



OFFICIAL RULES

Welcome to the 2012 Menace Kick around the Clock!

This overnight tournament is hosted by the Des Moines Menace at the Soccer House in West Des Moines.

Teams play with six players, including a goalkeeper. The maximum roster is 12. Every team is guaranteed at least three 25-minute games.

Teams must check in 30 minutes before their first game, providing a tournament roster/waiver signed by each player, as well as proof of age of each player.

PLAYING FIELD

1. The field is 160 feet long and 60 feet wide.
2. The center circle and penalty arc are 10 feet in radius.
3. The perimeter wall is part of the playing surface.
4. The center of the field is marked by a white line with a red line painted 40 feet into each half designating the "three lines."

PLAYERS EQUIPMENT

1. Shoes with molded or removable studs are NOT permitted. Tennis shoes are adequate. Players should carry, not wear, their playing shoes into the building. Shoes must be cleared of snow and dirt before entrance to the field will be permitted.
2. All jerseys on a team must be alike in color; home team is responsible for furnishing an alternate color.
3. Goalkeepers must wear colors which distinguish them from the other players and referees.
4. No equipment which is dangerous to another player may be worn. NOTE: Plaster casts are considered dangerous and must be padded to the referee's discretion. Jewelry is not allowed.
5. For any infringement of these laws the player will be sent off to fix the equipment. If a player returns to the field and has not fixed the equipment they will be issued a 2-minute card.
6. Shirts must be worn at all times when on the premises of the Soccer House.
7. All players must wear shingaurds.

NUMBER OF PLAYERS

1. Teams at all age groups will play with six (6) players including the goalkeeper.
2. A team may elect to play with more or less of what is allowed only if they have been given permission by both the opposing team, and the referee. If at any time the referee deems the game to be unsafe the game will be returned to the official number of players.
3. Maximum team roster is 12; Ideal number for most teams is 9-10 players (to share playing time).
4. At check-in (at least 30 minutes prior to first game), all teams must present a completed waiver and roster form, which is available at www.MenaceSoccer.com/tournaments/clock and at www.SoccerHouse.org . Each participant must sign the waiver in order to play.

THE BALL

1. Home Team must furnish a game ball deemed appropriate by the center official.
2. Teams will use a size-5 ball.

GAME DURATION

1. Game will consist of one period, lasting 25 minutes. There will be a four-minute break between games.
2. The time clock is continuous and will only be stopped by the referee's discretion.
3. Any pool-play game that is tied after 25 minutes will count as a tie. Any semifinal or final that is tied after 25 minutes will be decided by a shoot-out.

KICK-OFF

1. The team on the visitor's side will kick the ball off.
2. The ball does not have to go forward at the kick-off.
3. A goal can be scored directly off a kick-off.
4. The ball is in play when it has rolled one inch.
5. A player may not touch the ball twice until another PLAYER has touched the ball.

BALL IN AND OUT OF PLAY

1. The ball is out of play when:
 - a. The ball completely crosses over the red line on the perimeter wall.
 - b. The ball travels over the three lines without hitting a player, ground, or wall.
 - c. The ball hits the ceiling.
 - d. The ball hits the net at either end of the field.
 - e. The referee blows the whistle. Remember; never stop playing until you hear the whistle.
2. The ball is in play when:
 - a. The ball has moved one inch.
 - b. The ball is in play until the referee blows the whistle.
3. All kicks are DIRECT, meaning the ball can be directly kicked into the goal for it to score. Another player from either team does not need to touch the ball before it goes in.
4. Only the kick-off requires the referee's whistle to take the kick.
5. Each team has five seconds to take their free kick before it is awarded to the other team.
6. CORNER KICK:
 - a. When the ball hits the net after touching the defensive team last.
 - b. Placed on the dot in the corner of the field.
7. GOAL KICK:
 - a. When the ball hits the net after touching the offensive team last.
 - b. To be taken anywhere inside the goal box (small box).
8. PENALTY KICK:
 - a. Penalty kicks are taken in the middle of the top line of the goal area.

SUBSTITUTIONS

1. Substitutions are made on the fly.
2. Correct substituting procedure requires the player coming off of the field before the other player enters.
3. Any player who comes on before the other player comes off will receive a substitution violation penalty. The violating team may be issued one of the following:
 - a. A verbal warning.
 - b. An direct free kick.
 - c. A 2-minute penalty.
4. GOALKEEPER SUBSTITUTIONS: Any player may change places with the goalie provided the referee is informed before the change is made. The change may be made during stoppage or on the fly.
5. The referee's interpretations of these laws are THE final authority, NO EXCEPTIONS!

GOALKEEPING RESTRICTIONS

1. The goalkeeper may not use his/her hands outside the goal area.
2. The goal keeper may not dribble the ball into the box and pick it up.
3. The goalkeeper may only pick up a pass that was given on the DEFENSIVE side of the red line.
4. The goalkeeper is only allowed to hold the ball in their hands for 5 seconds.
5. The goalkeeper may not play the ball from his hands and pick it back up intentionally until the opposing team has touched the ball.

SCORING

A goal is scored when the entire ball has broken the plane of the goal line.

POINTS AND ADVANCEMENT

Teams will be awarded three points for a win, one point for a tie. Tie breaker is decided in the following order;

1. Head-to-head, 2. Goals for, 3. Goals against, 4. Shoot-Out

SHOOT-OUT

Best of five shooters then sudden death. Every able player must shoot before a shooter can shoot again.

FOULS AND OTHER MISCONDUCT

1. Any player who commits any of the offenses in the opinion of the referee shall be penalized by the award of a direct free kick to be taken by the opposing team from the spot where the offense occurred.
 - a. BOARDING
 - b. CHARGING
 - c. HANDBALL
 - d. HOLDING
 - e. JUMPING
 - f. KICKING
 - g. PUSHING
 - h. STRIKING
 - i. TRIPPING
 - j. SLIDE TACKLING
 - k. OBSTRUCTION
 - l. SWEARING
2. If any of the offenses are deemed by the referee to be serious in nature then they will be penalized by a two-minute penalty.
3. Dangerous play will be penalized by a free kick.
4. An opposing player must be 10 feet from the ball during all free kicks. This should be done without the referee's request. Dissent will be dealt with according to FIFA guidelines.

THREE-LINE VIOLATIONS

1. A player is guilty of a three-line violation if they pass the ball across the three lines in the air.
2. If the ball hits a player, wall, or ground before crossing all three lines they are not in violation.
3. A direct free kick is awarded to the opposing team at the point on the red line where the ball first crossed.

RED & YELLOW CARDS; TWO-MINUTE & FIVE-MINUTE PENALTIES

1. Any red card will result in a suspension of one game not including the game from which the player was originally ejected. The team must play short for 5 minutes until the penalty expires.
2. 2-minute time penalties are awarded for major or minor fouls, and for unsportsmanlike conduct. When a team who is serving the 2-minute time penalty is scored on then their penalty time expires.
3. A yellow card issues a 2-minute penalty
4. A red card issues a 5-minute penalty.
5. Soccer House reserves the right to expel anyone who uses vulgar language in a harming manner. This includes racial, ethnic, or religious comments. This behavior is intolerable and could result in permanent expulsion from the Soccer House.
6. Soccer House management also reserves the right to expel a player from league play for gross violations of the laws of the game, the House, Rules, or damage to Soccer House property.

REGISTRATION PROCEDURES AND PLAYER RESTRICTIONS

1. A player's age on August 1st determines the age division in which that player plays for that year (same as outdoor).

GENERAL SOCCER HOUSE RULES AND OPERATING PROCEDURES

1. Please remember that the referee's decision on points of fact connected with play shall be final. Please do not confront or argue with our referees concerning a game. Please direct any questions you may have to the host organization.
2. **FIGHTING WILL NOT BE TOLERATED.** Tournament and Soccer House reserve the right to escort any parties involved in a fight, as well as prohibit any future participation in activities at the Soccer House.
3. No spitting, smoking, or profanity will be allowed in the building.
4. Intoxicated persons will not be allowed to take part in any activity at the Soccer House. In fact, we won't even let you in the front door.
5. We reserve the right to remove any one from the facility based on conduct. This is a family environment, so act that way!
6. No pets are allowed in the facility.
7. No chewing gum, food, or drink is allowed in the players boxes.

REFUNDS

The Tournament Director has final authority concerning the cancellation, delay, change of time, or any other alteration of games, as required due to weather or emergencies.

The following is the tournament's refund policy, in the event that preliminary games are not played due to weather, emergencies as deemed by the Tournament Director, rental of facility, opponent not showing up, or act of god:

1. No games played = 60 percent of the registration fee is returned.
2. 1 game played = 40 percent of the registration fee is returned.
3. 2 games played = No refund.
4. 3 games played or failure to play semi-final and/or final games = No refund.

If semi-final or final games are cancelled, champion and finalist will be determined on points standing after preliminary games.

ACCEPTANCES

1. Teams will be notified on the acceptance date.
2. No refunds after teams have been accepted.
3. If not accepted you will be refunded the full amount of the tournament.

THESE RULES ARE ENFORCED TO ENSURE THE SAFETY OF THE PLAYERS AND SPECTATORS. THE TOURNAMENT AND THE SOCCER HOUSE RESERVE THE RIGHT TO ALTER ANY OF THESE RULES AT ANY TIME.