. PROTESTS

### 7.2 JUDGEMENT CALLS

- 7.2.1 Netsports will not consider protests related to judgement calls of officials or application of rules. However, any suspected misapplication of the rules may be brought to the attention of the Netsports manager or League Director(s), but is not guaranteed to be reversed and/or changed.

### 7.3 SUBMISSION

- 7.3.1 All protests must be submitted by email to the NetSports management within one (1) week of the incident and can only be submitted by the designated team manager.

### 7.4 PLAYER ELIGIBILITY IN AN AGE DEFINED LEAGUE

- 7.4.1 Protests concerning a player's eligibility in an age-defined league must be made to the referee or Netsports management prior to the completion of that game. Management may require adults to provide identity of the player in question. If their age cannot be verified, the player may be asked to leave the field of play. Referees reserve the right to forfeit a team because of an ineligible player. NetSports holds the right to verify youth ages by their birth certificates.