

## Brookfield Indoor Guidelines and Policies

How to enter a team into a league:

1. Complete team registration form and submitted prior to the designated deadline
2. Submit a non-refundable deposit of \$300 per session that will be applied to the session fee
3. Remaining fee, medical waivers, and roster form must be submitted prior to the start of first game

Registration forms, medical waivers, and roster forms can be downloaded at Brookfield indoor.com or picked up at the facility

### **League Registration and Fees:**

1. Leagues will be filled on first come first serve basis.
2. Teams registering with partial payments must complete all credit card information. Any outstanding team fees remaining after the second game will be automatically charged to the credit card on file.
3. No refunds, credits or discounts will be given for the following reasons:
  - A. Forfeited Games
  - B. Stoppage of game due to player/team/coach/spectator misconduct or injury
  - C. Inclement weather
  - D. Teams suspended from playing in league
4. Full payment is the responsibility of the team contact.
5. Only one form of payment will be accepted. (Check or Credit Card) NO cash will be accepted for team payments.

### **Waiver / Roster Forms**

1. No person will be allowed to participate in a league, tournament, clinic, open soccer or any other Brookfield Indoor sponsored events without completing a Brookfield Indoor medical waiver form. All waivers must be submitted prior to the start of your teams first game. Only one waiver is required to be filled per indoor season.
2. Teams may add players up until the start of the third game. Once the game has started the rosters are frozen for the remainder of the session. Players that are not rostered are not allowed to play.
3. All players must be able to show proof of identification and age if required. If a team is caught playing with an under age or over age player or non-rostered players that game will be forfeited and team will be put on probation.
4. Player verification must be protested by halftime of that game. Protests must be brought to managements attention.
5. Players may only be rostered on one team per division.
6. There is a maximum of 20 rostered players per team.
7. Players playing in an adult league must be at least 18 years of age, exceptions must be okayed by management.

### **League Scheduling / Standings / Scoring**

1. First game schedules will be posted on the internet three to four days prior to teams first scheduled game. The remainder of the schedule will be posted in the coming days.
2. The team contact will receive an e-mail with the schedule.
3. Teams are able to list possible days of conflicts on the bottom of the registration form.
4. There will be NO reschedules.
5. Brookfield Indoor reserves the right to set-up leagues, divisions, and playoffs as management sees fit. Brookfield Indoor is not responsible for games that are forfeited.
6. During league play teams will earn points as follows: 3 points for a win, 1 point for a tie and 0 points for a loss. A round robin league champion will be determined by accumulated points. In the circumstance that two teams are tied the following tie breakers will go into effect.
  - head to head competition
  - Fewest points allowed
  - Most points scored
  - Goal differential (points scored minus points allowed)
7. If a first place versus a second place playoff game is tied at the end of regulation the following tie breaker will go into effect.
  - college rules; both teams will receive an opportunity to score
8. If there are any incorrect scores or standings please send the correct score or standings to [brookfielindoor@ameritech.net](mailto:brookfielindoor@ameritech.net).
9. If a game is forfeited the opposing team will receive a 7-0 victory. If a team must forfeit a game an e-mail must be sent to [Brookfieldindoor@ameritech.net](mailto:Brookfieldindoor@ameritech.net) at least 24 hours prior to the scheduled game.

### **Game Day Procedures**

1. Teams are able to warm-up behind the fields.
2. It is the responsibility of the home team to switch jerseys in the case both teams are the same color.
3. Teams do not receive any warm-up time on the fields.
4. Teams are not allowed to enter the field through the goals. If a team or member of a team enters the field through the goal the offending team will receive a 10 yard penalty.
5. Winning coach must sign the referee card at the end of the game. Make sure to check that the score is correct and the correct team is circled.
6. Clear the bench area as quickly as possible and clean up all trash.

### **Additional Information**

1. Player's may wear molded cleats, turf shoes or flats. **No metal cleats or screw ins are allowed.**
2. Brookfield Indoor is not responsible for lost or stolen items.
3. Schedules are subject to change at the discretion of Brookfield Indoor.
4. All youth teams must have an adult that is 21 years old or older on bench at all times.
5. Only coaches, managers and players are allowed on the bench during league games and tournaments. Any other individuals on the bench will result in a forfeit for the offending team.
6. There is limited first aid available at the concession stand. In case of an emergency management will contact 911.

### **Referee concerns / complaints / complements**

Referees that are appointed to officiate each game have total authority and all decisions that are made in connection to that game are final. Referees are independent subcontractors and are not employees of Brookfield Indoor. Brookfield Indoor management will oversee the referee staff through periodic checks, written exams and constructive criticism.

If you have a major concern about a referee or a game in progress please bring it to managements attention to insure that the issue is resolved. Management can be found at the concession stand. All other complaints or complements can be e-mailed to Brookfieldindoor@ameritech.net.

### **No Tolerance Policy**

Brookfield Indoor reserves the right to suspend or ban a player, parent, spectator from playing or entering Brookfield Indoor.

Any players that receive an increased suspension or ban will not receive a refund.

**Fighting will not be tolerated. Any players that are involved in any altercations will be suspended automatically for two weeks.**

**Spitting is not allowed and will result in a 5 yard penalty.**

### **General Rules:**

1. Falling or slipping to the ground: Marked down at the spot of fall.
2. Ball is dead on all fumbles. Ball is marked at spot of fumble.
3. Un-sportsman-like conduct issued by referee is immediate ejection followed by a one game suspension.
  - a. Foul Language
  - b. Taunting
  - c. Talking Back to Referee
4. No Fighting Immediate Ejection. Management will decide further penalties. (see no tolerance policy)
5. Two-hand touch if flag falls off without interference.
6. No Diving For Flags.

7. No Jumping at any time to advance the ball.
8. One first down per drive: Designated by the Midfield Line.
9. End zones will be marked by lines.
10. 6 players needed to play game.
11. If you do not meet the minimum players needed to play game, your team must forfeit.

### **Clock**

1. 25-Minute halves with a 2-minute halve time.
2. One time-out/half. Each time-out will be one minute in length.
3. Continuous: Clock will only stop for half time and timeouts.
4. Conferences by referees will NOT stop the clock.

### **Kick-Off**

1. Ball kicked from half circle at end zone.
2. Ceiling is Out of Bounds. If ball makes contact with the ceiling, the ball will be marked 1yard preceding the first down line.
3. Walls and Nets are live.
4. Team Bench Area: Out of Bounds, ball will be marked 1yard preceding the first down line.
5. Goal Area: Touchback (Ball placed on half circle)
6. If the ball goes over the net at any point of the game the clock does not stop.

### **Penalties:**

- Diving for flags: 5-yard penalty from where the flag is grabbed. If no flag is grabbed, 5 yards will be added on to the end of the play.
- Holding: 5-yard penalty added to end of play.

### **Onside kicks:**

1. Done only in the remaining 2 minutes of the 2<sup>nd</sup> Half.
2. Must be Declared by Kicking Team
3. Regaining possession (kicking team): Normal kick, flag must be pulled before the kick returner reaches the first white line.

### **Kick Return**

1. Three players need to be at white midfield line.

## 2. Walls and Nets are live.

### Penalties:

- Out of Bounds: Goal area, team bench area, football stuck between net and wall.
- Diving for advancement: 10 yard penalty from spot of the foul.
- Stiff Arms: 10 yard penalty from the spot of the foul.
- Blocking below the Waist: 15 yard penalty from the spot of the foul and loss of down.
- Flag Guarding: 10 yard penalty from the spot of the foul.
- Holding: ball placed at the spot of the foul.

### **Punt**

1. Kicking Team: Players cannot move until ball is kicked. Player movement results in a 5 yard penalty.  
Ball hits ceiling: Ball will be placed 1 yard away from midline.
2. Return Team: All Seven players must be behind mid-line. 3 players must be set just before the midline.

### Punt Returns

1. Same as kick return rules.

### **Offense**

1. 3 players must be at line of scrimmage when ball is snapped.
2. If ball is tipped, player contact is allowed.
3. An offensive shift is allowed. This is where the offense lines up in one formation and shifts into another. This is the only time that 1 or more players may move at once. After the shift, the players must be set before another player goes into motion.
4. If the ball hits the wall or net, regular pass interference rules apply.

### **Penalties:**

- Motion towards the line of scrimmage: 5 yard penalty from the line of scrimmage and redo the down.
- False start: 5 yard penalty from the line of scrimmage and redo the down.
- 2 on 1 Blocking: 5 yard penalty from the line of scrimmage and redo the down.
- Blocking Down Field with ball in air: 5 yard penalty and redo the down.
- Diving for advancement: 10 yard penalty from the spot of the foul.

- Stiff Arm (Ball Carrier): 10 yard penalty from the spot of the foul.
- Blocking Below the Waist: 15 yard penalty from the line of scrimmage and loss of down.
- Flag Guarding: 10 yard penalty from spot of the foul.
- Offensive Pass Interference: 10 yard penalty

### **Defense**

Penalty:

- Sending Offensive Player Ball marked at the spot of the foul/auto first down.
- Offsides: 5 yard penalty from line of scrimmage and redo the down.
- Pass Interference: Automatic 1<sup>st</sup> down: at spot of foul. If inside end zone ball placed at one yard line.
- Roughing the QB 10 yard penalty from line of scrimmage and auto 1<sup>st</sup> down.
- Diving for Flags 5-yard penalty from where the flag is grabbed. If no flag is grabbed, 5 yards will be added on to the end of the play.
- Holding on Clothes to get Flag 5 yard penalty added onto end of play.

### **Field Goals/Extra Points**

1. No defense on field
2. Extra point taken from 1<sup>st</sup> white line.
3. Field goal: to be kicked from 5 yards from the line of scrimmage. Ball must be snapped and held.
4. Missed Field Goal Attempt: Opposing team gets the ball at the point kicked.

### **Scoring**

Touch Down 6 points

Extra Point 1 point

Field Goal 3 points

Conversions 2 (conversion line of scrimmage is 5 yards from end zone/ can be returned for 2 points.)

Safety 2 points

### **Playoffs**

- The number of wins and losses will determine the Playoff Standings.