

Youth Soccer Rules @ a Glance:

Youth League Games

- Games will run every 45 minutes. Games are played two 20-minute halves, with generally 2 min half time.
- There are no timeouts. Only the referee can stop/start time.
- Games may begin if the team has the minimum number of players required.
- Slide Tackling / “Boarding” are not allowed in any league play at the Swift Sportsdome (SSD) and are considered Blue Card infractions.
 - Slide Tackling- Restart is a **DIRECT** free kick

Youth Eligibility:

- Youth players’ eligibility is determined by birth year.
- Players are allowed to play up in age but never down.
- If two age groups are merged, the resulting league will be designated as the older of those merged.

Number of Players on the Field for Youth Leagues

U-5 Division Plays 6 v 6 (Small Field)

U-6 Division Plays 6 v 6 (Small Field)

U-7 Division Plays 6 v 6 (Small Field)

U-8 Division Plays 5 v 5 (Small Field)

U-9 Division Plays 5 v 5 (Small Field)

U-9 Division Plays 7 v 7 (Main Field)

U-10 Division Plays 7 v 7 (Main Field)

U-11 Division Plays 7 v 7 (Main Field)

U-12 Division Plays 7 v 7 (Main Field)

U-13 Division Plays 7 v 7 (Main Field)

U-14 Division Plays 7 v 7 (Main Field)

U-15 Division Plays 6 v 6 (Main Field)

High School Division Plays 6 v 6 (Main Field)

All of the above includes keepers

Teams must have at least 2 less than the required number of players allowed in order to play. (i.e. if the number of players required is 7, a team must have at least 5 players present in order to play.)

Game Ball

The facility will supply the game ball. SSD staff does not guarantee that we will have equipment/balls available for warmup.

Ball Size

- U-5 through U-7 size **3** soccer ball.
- U-8 through U-12 size **4** soccer ball
- U-13 and above size **5** soccer ball.
- All adult leagues will use a size 5 soccer ball.

Required Equipment

- Shin guards are required for **ALL** players at Swift Sportsdome. Players must also have long socks that cover the shin guards.
- Absolutely **NO** cleats or studded shoes are allowed at Swift Sportsdome. Tennis shoes or indoor soccer shoes are accepted. If you are unsure if the shoes you have are acceptable, feel free to ask our staff.
- Teams must have matching jerseys (numbers are not required)
 - In the case that both teams have the same color jersey, the “home team” will be required to wear “pennies” provided by SSD.
- Goalkeepers must be easily distinguishable from other players and referee.
- Shorts/sock colors are up to the player’s discretion

Coaches on the Field:

- Coaches are allowed on the field for U5 & U6 Divisions **ONLY**. However, coaches may not impede the game in any way. This includes but is not limited to standing in front of players, running behind players, standing in or near the goal, blocking the way of the ball, etc.
- Coaches are not allowed to coach from behind the goal.
- Coaches that choose to be on the field shall remain as close as possible to the edge of the field

Any violations of the above rules by a coach may result in a Blue or Red card from an official.

Basic House Rules:

- Slide Tackling / “Boarding” are not allowed in any league play at the Swift Sportsdome (SSD) and are considered Blue Card infractions.
 - Slide Tackling- Restart is a **DIRECT** free kick
- NO cleats are not allowed in any game or practice at Swift Sportsdome. If in doubt as to the acceptability of a pair of shoes, have a manager approve the shoes first.
 - Players will be asked to leave the field and **will not** be allowed to return to the game without proper footwear.
- Spitting on the field is considered a Blue Card infraction and the player must clean up their spit.
 - If a player commits a second offense of spitting, the player may be asked to leave the field/facility.
- No food, alcoholic beverages, gum, or tobacco products are allowed on the field. Any player found with these items may be asked to leave to the field/facility. This applies at all times including warm-up or half time.
- Dissent by players is highly disruptive to a game’s flow and unsettling for the maintenance of order on the field.
 - Players becoming disruptive, questioning calls in less than a calm manner or constantly questioning calls or causing undue stress on the referee will be issued a Blue Card and required to sit out for 2 minutes.
- A dissent call can carry a direct “Red” card at any time if the referee deems that appropriate.
- Teams, coaches or players that are deemed by SSD management to be in constant or egregious violation of the SSD dissent policy can be removed from the league at any time with no refund.
- Swift Sportsdome promotes a family-friendly environment therefore cursing and dissent towards referees and players will not be tolerated.
- -No outside food, beverages, or pets are allowed in the facility. We reserve the right to refuse entry or participation to any player/spectator in violation of this rule

Special House Rule: Competitive Balance:

For YOUTH GAMES U8 – U14 ONLY, to assist in maintaining competitive levels the following field strength adjustments will be used at the losing team’s / referee’s discretion as the score differential increases:

Differential	Losing Team Maximum player count
1 – 4 goals	Add Additional Player
5 – 9	Add Additional Player
10 – 14	Add Additional Player
15 – 19	Add Additional Player
20+	Add Additional Player

As goals scored reduce the differential thus changing the maximum player count, players must be taken off.

Player Registration and Check-in:

- Players check-in for games by giving their SSD player card to field staff **BEFORE** the start of the game.
 - Players **will not** be allowed to play without a valid SSD player card. **No exceptions.**
 - If a member of a team has the entire team's player cards, that team has until half time to present their player cards, failure to do so will result in a forfeit.
 - The above policy does not apply to individual players.
- Players found participating in a game without a valid Swift Sportsdome registration (i.e. being a rostered member of the team & having a valid SSD player card) will be asked to leave the field.
- Teams found to have "illegal players" (i.e. non rostered players) participating in a game, may be forced to forfeit said game.
- Team Rosters are to be completed by team captains/ coaches by the required date on the registration page.
- Players are **REQUIRED** to have valid Swift Sportsdome registration (i.e. a valid SSD player card) to be placed on any roster at any point during the season.
- Rosters are limited to registered players and each roster is capped at 18 players. All coed league rosters are capped at 21 players.
- Rosters will lock by the third game and players cannot be added to the team after the third game of the season.
- Players are solely responsible for ensuring that they are on the correct roster by the third game.

Referees:

- Only referees sanctioned by Swift Sportsdome may officiate league games.
- Generally, one (1) Field Referee will be used in all games. Along with an SSD staff member controlling the scoreboard.
 - For all playoff / championship games, two (2) field referees will be used along with an SSD staff member controlling the scoreboard.

*SSD staff reserves the right to amend this rule at any time. *

Referees Responsibility

- A referee's authority to sanction players starts when players enter the field and ceases when the game ends and the players leave the field.
- Referee must conduct game in accordance with "Rules of Play"
- Referee has the power to stop play of injury when advantage has been played.
- Referee must control game through the use of card system. (Blue / Red)

- Referee may halt play if game is deemed “out of control”
- Referee must ensure that they and the SSD field staff member are on the same page when a goal is scored, or a foul is called.
- Referee may add time for clock malfunctions.
- Only the referee can stop the clock for injury.

Misconduct:

- In the event a referee has to eject a player under a “RED” card, the referee will communicate the infraction to SSD management that led to the ejection.
- The facility manager / SSD management will communicate to the player the duration of the suspension associated with the ejection.
 - Red card reports/footage will not be shared with the public
- For all red cards, the player will USUALLY only be suspended from games with the team he or her was participating with when the incident occurred.
 - In certain cases, fighting being an example, the player may be banned from further play in any league.
 - Registered players not playing and possibly not even dressed to play that get involved in disturbances on the field, in the facility or on the grounds of the facility will be treated as a “game” player for the purpose of suspensions.
 - If a player makes contact with a referee in what is deemed by management as a “fit of anger”, THAT PLAYER WILL BE BANNED FOR A PERIOD TO BE DETERMINED BY MANAGEMENT.
 - If any team is deemed by management to be causing constant disruption or problems while at SSD, that team can be banned from any further league play with no recourse or refund.

*SSD staff reserves the right to amend this rule at any time. *

Dangerous Equipment

- Jewelry deemed dangerous to other players cannot be worn.
- In order to play with a hard cast, SSD staff must give approval.
- Knee braces with metal parts must be covered so as not to threaten the safety of other players.

*All the above rules are up to the referee’s discretion. *

Substitutions

- Any player entering the field must have a valid SSD player card and must be rostered with said team.
- Play is designed for unlimited “free” substitution.
- Due to the location of the team boxes, players may enter the field while the player he/she is replacing is still on the playing area and not incur a foul as long as the player coming on the field does not attempt to play the ball, influence play or gain an advantage in attack or defense before the player leaving the field exits the field.
 - Violation of this rule will result in a 2-minute (Blue Card) team penalty from point of play.
- Substitution may occur during any of the following situations:
 - After a goal
 - Penalty awarded
 - Injury
- Injured Goalkeeper: If time is suspended for an injured goalkeeper, including removal of blood from uniform, that player must be replaced. Once play is resumed that player can immediately return.
- Injured Player: If time is stopped for injury that player must be removed from the game until after restart. When the referee identifies an injured player or a player with visible blood, the referee should stop play as appropriate, stop the clock and delay restart for injured player. The player must be removed from the field and a player can be substituted. In the case of blood, the player must show the referee at a stoppage and prior to reentering the game that the open wound has been bandaged, and uniform blood has been treated.
 - Referee stoppage
 - Ball considered “out” of play
- Any substitution violations will result in a 2-minute penalty at referees’ discretion

Forfeits

- Procedure: At designated game time the clock will start. If one or both teams do not take the field to begin play before the 14:59 point is reached (5 minutes has elapsed) the game is considered a forfeit to the team with the minimum number of players present.
- At this point either of three things can happen
 - The teams leave.
 - The remaining players decide to scrimmage; in which case the teams will play for the period remaining before the next game is scheduled to begin (if operations are behind this scrimmage will not be 40 minutes) Only registered players are allowed to scrimmage. Players need not be on either team but must be a registered player.

- The team with the requisite number of players agrees to wait until the opposition gets enough players to start.
 - The clock continues running.
 - Once a team has elected to wait, they cannot change their mind.
 - If halftime is reached the clock is reset and started again.
 - If time expires without enough players present the game is a forfeit.
- If SSD or the referee is responsible for delaying the start of the game, 20 minutes will always be on the clock at the start of each half.
- At any point in the game, if a coach or any other non-player for one of the teams should enter the playing field while time is running (except in the case of an injury), the referee will stop play and the game may be declared a forfeit.

Referee Signals

- Start play = whistle
- Goal = two arms above head
- Stop Clock = crossed arms above head
- Referees are encouraged to attempt to notify the scorer of the cause of each foul. (i.e. tripping, obstruction, etc.)

Rules of Play

Start of Play

- A whistle start is REQUIRED on all balls played from WHITE DOTS (Game start and after goal included – there is no “quick” re-starts after a goal is scored)
- Each game starts with the visiting team kicking off.
- Each team must be in their own half with the team not kicking at least 15 feet from the ball.
- The ball must be stationary just prior to kick-off and is in play when kicked (moved).
- Kick may be taken in any direction, but kicker cannot touch ball after initial touch until it is touched by another (either team) player.
- Goals can be scored from a kick-off.
- After a goal, same procedure except non-scoring team kicks-off.
- After intermission, same procedure except HOME team kicks-off.

Ball “In” and “Out” of Play

- The ball is “in” play off of all boards, referees, or until the referee whistles the ball dead.
- The ball is “out” of play when the ball makes contact with all field / ceiling netting, non-field players, or the player box.
 - A free kick nearest point of contact will be issued for all balls deemed “out” of play due to contact with field netting, non-field players, or the player box.
 - A free kick played from center of Red Line nearest the point from which the kick was initiated will be issued for all “out” balls that make contact with ceiling netting.
- Ball out between corner spots last touched by attacker (Goal Clearance):
 - Throw or drop-kick by goalkeeper anywhere in penalty arch
 - Ball is not in play until it clears the penalty arch
 - Goal can score on clearance as long as 3 lines are not crossed **IN THE AIR**.
 - Throw is retaken if touched by another player (either team) before ball clears the penalty arch.
 - Opposing players must be out of penalty arch until ball clears the arch.
 - Goalkeeper cannot play ball after it has left the arch until touched by another player.
 - Goalkeeper has 5 seconds to get the ball out of the penalty arch from referee indication. Failure to start play results in indirect free kick at top of arch for opponent.
 - Goalkeeper may bounce the ball prior to throw because the ball is not live until it clears the arch.
- Ball out between corner spots last touched by defender:
 - Ball placed at corner spot nearest contact point with the net.
 - Opponents must be no nearer than the near goal post.
 - Referee must whistle ball in play.
 - Ball is in play when moved
 - Ball must be played in 5 seconds from whistle. Failure to kick results in goal clearance.

Goals

- Complete ball must cross the goal line with time on clock if during timed play (before horn sounds. If the horn fails to sound, the goal is deemed good if it has crossed the goal line completely prior to time expiring)

Three Line Rule

- Violation of this rule occurs if a ball crosses 3 lines IN THE AIR without touching wall, floor, player or referee.
- If violation occurs, opponent gets free kick at center of first “Red” line crossed.
- Player can pass back to own goal with no 3-line violation called.

Free Kicks (General)

- Opposing players must be at least 15’ from ball if requested by offensive player.
 - Ball must be stationary.
 - Ball is in play when kicked and/or moved.
 - Player has 5 seconds from referee’s signal to play ball.
 - Kicker may not play the ball again until touched by another player of either team.
- Any violation of the above rules will result in a restart to opponent.
- All kicks that are a result of the ball hitting the side or ceiling nets or a three-line violation will be an **INDIRECT KICK**.
- All other kicks, except those indicated by the referee are **DIRECT**.
- A team can score on itself from a “free kick”.

Location of Free Kick

- Within 3’ of infraction – if outside 3’, if it gives an unfair advantage kick should be retaken.
- In Defensive Penalty Arch
 - Opposing players outside arch and 15’ from ball. Ball is not in play until it leaves the penalty arch.
- In Attacking Penalty Arch
 - Taken from the top of the arch unless a penalty/shootout has been awarded. A whistle is required for all restarts at the top of the arch.
- Infraction Off-Field
 - Taken from spot where ball was at time infraction occurred.
- Substitution Violation
 - Taken from spot where ball was at time infraction occurred.
- Violation/Kicker
 - Second consecutive touch by the kicker (not during a shootout);
 - Free kick to opponent at point of infraction.
- For 5 second delay
 - Restart awarded opponent.

Blue Cards

- 2-minute penalties
- All fouls listed above may carry a Blue Card if the foul is deemed excessive
- Additionally, the following result in a “Blue Card”
 - Illegal substitution
 - Leaving the bench and entering in a confrontation (no card for attempting break up fight if the attempt is nonaggressive)
 - Not having shin guards in place during play (except if dislodged during play)
 - Foul occurs in the defensive penalty arch a “Blue Card” is given and a penalty shootout is awarded.
 - Unsportsmanlike conduct
 - Encroachment violation – not clearing the 15’ “Free Kick” zone in a timely manner after referee warning
 - Delay of game
 - Leaning on a team mate to head the ball
 - Attempting to distract an opponent on a free kick
 - Unnecessary protest of a call (Dissent)
 - Slide Tackling to dislodge a ball in the possession of another player is illegal in ANY league and is punishable by an automatic Blue Card. Contact does not have to occur for a Blue Card to be awarded.
- A free kick is awarded for all Blue Card Fouls except during shootouts.
- Blue cards awarded during a penalty shootout are punishable by eliminating the player from further participation in the shootout.
 - If the goalkeeper is given a Blue Card, one of the shooters on his team will be sent off and a miss will be awarded every time it is his turn.
 - The shooting order determined prior to the start of the shootout will remain unchanged

Red Cards

- The following are examples of instances where a Red Card may be used:
 - Violent conduct
 - Serious fouls
 - A player is issued 3 Blue cards
 - Intentionally trying to cause harm
 - Dissent deemed by referee to be disruptive to the game.
- When a “Red Card” is given the affected individual(s) **MUST** immediately exit the facility and **MAY NOT** return that night.
- SSD Staff will determine the length of suspension and will contact either the individual or team captain.

Fouls

- Fouls: Player committing any of the following offenses which in the view of the referee is considered done in a careless or reckless manner or with excessive force will be penalized by a team foul and free kick from the point of infraction.
- These infractions add to a team's total foul count are as follows
 - Kicking or attempting to kick another player / opponent
 - Tripping or attempting to trip another player / opponent
 - Jumping at an opponent
 - Charging an opponent
 - Pushing an opponent
 - Player to player contact before playing ball
 - Illegal Handling
 - This infraction occurs when a player, other than the goalkeeper in the box, **DELIBERATELY** makes contact with the ball with the hand, arm or outside portion of the shoulder. The act **MUST** be deliberate, and advantage has no relevance in the infraction being called.
 - Dangerous play
 - Fair charge, but ball not in playing distance
 - Obstructing when not playing the ball or within playing distance
 - Leverage
 - It is illegal to use a teammate or any part of the field to gain an advantage. This is especially true where the wall system is concerned. Using the wall for leverage to allow a player to fend off opposing players is illegal and is punishable as other fouls in this section.
- Six (6) team fouls
 - A team's sixth (6th) non-time penalty foul in a half will result in a penalty shootout. Fouls that result in a time penalty do not count toward team fouls.
 - After a penalty shootout is awarded for the sixth foul the count starts again at 1 and must progress to 6 for an additional shootout to be awarded.

Infractions

- Team has 5 seconds to put ball in play after referee indicates "ready for play"
 - Failure to play ball results in "free kick" by opposition.
- Improper kick, such as ball not stationary or played before referee signal will result in a re-kick.
- Second touch by kicker will result in a free kick to opposition at point of infraction.
- If any attacking player enters the attacking half prior to the kick-off (creates an offside situation) the opposition will be given kick-off
- Drop Ball Restart – Drop ball restart, although not recommended, may be used by referee for any cause not in the rules. Drop at point where stoppage occurred or at top of arc if within the

penalty area. If a team has clear possession when stoppage occurs, they should be awarded possession with a free indirect kick. It is recommended that the referee opt to restart all stoppages with a free indirect kick (kick away from attacking end), defenders must allow unimpeded restart.

Two Touch Infraction

- Illegal two-touch occurs at a dead ball restart if the kicker makes contact with the ball twice before another player of either team touches the ball. The wall does not count as a player.
- Instances where two-touch may occur include
 - Kick from top of box
 - Corner Kick
 - Kick-off
 - Kick at yellow line
 - Any spotted restart
- Any violation in the above rules will result in a loss of possession at point of two touch.
- Two-touch does not apply to dribble up penalty kicks.

Technical Violations

- Player commits an offense that is not a foul but is a violation that results in a free kick at the point of the infraction. These do not count in team fouls
 - Secondhand touch by goalkeeper
 - Goalkeeper takes hand possession from a kicked pass-back
 - Five second violations by goalkeeper or player
 - Illegal handling by goalkeeper
 - Three-line violation
 - Kick-off violation
 - Free Kick restart violation
 - All two touch violations

General Guidelines for Time Penalties

- All penalties will be indicated by the issuance of a “card” (Blue / Red)
- Players accumulating 3 - “Blue Cards” will automatically be issued a RED card

- If a team is playing short with multiple players out due to time penalties and is scored on, the player serving a penalty with the least time remaining can rejoin play for the kick-off. Only 1 can return.
- If each team has equal numbers of players serving penalties, when a goal is scored no player may re-enter the game.
- Penalty time will continue to run on all penalties. It does not matter whether each card was given at the same time.
- If a team scores a “shorthanded” goal while multiple of their players are serving penalties, no players are released from their penalties.
- If a player is penalized while 2 of his teammates are serving penalties, the third penalty time will not start until the first is completed.
 - The third carded player must be off the field and not participating even though his time does not start until the first penalty expires.
 - A player can be added to ensure that a team is not forced to play with less than 2 down.
- Additional cards can be given as long as there are players available on the bench to keep the field player count at 2 less than the maximum. If no subs are available, the game will be forfeited.
- Teams must never be allowed to play with less than 2 less players than the maximum.
 - If a player receives a time penalty that would reduce the on-field player count to fall below the minimum due to no subs being available, the game is ended at that point as a Forfeit win to the team with at least the minimum.
 - Play can then continue with the time remaining on the clock.
- At the expiration of penalty time a player is free to rejoin play.

Penalty Shootout (3 different penalty shootout scenarios exist)

- Penalty Shootout: Awarded during normal play with more than 5 seconds remaining for any of the following:
 - Awarded for any foul committed in the defensive penalty arch by a defensive player
 - Defensive player in own half fouls “from behind”, an attacker with one defender (probably the goalkeeper) between the attacker and goal given there is reasonable assurance of a goal scoring opportunity
 - Sixth team foul in either half – no time penalty served
- Penalty Shootout Time Extension: Awarded with less than 5 seconds remaining in game
 - Awarded for any foul committed in the defensive penalty arch by a defensive player
 - Defensive player in own half fouls “from behind”, an attacker with one defender (probably the goalkeeper) between the attacker and goal given there is reasonable assurance of a goal scoring opportunity
 - Sixth team foul in either half – no time penalty served

- Overtime Shootout: Used to decide a winner in championship games only.
 - Occurs outside the normal 40-minute game.
 - For coed teams:
 - After the initial round where all players shoot, if the shootout is tied the **SAME ROTATION IS USED** in the “Golden Goal” game determination round. It is highly recommended that you always arrange your shooters from “best” to “not the best” in case the “golden goal” format is needed.

Procedure for Penalty Shootout

- Penalized player (if applicable) is serving penalty.
- All other field players except goalkeeper and penalty shot taker are behind the midfield line with the defenders in the circle and attackers outside the circle.
- Ball is placed at the center of the Red Line nearest the attacking goal
- Any attacker can take the kick, not just the fouled player
- At the referee’s whistle the clock will start, and all players may enter the attacking half.
- The shooter must strike the ball forward and may attempt to score regardless of the number of times the ball rebounds off the wall or goalkeeper. The “kickoff two-touch or free kick rule” does not apply.
- The shooter has 5 seconds to score from referee’s whistle.
- The goalkeeper must have at least one foot on or behind the goal line and not move from that spot until the whistle sounds.
- All game rules apply
 - In the case of interference:
 - Foul by goalkeeper = a retake if not scored and a Blue card.
 - Foul by shooter ends his or her shot with a miss.
 - Outside interference = retake if missed

Overtime Shootout

- Only occurs in case of a tie in a championship game or playoff game where a winner is needed.
 - Referee chooses goal
 - Only players on the field at the expiration of regular time are eligible for shootout.
 - Players playing field positions **MUST** take all shots.
 - Goalkeeper cannot shoot and must remain the keeper, (i.e. teams cannot change goalkeeper.)
 - Players in the penalty box or player box at close of regulation time cannot participate.

- There is NO PROVISION for the replacement of players serving penalties at the end of regulation or players injured during a shootout.
- Players who become injured and cannot participate may NOT be replaced and will count as a miss.
- If a team is playing short due to penalties at the end of regulation, they will remain short for the shootout.
- If a goalkeeper is injured and cannot complete the shootout his/her team forfeits. (The injured goalkeeper cannot be substituted.)
- Visiting team shoots first
- Teams alternate shooting taking: 5 shots for all leagues (Youth included) except Coed.
 - Coed – 6 shots (3 – male, 3 – female)
- As soon as there is a clear winner due to shots remaining, the shootout is over.
- Ball is placed at the center of the Red Line nearest the attacking goal (for kids' games in younger ages, referee may use the circle at top of arc)
- At referee's whistle shooter has 5 seconds to score regardless of the number of times the ball is kicked
- Time should be kept on the clock
- If no winner after allotted kicks, shooters repeat with "Golden Goal"
- Any miss by a team accompanied by a score by the opposition ends the shootout. (i.e. if visitor kicks and makes it, the home kicker must score to continue. If the visitor misses and the home makes the shootout is over.)
- After all players designated have kicked the same rotation is repeated until a winner is determined (the order of designated kickers cannot change).
- In the case of a team playing with less than the allotted number of players (6 for men, 7 for coed, etc.), including situations where players have been "Red Carded" the number of players available for the shootout will only be those eligible for game participation and on the field at the end of regulation time.
- Teams unable to field the requisite number for a shootout will be given a miss each time an absent player is scheduled to shoot.

Goalkeepers (General)

- Goalkeeper with ball in hand, having released the ball (put ball in play), may not touch the ball again by hand until touched by an opponent or if the ball is passed back by head, knee or chest (trickery excluded – the use of the wall or foot to kick the ball to the head, knee or chest before making the pass) by a teammate.
- Goalkeeper saves
 - On shots saved by the keeper, there are the options to either throw or punt (drop-kick) the ball into play.

- Goalkeeper Possession (ball possession)
 - Possession and control occurs when the ball is touching any part of the hand or arms of the goalkeeper
- Goalkeeper may not handle a ball INTENTIONALLY passed by foot, by a teammate.
- The goalkeeper may handle a ball kicked by a teammate but deflected by an opponent.
- In normal save situations the goalkeeper cannot bounce the ball. (This varies from a goal clearance where the ball can be bounced because the ball is not in play until it clears the penalty arch.)
- Goalkeeper has 5 seconds to put ball into play.
- Goalkeeper cannot bring the ball into the penalty arch and handle the ball with his/her hands.
- The ball may not be used to strike or push an opponent.
- While playing as a field player, if the goalkeeper commits a handling violation, a foul will result.
- The penalty for breach of any of the above rules is a foul and free kick from the top of the penalty arch.
- Coming out of the penalty arch and deliberately handling the ball is a mandatory Blue Card penalty UNLESS momentum carried the goalkeeper out of the area, then it is a foul.

Goalkeeper Privileges

- Charged time penalties are served by a teammate.
- Opponent may not obstruct attempt to put ball in play.
- Opponent may not make body contact with the goalkeeper not in possession of the ball in the penalty arch unless the referee deems such contact to be inadvertent during the normal course of play.
 - Contact deemed non-inadvertent but not dangerous shall be punished with a foul and free kick.
- -Any serious/dangerous contact with a goalkeeper may be punished with a “blue card” penalty.
- An opponent who intentionally charges the goalkeeper in a violent manner or intentionally kicks the keeper while keeper is in full possession of the ball shall be ejected under a RED Card for serious foul play.

Holiday Schedule Policy

- In the event your league is scheduled to play on a holiday, Swift Sportsdome will determine ahead of time if by taking a week off will impact the season / schedule negatively.
- Team will know well in advance if they have to play on a holiday.
- SSD does our best to avoid scheduling on all major holidays.
- Remember, if you choose the reschedule

- Your opponent must agree,
- SSD will do our best to offer a variety of make-up times that coordinate with the season schedule.
- Make-up times may be offered on different day/times than original league is played on.

Weather Day Make-up Policy

- When deemed necessary for the safety of staff, players, and visitors, Swift Sportsdome may close the facility. Please check website for latest updates.
- Games scheduled for that day for the current season will be pushed to the next week and the season extended one week.
- If Swift Sportsdome deems it necessary for the yearly schedule to conclude before the end of the year “weather day(s)” may be made up on day(s) other than those that a team may usually play (i.e. if you play on Tuesday normally and a “weather day” occurred during the year at some point (not necessarily in a season in which your team played) SSD may elect to make that day(s) up on an alternate play day.
- This may occur in a season that was not originally affected by the “weather day(s)”.
- This policy may require your team to play one additional game on a day other than your normal day of play.
- Please be reminded that you are normally required to play at least one game on an alternate day as per the registration form information.

If you have any questions in regard to rules at the Swift Sportsdome, please give us a call or send us an email