

SOCCER BLAST

Highlighted policies and rules

LEAGUE FEE PAYMENT: 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.

Full payment is the responsibility of the Team Representative. Payment is preferred by one method (single check or credit card) but multiple methods are accepted. Returned checks will be charged a processing fee of \$25.

TEAM ROSTER: Teams rosters must be submitted in two formats:

- 1) An **electronic version** email to roster@soccerblastmn.com (filled out completely except for Parent/Player Signature).
 - a. Save and send file with the following name: roster-GU16-Johnson.xls. Where GU16 is gender and age group and Johnson is the coaches (or manager's) last name.
 - b. If adding a player, please included UPDATED in the file name (ex: roster-GU16-Johnson-UPDATED.xls)
- 2) A **printed version** (typed) must be turned into Soccer Blast (with signatures) prior to player(s) playing.

GAME SCHEDULES: 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.

SPECIAL SCHEDULING REQUESTS: 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.

GAME DAY ROSTER CARD: Prior to the start of the league game teams must submit to the referee a Game Day Roster Card listing the players playing in the game. Teams may add players to this list at any time during the game, provided the player is on the team's roster/waiver form.

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.

VERIFY SCORE: Team managers are asked to verify and initial that the correct score is recorded on the referees score sheet at the end of the game. Incorrect scores may stand when unverified or verified incorrectly.

LOST ITEMS/SOCCER BALLS: Soccer Blast is not responsible for lost items, including soccer balls. Stuck soccer balls will be retrieved if/when possible, but not guaranteed. **No kicking of balls is allowed outside of the fields.**

PLAYER DEVELOPMENT CENTER: Use of this area is by rental only. This is not a warm up or meeting space.

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.

NO TOLERANCE POLICY – Please review complete policy.

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

Please review the complete Soccer Blast Indoor Soccer Rules and Policies and Guidelines available online at www.soccerblastmn.com or obtain a copy by contacting Soccer Blast.