

SOCCER *BLAST* Guidelines & Policies

(952) 895-1962

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How to enter a team into a league-

See Registration check list found on the Soccer Blast website.

League Registration and Fees-

1. Team registrations are accepted according to the registration schedule published by Soccer Blast Burnsville. During registration period, teams are accepted on a space available first come, first served basis. A non-refundable deposit of \$200 will secure a spot in a league. The deposit will only be refunded if a team is not offered a spot in a league or Soccer Blast does not offer a league appropriate for the team.

2. Acceptance into one session DOES NOT RESERVE OR GUARANTEE placement into additional sessions. We recommend that a team wishing to participate in more than one session should pre-register by returning additional registration form(s) and session fee(s) associated with the desired session(s) as soon as possible.

3. Teams registering with partial payment MUST complete all credit card information. Any team fees remaining after the second game will AUTOMATICALLY BE CHARGED to the credit card WITHOUT NOTIFICATION. Failure to do so may result in removal of the team and / or manager from any further league play.

4. No refunds or credits will be given for the following reasons:

1. Forfeited games.
2. Stoppage of game due to player/team/coach/spectator misconduct or injury.
3. Inclement weather.
4. Teams suspended from playing in a league.

5. Payment is preferred by a single means (1 check, 1 credit card), but multiple methods will be accepted. Returned checks are subject to a \$25 processing fee and it will be the responsibility of the Team Manager to ensure re-payment is made. The Team Manager is responsible for the full payment of the league fees.

Roster/Waiver Form, Game Day Roster Cards and Tax Exempt Status Form-

1. Once the team is accepted into a league, the following must be submitted prior to the start of the first game:

- A completed Roster/Waiver form by two methods
 - o An electronic version email to roster@soccerblastmn.com (filled out completely except for the Signature). This form can be found online, with instructions on where and how to submit.
 - o A printed version must be turned into Soccer Blast (with Parent Signature) prior to player(s) playing.
 - If both versions of the Roster/Waiver form are not received, the team will not be allowed to play. We suggest you send the electronic version 1 week in advance.
- If the team is claiming exempt status (for MN Sales Tax), then a **Minnesota State ST3 form** must be submitted. This can be found on the Soccer Blast website.

2. No person will be allowed to participate in a league, tournament, clinic, open soccer, or other Soccer Blast organized activity without a properly completed and signed waiver/roster form. It is the responsibility of the team manager/representative to ensure all players have a signed waiver.

3. Teams may add players to their roster up to the start of the fourth league game. The maximum number of players allowed on the roster is 18. After the start of the fourth game, teams may add additional players with proof of hardship (injury, travel, etc.). If a team is caught using a non-rostered player, the team may be forced to forfeit the game. Players may only be rostered on one team per division.

While teams are to use only players on their roster and not from another team, Soccer Blast knows that this is not always the case and teams occasionally need to "borrow" players to be able to provide a competitive game. Again, while not the acceptable method, if this does occur two things are required. 1) That the opposing team is aware of the "borrowed" players and approves their use and 2) that the "borrowed" players officially belong to a currently resisted Soccer Blast team, meaning they have their name on both an electronic and printed roster/waiver form. If the opposing team "okays" the borrowed player, the game will played as normal. If a team uses players not "okayed", then the game is subject to forfeit.

Adding players after the first week:

- For each player added, the electronic roster form must be updated to include the added player(s) information. See registration form for process to update form.

In addition, the printed version with Soccer Blast must be signed by the new player(s). A new copy can be submitted with just the new player(s) signature(s).

4. Pertinent only to the league championship game: Players eligible for this game must 1) be listed on the team roster/waiver form prior to the 4th league game and 2) must have played in at least one of the previous league games for that session.

5. Age Guidelines:

Youth: Soccer Blast follows U.S. Youth Soccer Team Formation – Birthyear Guidelines. Please see Soccer Blast website for exact dates. NOTE: All players must be born on or after August 1st of the specified year.

Adult: Players playing in an adult league must be at least 16 years old. If under 18, the player must have a parent signed roster/waiver form.

6. Game Day Roster Card.

Prior to the start of each league game teams must submit to the referee a Game Day Roster Card listing the players playing in that game. The referee may check-in players. Teams may add players to this list at any time during the game, provided the player is on the team's master roster/waiver form.

League Scheduling/Standings/Scoring-

1. Teams will be scheduled to play on their primary play day for the majority of their games. Teams may be required to play a small number of games on an alternate day. See Soccer Blast website for dates of play for your league/session.

2. First game schedules will be released (posted on the internet) approx one week prior to the first game. The remaining schedule will not be available until after the first game, and only after the full league fee is paid.

3. SPECIAL SCHEDULING: Request for special scheduling needs will be accepted up until 14 days before the first scheduled league game. These MUST be submitted by email (to andyn@soccerblastmn.com). An attempt will be made to accommodate your team's needs but will NOT be guaranteed. NOTE: Sunday teams must be rotated throughout the day. No team will be given only games in afternoon/evening. If you would like all Sunday AM games that is possible.

4. GAME SCHEDULE AND RESCHEDULE POLICY: Due to the high use of the facility, the ability to reschedule games is basically impossible. Please submit any special game time/day requests as early as possible (as stated above in #3). If a team is unable to play a scheduled game, Soccer Blast asks to be notified at least 48 hours in advance, so that the other team can be notified. For the team that is able to make the match, the field will be theirs to be used for a scrimmage or practice.

5. INCLEMENT WEATHER POLICY: Soccer Blast will remain open during any inclement weather unless mandated by the state. Games will go on as scheduled.

While teams are encouraged to make a game if they feel comfortable driving, teams that make the decision to not show up for a game will not be subject to a fine, if they call in advance. Unfortunately, the team making the decision to not show up will have to forfeit the game (this includes league championship games). **Games will not be rescheduled.**

If a team makes a decision to not show up, the opposing team's manager will be called. That team can make the decision to show up or not and will not be subject to a fine. That team will have full use of the field and referee.

In contacting Soccer Blast to inform us that your team will not be showing up, please call (952) 895-1962. All phone calls will be attempted to be answered, but due to a large number of phone calls, it may be tough to get through. Please leave a message at extension 17 if you do not get through after a couple attempts. Do not leave a message at any other extension as it will not be received.

If the decision to close Soccer Blast is made, notification will be in the form of one or all of the following, email/phone calls to all Managers/Coaches, postings on the website and a voicemail message.

6. PLAYOFF/PLAYDOWNS: Soccer Blast reserves the right to set up leagues, divisions, and playdowns (defined as movement toward championship. Losers of games will still continue to play remaining number of league games) as management sees fit. The number of league games versus playdown games will be dependent on the make up and number of teams in a league. Each team will receive the minimum number of games indicated for the session. Soccer Blast does not guarantee quality of play. Soccer Blast is NOT responsible for games forfeited.

Listed below are possible structures for the leagues played. Each style is based on the number games (including any playoffs) and the number of teams.

Soccer Blast reserves the right to modify or change these structures at any time during a league.

8 games, 8 teams – 7 game round-robin with a final playoff game. Traditionally this is 1v2, 3v4, etc, but for places 3rd to 8th it may change up due to other circumstances.

8 games, 6 teams – 5 game round-robin. 6th game is a repeat of the game #1 match-up and does not count on the standings. 7th game is a placement game (1v4 (p), 2v3(p), 5v6) that is based on standing after game 5. Game 8 will be the winners of the playdown game (p) and the remaining teams will be matched up in a random order.

8 games, 4 teams – 6 game double-robin. 7th game is a placement game (1v4, 2v3). Game 8 will be the winners of the playdown game with the remaining teams playing each other.

8 games, 10+ teams. The structure of this league will vary greatly, depending skill levels of teams, number of teams, and the current session. Traditionally teams will play 6 games, then game 7 will be a placement game based on standings after the 6 games. Game 8 will be the winners of the playdown games (p) and the remaining teams will be matched up in a random order.

Other Points:

- The pairings for any placement game may change if any teams get matched up against a team they have played twice already in a session, or played the week prior.
- If a playdown game for any game but game 8 ends in a tie, there will be no overtime. The game winner will be decided by who had the better regular season placement based on the standings.

Some leagues may intermix between levels (A bracket teams play B bracket teams, etc). These games will count in the standings as indicated.

7. During league play teams will earn points as follows: 3 pts for a win, 1 point for a tie, 0 points for a loss. Rankings will be based on the accumulated point total the team has earned for the current session. When two or more teams are tied and placement order is needed, the following tie breakers will be used:

- If all teams played an equal number of games head to head, placement will be determined by best record amongst the tied teams. If this does not apply nor determine a winner, then:
- Best goal difference (Goals For - Goals Against) will be used. Reminder that maximum posted goal difference is 9 per game. If this does not determine a winner, then:
- Least goals against. If this does not determine a winner, then:
- Most shutouts (zero goals against in a game). If this does not determine a winner, then:
- Coin Flip. Team listed first alphabetically calls.

8. Playdown games tied at the end of regulation – See Soccer Blast Indoor Soccer Rules.

9. Nine (9) Goal Maximum Difference: For any game, the maximum goal difference reported will be nine. For example, games with the score of 16-4 will be reported as 13-4.

10. Adding players. Teams that are down by a goal difference of 6 or more (0-6, 2-8, etc) may add one additional field player. This applies in youth and adult leagues.

11. Incorrect Scores/Standings: Please address these to Andy at andyn@soccerblastmn.com. Winning teams- make sure to verify the correct score after your game by initializing the score card. Incorrect scores may stand when unverified or verified incorrectly.

12. FORFEITS: A team shall be subject to forfeit for any of the following reasons and the result of 0 – 6 shall be posted. **Modified 9/20/10*

1. Not enough players to start game within 5 minute grace period.
2. Misconduct of player/team/coach/spectator.
3. Using non-rostered player.
4. Bench clearing during a fight.

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

1st Forfeit - \$25.00 fine

2nd Forfeit - \$50.00 fine

3rd Forfeit - Termination of team participation from the session.

Fines for forfeitures must be paid prior to a team continuing the session's schedule. Teams incurring forfeitures during a session shall not be eligible for discounts in the following session.

14. 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 Soccer Blast 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 Soccer Blast Manager on Duty prior to the suspected player(s) leaving the field of play or player bench area.

Game Day Procedures-

1. It is recommended for players to arrive a few minutes prior to game to warm up. Since kicking of balls is only allowed on the fields, warm-up should consist of stretching and jogging.
2. Once the field is available, teams are encouraged to take the field to continue warming up. Hint: have players line their bags up against the boards (on the field). Then, when the player bench is cleared, they can move them to there. Please take the correct bench according to the schedule; home team is listed first, guest team is second.
3. Determine jersey color of opponent. If conflicting, home team must change to an alternate color.
4. Prior to the start of the game, turn the Game Day Roster Card into the referee.
5. There will be approximately 3-5 minutes between games. At approximately 30 seconds prior to the start of the game, please clear the field and send out the starting line up. Very often the referee will signal when this time is or the remaining warm-up time will be displayed.
6. When the game is scheduled to start, the referee will start the clock. The time may start even if teams are not lined up and ready to go. With up to 18 hours of games, it is important for Soccer Blast to stay on schedule. Please plan accordingly and have your team ready to go.
7. Coaches should verify that the correct score is recorded. Winning coach should initial scorecard.
8. Clear bench area quickly after game to make room for next teams. Please pick up and dispose of all trash.

Additional League Information-

1. A player's footwear may consist of rubber or plastic soled shoes or other footwear designed for artificial surfaces. Molded cleats with 10 or more studs will be allowed. No metal cleats or replaceable cleats are allowed. Turf shoes are recommended.
2. All players **MUST** wear regulation shinguards during play. Under no circumstances may a player participate without shinguards. Socks must completely cover the shinguards.
3. **Soccer Blast is not responsible for lost items, including soccer balls. A quality game ball will be provided.**
4. Teams should bring alternate jerseys. Home team (listed first on schedule) must change when there is a color conflict. Soccer Blast does not provide pullovers.
5. **No Kicking of balls is allowed outside of the playing area.** Teams can prepare for games in the corner areas, but this is to be used for stretching and discussion only.
6. Schedules are subject to change. Check website for most up to date schedule.
7. All youth teams must have a "Coach/Manager" present on the players bench at all times during the game. This person must be over 21. If no "Coach/Manager" is present, the game will not be played and will be recorded as a forfeit.
8. Only players and coaches/managers are allowed in the player boxes during the game.
9. The clock will run at all times. The game is over at the buzzer unless the referee deems intentional delay of game in the last minute, thus allowing the referee to add stoppage time.
10. Exit the field after your game as quickly as possible to allow the next teams the opportunity for a quick warm-up. Please pick up all litter in your team box.
11. **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.
12. We have the right to honor any other organization's judiciary sanctions against players, teams, and officials.
13. **No chewing gum** is allowed anywhere on the premises.
14. No spitting in players' area or on the field. A two-minute penalty will be enforced for this violation.
15. **SAFE PLAY:** If play gets to a point where the referee is concerned for the safety of the players, a warning will be given. If actions continue, the referee has the right to suspend the match. No refunds will be given.

16. **"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.

17. A player receiving a red card will be suspended for the remainder of that game, and will be suspended from, at minimum, the next match. Additional game suspension will be left to the decision of Soccer Blast Management.

18. ALL RED CARDS ARE SUBJECT TO A FINE. Soccer Blast RESERVES THE RIGHT TO IMPOSE A FINE BASED ON SEVERITY AND /OR NATURE OF THE CARDDED OFFENSE.

NEW - 19. Players/teams entering the Player Development Center (PDC) without permission will be subject to the following sanctions: **NEW 9/20/10*

- Teams/player will receive a team 2-minute penalty in their next game,
- Individuals will be asked to leave the facility,
- Equipment (soccer balls, etc) will be confiscated.

Referee concerns/complaints/complements-

Please remember that referees appointed to officiate each game have complete authority and that his/her decisions and the points of fact connected with each game are final. Referees are independent subcontractors and are not employees of Soccer Blast. Soccer Blast management will oversee referee staff and their officiating through periodic assessments and in-house training classes to insure quality. Constructive comments regarding officiating are welcomed and encouraged. Please submit such comments in writing.

If you have a major concern with an issue in the game (i.e. other team is using illegal players, rough play), please notify the Soccer Blast Manager on Duty (can be found by talking to someone at the Café) and alert them to the issue. Tell the Manager the issue and they will act or observe appropriately. ADDITIONALLY, any concern where action is needed **MUST** be delivered in writing, preferably by email. Please address the issue specifically and note the actions that were taken. We track all concerns and if a certain issue or referee complaint is reoccurring, we will take action.

NEW (9/15/11)- Communication on concerns/complaints must come from/through the listed Team Manager or Coach. Because these are the individuals who signed the registration form stating they have read and are aware of these guidelines and policies, we must ensure they are involved in the communication. To clarify, it is acceptable for any player/parent to write the concern/complaint, but the team manager must be aware of it and agree with it.

No Tolerance Policy

Soccer Blast has the right to suspend or ban a Player/Team/Parent/Spectator from playing at and/or entering Soccer Blast Burnsville. This can be done on the recommendation of the referee or at the discretion of the Management.

Referees have been instructed to red card any player that-

- Uses inappropriate language or comments towards the referee or another player
- Maliciously hits, kicks, or strikes the referee or another player
- Throws an object (including ball) at the referee or another player
- Kicks or hits the boards or wall of the facility in disgust
- Kicks the ball into the ceiling in disgust

Every player red carded will be suspended for the remainder of that game, and will be suspended from at minimum the next match. Additional game suspension will be left to the decision of Soccer Blast Management.

No refunds will be given for games a player or team is suspended from.

When red carded, a player is required to give his/her first and last name to the referee. If this is not done, and the team manager or teammates do not give his/her name, the game will be forfeited 9-0 and that team will be suspended from their next game. If the name given does not match a name on that teams roster, the game will be forfeited 9-0 and that team will be suspended from their next game.

A player that receives two red cards resulting from the above behavior will be suspended from playing at Soccer Blast for 8 games. No refunds will be issued.

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