

SOCCER *BLAST* Guidelines & Policies

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How to enter a team into a league-

1. Complete team registration form prior to posted registration deadline.
2. Submit a non-refundable deposit of \$200.00 per session.
3. Remaining league fee and waiver/roster form must be turned in prior to start of first league game.

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 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.

Waiver/Roster Form and Game Day Roster Cards-

1. All participants, teams (and their players) as well as parents and guardians are required to follow the rules and policies of Soccer Blast. 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.
2. 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 will be forced to forfeit the game. Players may only be rostered on one team per division.
3. Players playing on a team in an adult league must be at least 16 years of age. Players playing in the Over 40 leagues must be at least 40 years of age (exception: teams are allowed to use two players who are at least 37 years of age). If a team is caught using a player who's age does not meet the division guidelines, the team will be forced to forfeit all games the player played in.

4. Youth Age Guidelines:

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.

5. 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 will 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.

2. First game schedules will be released (posted on the internet) at least one week prior to the first game. The remaining schedule will not be available until 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 in writing, preferably by email. 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: If a team is unable to play a scheduled game, the team requesting to reschedule a match must request the reschedule in writing *10 days prior* to subject game and submit a fee of *\$50.00 (\$25 administrative/referee fee, \$25 credit for opposing team)*, before the office will proceed. Failure to do so will result in the game being forfeited. The opposing team may choose to accept a forfeit win. If both teams agree to a make-up, they will be offered a reschedule game date and time from the facility management office.

3. 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.

4. 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.

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

6. 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.
7. 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.
8. Incorrect Scores/Standings: Please address these to Andy at andyn@soccerblastmn.com or (952) 895-1962, ext 10. Winning teams- make sure to verify the correct score after your game by initialing the score card. Incorrect scores may stand when unverified or verified incorrectly.
9. FORFEITS: A team shall be subject to forfeit for any of the following reasons and the result of 0 – 3 shall be posted.
 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.
10. A team forfeiting a game(s) during any one season 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 season.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.
11. 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.

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. 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 are 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 are allowed in the player boxes during league games and tournaments.
9. 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.
10. ***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. Should a team require first-aid supplies from the facility, the team may be invoiced for the supplies.
11. We have the right to honor any other organization's judiciary sanctions against players, teams, and officials.
12. **No chewing gum** is allowed anywhere on the premises.
13. No spitting in players' area or on the field. A two-minute penalty will be enforced for this violation.
14. **"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.
15. 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.
16. 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 CARDED OFFENSE.

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 approach 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. 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.

No Tolerance Policy

Soccer Blast has the right to suspend or ban a Player/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 the boards or wall of the facility in disgust with a call
- Kicks the ball into the ceiling in disgust with a call

Every player red carded from a game 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.

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.