

2011/12 High School Indoor Soccer Team Registration Register Now!

Registration for our 2011/12 season has begun. To ensure your spot in the 2011/12 season, you should register early! Teams must be paid in full at the time of registration.

High School Leagues begin in September and end in May. The Fall Session starts in September, Winter Session 1 starts in November, Winter Session 2 starts in January and the Spring Session starts in March. Get your team in today before it's too late!

2011/12 Fees:

<u>Type of Team</u>	<u>Team Fee</u>	<u>Membership</u>	<u>No. Games</u>
High School Boys	\$795.00	Required	8
High School COED Rec*	\$795.00	Required	8

Membership Fees:

1 Day	\$10
2 Month	\$15
6 Month	\$30
1 Year	\$48

***HIGH SCHOOL COED RULES:**

Coed teams must have at least 3 females on the field at all times. If a Coed team has less than 3 females on the field, the team must play down 1 player for every missing female. Female goals count as 2 goals in all Coed divisions.

To register, you may stop by Monday - Friday from 11 a.m. to 4 p.m. or Sunday, Monday, Tuesday or Wednesday evenings from 7 p.m. until 10 p.m.! We look forward to seeing you in 2011/12 at Off The Wall Sports.



Presented by



High School Indoor Soccer Team Registration

Complete and sign this form and return it to Off the Wall Sports. **High School teams must be paid in full to register.** Fields with capital bold letters are required information. No teams will be accepted without all required information.

SESSION (Please Circle):

Fall Session (September – October) **Winter 1** (November – January)

Winter 2 (January – March) **Spring Session** (March – May)

PREFERRED DIVISION (Circle One)

High School Boys or High School Coed Rec*

* Coed teams must have at least 3 females on the field at all times. If a Coed team has less than 3 females on the field, the team must play down 1 player for every missing female. Female goals count as 2 goals in all Coed divisions.

PREFERRED COMPETITION LEVEL (Circle One)

A – Most Competitive B – Moderate Competition C – Least Competitive

My team is: _____ (Circle One)

All Male All Female Both (% Male _____ % Female _____)

My team is made up of: _____ (Enter # of players for all that apply)

HS Varsity _____ HS Junior Varsity _____ HS Freshman _____ Rec Players _____

Team Name _____

MANAGER'S NAME _____

ADDRESS _____

CITY _____ ZIP _____

Phone # _____ Work # _____

Other # _____ Fax # _____

EMAIL _____

CREDIT CARD (MC/VISA) _____ CARD NUMBER _____

EXPIRATION DATE (Must not expire before April 1, 2012) _____ / _____

NAME AS IT APPEARS ON CARD _____

Any remaining balance as of the second week of the session may be charged to this card without notice.

I agree to the terms in this manager packet.

Manager's signature _____ Date _____



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Policies:

1. Email is the primary communication for teams.
2. Please deal directly on team issues with the Manager on duty.
3. The team manager is responsible for the team bill. Any UNPAID bills could result in Player suspensions!
4. Teams pulling out after schedules are completed are responsible for the total fee.

Team Roster Rules:

1. All players must have a valid membership. NO EXCEPTIONS! No weekly admission. Several memberships are now available.
2. Guest players are not permitted. Any team using players not on the roster will forfeit the game. ***A team that wishes to forfeit must announce any and all guest players to the opposing team. Off the Wall Sports and the opposing team have the right to exclude any or all guest players from the game. All players must have a valid membership.
3. **High School teams must be paid in full to register.**
4. Players may roster on two teams in the same division.
5. Teams may roster as many players as desired.

Admissions Policy:

Spectator admission is \$3.00 per person. There is a \$7.50 family maximum (immediate family only). Senior citizens and 12 and under are free. Admissions are good for the entire day. Spectators also have the option of purchasing an individual membership. Individual Membership fees are: 1 day/\$10, 2 months/\$15, 6 months/\$30 and 1 year/\$48.

Game Reschedule Procedure:

If you wish to reschedule a game, please follow our procedure as follows:

1. Notify your opponent more than five days in advance.
2. The opponent then must contact Off The Wall Sports. Off The Wall Sports will provide 1 and only one time to reschedule the game.
3. The opponent must choose to reschedule or not.
4. Your team must be present and have enough players to play the game to earn points for a forfeit. No points will be awarded if your team is not present!
5. If neither team shows up for a game, both teams forfeit, No Exceptions!
6. Points are awarded as follows: Win 3, Loss 0, Tie 1, Forfeit -3.
7. Winter 1 games must be completed no later than January 15th, 2012. Winter 2 games must be completed no later than April 15th, 2012.

Any changes to the schedule or any rescheduling are the sole responsibility of the team manager. Off *the* Wall Sports will not credit team fees for games not played. NO EXCEPTIONS!

Team Manager Tips

This list of tips has been provided to help prevent problems that we have had in the past. We at Off the Wall Sports hope you find this list to be helpful and wish you and your team the best this coming Indoor Session. Good Luck!

-Register Early!

-Each session is registered independently.

-NO TEAMS are automatically assumed to be registered in Session 2.

-Make sure parents are aware of admission policies. Spectators over 12 pay a \$3.00 admission. Senior Citizens are free. No family pays more than \$7.50. Admission is charged only one time per day.

-Check your email daily!

-Check your team balance frequently.

-Pick up a statement when you come in or request one by emailing
manager@offthewallsports.net

-Do not forfeit any games.

-Memberships can be purchased between 6 and 9 PM on Sunday's, Monday's, Tuesday's and Wednesday's or allow up to 45 minutes before your first game time to get the pass.

-Check your roster! Make sure it is complete!

-No guest players are permitted. Don't find yourself having to forfeit due to roster errors. We will accept no excuses after the fact! There are no guest players- Period!

-Protest must be initiated prior to the end of the first half or immediately when the dispute takes place.

League Rules

Duration: Games consist of two 23 minute halves with a 1 minute half-time for all age groups. Games must begin on time and end on time. Teams not ready to play at the scheduled game time will forfeit.

Players: All players must be in uniform, including shirt with team colors, shin guards and proper shoes (No Studs/screw-ins). Shoes are to be carried in. Players are required to scan their finger print in at the desk before each game. Teams caught using illegal players will forfeit the season. Teams are not allowed any guest players.

All players must provide proof of age with a birth certificate, valid IYSA player pass or valid driver's license. All players must sign the team roster and waiver prior to the first game. Waivers for players under the age of 21 must be signed by parent or guardian. **Players who have not signed the waiver form will not be permitted to play. Off *the* Wall Sports, LLC will not be responsible for the safety of players playing illegally without the knowledge and consent of Off *the* Wall Sports, LLC.**

Players must be 18 years of age to participate in any adult division.

Any player with an open wound or blood on the uniform must be properly bandaged and change the uniform before returning to the game.

Laws of The Game: Currently active FIFA Laws of The Game will apply with the following adaptations:

- Offside law does not apply.
- Modifications to the FIFA law regarding passes back to your own goalkeeper.
- Only one possession with hands is permitted. After the goalkeeper puts the ball in play, if a player on the goalkeeper's team plays the ball to the goalkeeper, the goalkeeper may not use the hands, as provided for under FIFA Laws of the Game. The ball must be touched by a player on the opposite team before the goalkeeper is once again permitted to use the hands.
- Note: If the goalkeeper receives the ball from the opposing team and puts it back into play. Then, hands may not be used again until the ball is touched by the opposing team.
- Players may pass the ball to their goalkeeper from behind the red line only. The whole ball must be over the red line when it is played.
- Penalty for a goalkeeper improperly using the hands is a direct free kick at the top of the arc of the penalty area.
- Free substitutions may occur during play. Play does not stop for substitutions.
- The player must be off the field before the new player enters the field of play.
- Goalkeepers are not restricted to four steps while releasing the ball into play.
- During the taking of a free kick. Defending players must stay 10 feet from the ball.
- Three line passes in the air are not permitted. The ball may not be passed in the air across both red lines. The penalty is a direct kick from the center of the red line from the side of the field where the kick was taken.
- Players have 5 seconds to place dead balls back into play. Delay of game penalty may result and the ball is given to the other team.
- Any ball going outside the dasher boards or touching the net is "out of play". "Out of play" is a direct free kick.

- All free kicks are direct.
- Minor fouls committed inside the penalty area will result in a direct kick to be taken from the top of the penalty arc.
- Kickoffs do not have to be played forward.
- Boarding is an automatic 2 minute penalty.
- Any player using both hands to grip the top of the boards will be penalized for dangerous play.
- “Throw ins” will be substituted with “kick-ins”.
- No slide tackling.
- Two or five minute penalties may be invoked by the referee for commission of a cautionable offense.
- Each youth team (through U19) must be accompanied by at least one adult, (age 21 or older) designated as “coach” or “manager” on the player’s side of the field.
- Only two coaches or managers per team and players are permitted on the player’s side of the field and must stay inside the bench area.
- U9-U14 will play with 6 players plus a goalkeeper. U15 and up will play with 5 players plus a goalkeeper. Over 40 will play with 6 players plus the goalkeeper. Coed adult teams will play with 6 players plus the goalkeeper.
- Coed teams must have at least 3 females on the field at all times. If a Coed team has less than 3 females on the field, the team must play down 1 player for every missing female.
- In all Coed divisions female goals count as 2 goals.
- A majority vote of coaches and agreement by Off *the* Wall Sports management is required to further amend these adaptations to the FIFA Laws of The Game.

Forfeit Policy: If a team is unable to appear at their regularly scheduled time for a game, the opposing team can receive a forfeit **only if they appear for the game with sufficient numbers of players to play the game.** Off *the* Wall Sports will not notify teams if their opponent does not intend to play. The forfeiting team will receive –3 points. If neither team appears for the game, both teams will receive –3 points.

Conduct: Player conduct is as follows:

- Fighting will ***not be tolerated!*** Any player engaged in a fight will, at the discretion of the referee, be ejected from the game and restricted from play for one week.
- Any player threatening or assaulting an employee or game official of Off *the* Wall Sports, LLC will be ejected from the league until such time as Off *the* Wall Sports, LLC grants readmission in writing and will be prosecuted to the full extent of the law.
- Teams which are continually engaging in fighting or disruptive behavior may be ejected from the league without notice or refund, at the discretion of Off *the* Wall Sports, LLC.

Scoring: Standings will be kept as a total of wins, losses, and ties. Three points are awarded for each win. One point is awarded to each team for a tie. No points are awarded for a loss. Minus three points are awarded for a forfeit. The team with the most points at the end of the season is declared the division winner. Ties are declared by head-to-head (win-loss then goal differential) then least goals scored against, then most goals for.