



NOLA SPORTS CENTER LLC. GENERAL RULES OF THE FACILITY

1. Individuals utilizing this facility do so at their own risk. The property owner(s), league operators, officers, owners, and staff of Nola Sports Center) assume no liability for any injuries or accidents, which may occur. Please reference Liability / Injury Waiver and Release Forms and signage posted within the facility.
2. Conduct within the facility should be in the spirit of good sportsmanship as is on the field. Please No Alcohol or Drug use prior to playing.
3. Should you find or lose any items please report this immediately to the WIS staff. WIS does not assume responsibility for any items lost.
4. NO alcohol, smoking, glass containers, or gum allowed in the arena.
5. NO food, drinks, spitting, or abusive language allowed on the Field of play.
6. All play must be conducted as set forth in the Nola Sports Center as modified by this facility.
7. We reserve the right to refuse play and or service to anyone.
8. All participants must be registered to play at the NSP.
9. A player can register in person or by downloading form online, signed and emailed to NSC. Once a player registers, a player pass will be provided for a \$15 cost.

Objectives: We wish to encourage friendly competition between businesses, schools, municipalities, police and fire departments, church groups, schools, and other organizations.

Individuals or groups wishing to form special interest teams (including but not limited to physically and mentally challenged players) are encouraged to contact management for more information.

It is our sincere hope that all players and spectators enjoy our facility. Our facility is here for your enjoyment, if there is anything, we can do to improve it, please let us hear from you. Your comments and suggestions are encouraged and appreciated.

SHOULD YOU HAVE ANY QUESTIONS/ COMMENTS PLEASE FEEL FREE TO CONTACT US. Phone: 504 355.16.28
e-mail: info@nolasportscenter.com

- Information contained herein is subject to change. NSP, reserves the right to make changes without notification.

GUIDELINES AND POLICIES

- **LIABILITY / INJURY WAIVER & RELEASE FORM:** No individual will be allowed to participate in any league games, practice session, tournament, clinic, open pick-up game, or other activities until a release form has been properly completed and signed.
- **LEAGUE REGISTRATION & FEES:** A non-refundable deposit of \$200 will secure a teams position in the league. A team fee will be refunded only if a team is not offered a position in a league / division determined to be appropriate for the team.

Teams canceling within 10 days of the first game will forfeit their deposit. Registration must be paid in full before the first game is played. A \$25 fine will apply for each week of delinquent payment. Teams dropping out of, or disqualified from a league will forfeit their registration fees. Existing teams may be given priority registration for the next scheduled season. Approximately 1 month before the next season, registration will be open to all new teams. Teams are registered on a first-come, first served basis. Teams with outstanding fees shall not be allowed to re-register until fees have been paid.

- **EQUIPMENT:** Indoor turfs or flat-soled soccer shoes are required (NO MOLDED OR SCREW-IN CLEATS). Teams MUST be dressed in matching colored jerseys (shirts). Teams are required to have alternate jerseys. Shin guards are required. Socks must cover shin guards at all times. Goalkeepers must have a different distinctive jersey.

- **SPORTSMANSHIP:** Individuals are expected to play under control and within the rules of the game, and to the best of their ability while avoiding causing injury to themselves and other persons using the facility.

- **REFEREE STAFF:** NSP management would like to reaffirm that referees appointed to officiate each game have complete authority, and that his/her decisions on points of fact connected with the game are final. Officials are independent subcontractors and are not employees of NSC. Officiating will be monitored and assessed periodically to provide quality officiating. Constructive comments regarding officiating are welcomed and encouraged. Please submit any such comments in writing. Complaints regarding officials should be submitted in writing and contain points of fact. Do not discuss officiating or the officials with the facility staff during or immediately after your game.

- **LEVELS OF COMPETITION:** The top three and bottom three teams in a division at the end of a session are subject to promotion or relegation to another division. NSP reserves the right to make the necessary changes within league divisions to ensure an equal level of ability and competition.

LEAGUE AND PLAYER INFORMATION

- **MANAGER/PLAYER RESPONSIBILITY:** It is the team manager's responsibility to be aware of the guidelines, policies, and rules of NSC, and to keep his/her team informed. It is the responsibility of each player and the player's team manager to be aware of the total status of their players' infractions. Failure to comply may result in further disciplinary measures, which may include suspension of the player/manager and forfeiture of games sanctioned player played in. (This includes use of illegal players – those not registered properly on the team roster.)

- **PLAYER ROSTERS:** Player rosters must be turned in prior to the First League Game. Changes will be permitted prior to the THIRD (3rd) GAME. All players must play in at least one of the first three games to be eligible for the season. Failure to comply will result in forfeiture of all games played with illegal player(s). A player may only be added later if a player is injured and removed from the roster for the remainder of the season. Proof of injury must be provided. Acceptable proof shall be a doctor's note. No players may be added after the 6th week of the season.

Any added player should be registered to play at Nola Sports Center (player pass).

- **INDIVIDUAL PLAYER DIVISIONAL PARTICIPATION:** Players may only be on one roster in a given division and league. Players may participate in more than one division and league. Players must be able to provide proof of identification on request.

- **RED CARD POLICY:** A player or coach sent off in (or after) a game by a referee (red carded) will automatically be suspended from the next game-day in the season. In addition, a player will be banned from playing on any other team until the suspension has been served. If a player is ejected in the last game of a season (he/she) will be prohibited from playing in the first game after he/she registers for another season.

- A player or coach red carded for the offense of “foul and abusive language” will be suspended as outlined above.

- A player red carded for the offense of “persistent infraction of the rules after receiving a 2nd caution (yellow card) will be suspended as outlined above.

- A player or coach red carded for the offense of “violent conduct” (including, but not limited to: spitting, threatening, continued rough play, etc.) will be suspended as outlined above and, in addition, will be suspended for one additional game and subject to further disciplinary action as decided by the facility management.

- A player accumulating a second red card over a one-year period will be suspended for a minimum of 2 games and will be fined \$35.

- A player accumulating three red cards over a one-year period will be banned from Nola Sports Center.

- Any player receiving a red card must come in the office and have their photo taken for the record. Any player refusing to have their photo taken will be subject to additional suspension and a fine.

- A Player suspension does not start until after their photo has been taken.

ALL RED CARDS ARE SUBJECT TO A FINE. NSC RESERVES THE RIGHT TO IMPOSE A FINE BASED ON SEVERITY AND /OR NATURE OF THE CARDED OFFENSE.

- A player or coach red carded for “assaulting an official”* will be suspended from any further activities at NSC.

- An “Assault on an Official” shall be defined as an attempt to commit a battery upon an official; and an act, which is close to accomplishment, shall be sufficient to constitute an assault upon an official. Local authorities will be notified.

- Any player or coach who accumulates three cautions (yellow cards) during league matches per session will be suspended as outlined above.

- Should a coach of a team be unable to control a player’s actions after a red card is issued, the coach will also be suspended as outlined above.

- “Bench Clearing” – If any player enters the field to break up or participate in a fight, the Team will be fined \$50. Fines must be paid prior to a team continuing the season schedule. Team will then be put on a probationary status.

- Team Probation – Any incident for a two-month period, major or minor, will be grounds for dismissal from play. No refund

- If for any reason an official at NSC asks that a person leave the arena, the person must leave.

- **YELLOW CARD POLICY:** A player receiving a yellow card must sit out for 2 minutes. The team must play short a player for those 2 minutes. (Giving the other team a “power play” advantage) If the team is scored upon, then they may add a player and play full strength. However, the player receiving the yellow card must remain out for the full 2 minutes.

- **FIGHTING: “ZERO TOLERANCE POLICY”** Anyone fighting will be ejected and suspended for a minimum of 2 games and up to permanently. Anyone threatening or stalking another player, coach, staff, official or spectator will also be ejected, and reported to the local authorities.

● **LEAGUE STANDINGS POINT SYSTEM:**

Win = 3 points

Tie = 1 points

Loss = 0 points

League games that end in a tie score after regulation play shall remain a tie game.

Playoff games ending in a tie will go directly to Penalty Kicks. (See PENALTY KICKS)

LEAGUE DIVISIONS TIES: Any league divisions ending in a tie at the end of the league season shall be governed by the following tie breaking system order:

● **GAME DAYS:** The following holidays will be recognized: New Years day, Easter, July 4th, Thanksgiving Thursday and Friday, Christmas Eve, Christmas and the week between Christmas and New Years Eve. Divisions may be assigned to play on any other day(s).

● **GAME SCHEDULE & MAKE-UP GAMES:** The team requesting to re-schedule a match must request a re-schedule in writing one week prior to subject game and submit a fee of \$25.00; Failure to do so will result in the game being forfeited. If a team is unable to play a scheduled game the opposing team may choose to accept a 4-0 forfeit. If both teams agree to a make-up, they will be offered possible times from the facility management office. It will be the team managers or representatives' responsibility to coordinate and select one of the available times. (See FORFEITURES). There will be no re-schedules of an already re-scheduled game. Web schedules are to be used as a reference. Changes may occur from time to time. The arena shall maintain the most current official game schedules.

● **TERMINATION OF PARTICIPATION:** The facility management reserves the right to terminate individual and team's participation at the facility for violation of the facility policies.

● **FORFEITURES:** Forfeiture will be incurred if a team has failed to field the minimum number of players within four (4) minutes into the game, or with 19:59 minutes remaining in the first half. If minimum # of players is not met at game start time, the game clock will start and a goal will be awarded for the opposing team for each minute that passes where the team does not have enough players. When four goals are scored this way, the game will officially be considered a forfeit, and the game clock will stop. If a team can field 4 players within the time grace period, then the official will ask the other team captain if they choose to accept the goals acquired in this manner. It will be recommended to start at 0-0, but not mandatory. Management will have the final decision.

A team forfeiting a game(s) during any one season will be subject to the following fines:

1st Forfeit – \$15.00 fine

2nd Forfeit – \$30.00 fine

3rd Forfeit – Termination of team participation from the season and loss of re-registration priority.

Fines for forfeitures must be paid prior to a team continuing the season schedule. Teams incurring forfeitures during a season shall not be eligible for registration discount in the following season.

– If both teams forfeit, then no points will be awarded.

PROTEST: Intention to file a protest must be noted in writing immediately following the game. A formal written protest with a \$20.00 fee (refundable if upheld), must be submitted to NSC within 48 hours after the end of the game. ONLY A VIOLATION OF THE LAWS OF THE GAME, RULES OR GUIDELINES OF THE FACILITY AS PUBLISHED ARE MATTERS FOR PROTEST. VIDEO TAPE WILL NOT BE VIEWED AS EVIDENCE IN A PROTEST.

Protestations regarding fielding of illegal players must be brought to the attention of the game officials prior to the suspected player(s) leaving the field of play.

FIRST AID: The facility has a limited first-aid kit. It shall be the responsibility of each team to maintain their own first-aid kit for treatment of their players.

Player Rules

1. No Body Contact:

- This means no shoulder to shoulder that results in any movement of the other player's body.
- This means no hands/arms on another player.
- This means no using your body to "box out" (body to body) another player.
- This means no pushing another player into the wall.
- This means no "ball first and body second" contact.
- 50 - 50 balls that result in contact/collisions will be awarded to the keeper on that side of the field. A roll-in restart.

- Ball Contact Only. Think Basketball.

2. Player who is in control of the ball has right of way, unless the defender has both feet planted. ○ Defender must tackle the ball or strip the ball off of a player without touching the player. ○ Offensive player cannot charge or run into a stationary defender or any part of a stationary defender's body. – Think Basketball "Charging."

3. Any tackle that trips another player may result in a Yellow Card – intentional or not ○ Any simulation of a physical foul (flopping, diving, etc.) where a player could have kept their footing, is a Yellow Card for the simulator.

4. Physical Foul Limit: If a team commits more than 5 physical fouls in a game, each subsequent physical foul will be an awarded penalty kick to the other team.

Field Player Rules

- No headers
- No slide tackles- including dropping knee to the ground.
- No holding the court walls with both hands
- No playing the ball by a player on the ground
- No high kicks (foot over height of wall)
- No intentional time wasting. If a player appears to be time wasting, the referee will give the player 5 seconds to move with the ball/pass or the ball will be awarded to the other team.
- No disrespectful comments to a player, referee, or spectator (immediate yellow card)
- If a player kicks the ball out of the field, the player must sub out for 30 seconds and fetch the ball before returning to play. One player ALWAYS in attacking half (does not apply to Women's League)
- At least one player must remain in the attacking half of play*. A foul will be awarded against a team if the whole team is in its own half. The 3rd repeated infraction results in a penalty kick.
- If a player on a team receives a yellow card then while the team is a player or more down this rule will not apply (the team which is down a player may defend with their entire team until the player returns). Similarly this rule will not apply if a player in a team receives a red card. For more information on blue and red cards, please see below.

Goalkeeper Rules

- The goalkeeper can score goals.
- The goalkeeper can leave the penalty area and play on the field (includes the attacking half).
- (Hermit Crab Rule Part 1) The goalkeeper cannot re-enter the penalty area with the ball once he/she has left the penalty area. The goalkeeper must give up possession of the ball before re-entering.
- (Hermit Crab Rule Part 2) The goalkeeper cannot run through the penalty area to regain possession of the ball- must be touched by another player first.
 - The goalkeeper cannot hold the ball longer than 5 seconds in his/her penalty area (“playing for time”).
 - The goalkeeper cannot roll the ball to him or herself after a goal has been conceded or a dead ball.
- The goalkeeper cannot touch the ball with his/her hands when the ball is outside the Penalty Area. A violation results in a penalty kick.
- The “no pass back” rule applies. If a goalkeeper touches the ball up with his/her hands after receiving a pass back from a teammate (even if the goalkeeper has both feet in the Penalty Area), then the other team is awarded a penalty kick. Rules for Penalty Area
 - Outfield players cannot enter the penalty area. This rule applies to both attacking and defending players (“fishing for the ball” is not allowed).
 - If a player from the defending team enters the penalty area, the other team receives a penalty kick.
 - If a player from the attacking team enters the penalty area, the play is blown dead and the ball starts with the goalkeeper. Penalty Kicks A penalty is given when:
 - A player from the defending team enters the penalty area.
 - A team passes back three times in a row directly to their own goalkeeper in the penalty area with the intention of time wasting.
 - If the goalkeeper holds the ball longer than 5 seconds in his/her penalty (“playing for time”).
 - If the goalkeeper touches up the ball with his/her hands when he/she receives a back pass from a player on his/her own team.
 - If the goalkeeper touches the ball with his/her hands when the ball is outside the penalty area.
 - A defender fouls an opposing player on a breakaway scoring opportunity (includes yellow card)
 - A team commits more than 5 team fouls in a match.
- A penalty kick is taken from half-field. The kick-taker will start at half-field, wait for the referee’s whistle, then dribble the ball forward and attempt to score on the goalkeeper. The goalkeeper starts on the goal line and cannot move until the kick-taker touches the ball. The kick-taker can use as many touches as he or she needs, but, the moment the ball stops moving towards the goal or moves backwards from the goal the penalty is blown dead. The goalkeeper cannot leave the penalty area during a penalty kick. If he or she does, it is a goal for the kick-taker. Stoppages The game clock will only be stopped: in the event of an injury, if the ball has left the field of play or if there is a game interruption (e.g. another ball enters the field). Referees will restart games according to how they best see fit following the interruption. If a penalty kick is awarded and time expires before the penalty kick is taken, the penalty kick will be the last play of the half.

Rules for Roll-in Restarts:

- All roll-in restarts are passes and are rolled-in by hand below wall height from the spot of the foul or where the ball went out, unless otherwise indicated by the referee. A player can ask the referee for 5 feet of space from the spot where the roll-in restart is being taken.

- A roll-in restart must be an intentional pass to another player on your team i.e. no throwing the ball off an opposing player intentionally.
- The referee awards a roll-in restart for: all fouls on the field except for any offense, which is seen as worthy of a penalty kick. Out balls:
 - Both the floor and walls comprise of the field of play and as such, the ball is still in play when it comes into contact with these surfaces. The nets, however, are not. If the ball hits the net or leaves the field of play (and when signaled as such by the referee), the ball will be deemed to be out and play will be restarted accordingly.
 - If a ball goes out behind the goal...
 - By the attacking team: the goalkeeper receives the ball and rolls the ball back into play.
 - By the defending team: the attacking team receives a corner and rolls the ball in.
- Player Substitutions The Substitution Zone will be outside the field of play. There is a door, which allows access to the court for the teams players. Teams are only permitted to use the door in front of the Substitution Zone for their players to enter and leave the field of play. Jumping over the wall is not permitted. The door must be closed again immediately after a player enters/leaves the field so as not to interfere with the game.

Special Rules for Tournaments

- Register by phone by contacting the facility at **504 3551628** or online emailing **info@nolasportscenter.com**
- Tournament coordinator will share the tournament schedule with teams before the tournament starts
- Each player/team is given a colored bib or jersey to change into which is required to be worn for the Tournament if the team does not have their own uniform.
- Colored bibs and jerseys are returned after the tournament and washed for the next Tournament.
- Players can be all male, all female, or mixed, unless otherwise indicated. Co-ed Tournaments require 1 female playing on the field at all times.
- 4-8 players per team. 3 field players, plus 1 goalkeeper on the field (4v4).
- Teams are guaranteed 3 14-minute matches. The team that wins the Tournament will receive the Tournament prize.
- Shin-guards are required.
- Each match is 14 minutes (2 halves of 7 minutes, no halftime).
- Each match will have a referee knowledgeable of the rules. Special Rules for Pick Up
- Pre-register online or just show up 15 minutes before the time listed on the website and register on-site.
- Pick up coordinator will divide players into as many 5v5 teams as possible, set the queue for teams, and games begin.
- Games run 5-10 minutes per game, depending on the number of teams that show up.
- After each game, the winning teams stay and play each other on the winner's court. Losers exit the field and the next teams in the queue play each on the playoff field.
- There are no referees for pick up. Players are responsible for calling own fouls and keeping score.
- Each player/team is given a colored bib to change into which is required to be worn for the pick up if the team does not have their own uniform.
- Colored bibs are returned after the pick up and washed for the next program.
- Shin-guards are required.
- Players can be all male, all female, or mixed, unless otherwise indicated.
- 5-6 players per team. 4 field players, plus 1 goalkeeper on the field (5v5).
- There will be no referee for pick up. Players play for fun. Any problems can be reported to the pick up coordinator on site.