



YMCA INDOOR SOCCER LEAGUE

Rules of the Game, Code of Conduct & Terms and Conditions

YMCA Values

The YMCA values of Caring, Honesty, Respect and Responsibility must be upheld by all participants in our sports leagues.

Team Captain

Teams need to assign a captain who will be responsible for the following:

- Reading and agreeing to the YMCA Sports League Terms and Conditions, Rules of the game and Code of Conduct (this document) and ensuring team members abide by these.
- Paying the team registration fee. YMCA will only accept payments made by the team captain in one lump sum.
- Communicating information from the YMCA to team members (e.g. game times)
- All queries from team members to the referee or to the YMCA must pass through the team captain.

Multiple Teams

If any team is entering more than once into the same league, the below rules apply.

- A 10% discount will apply to second and subsequent entries by the same team.
- Due to the nature of social leagues, multiple teams may end up playing in the same division.
- If two registered teams are playing in the same division, there will be a conflict at some stage. These games will be scored as a nil all draw.

Registration, Payment and Cancellation

Please see the YMCA Sports Leagues Terms and Conditions.

League Duration

10 week leagues - These consist of 1 game per week. There are no make-up games for missed games.
5 week leagues – These run with the same rules and code of conduct as 10 week leagues.

Teams and Playing Times

YMCA will endeavour to accommodate any special requests, otherwise the draw will aim to offer a range of early and late games for all teams throughout the season. This may not always be possible. If there is a default game, teams may still have a practice game in the allocated time slot. The game will be scored as a 2 goal win to the team that did not default.

Prizes

Prize allocation will be at the discretion of the centre played. Please contact the league coordinator for further details

Parking

Parking is available in front and behind the building.

Children

We welcome children to come view our Soccer League, however they must be supervised by a responsible adult (who is not playing) at all times.

Food and Drink

Is not permitted in the playing area.

Alcohol

No alcoholic or illegal substances are to be brought onto the property or be consumed before, during or after games on the premises. Any player or spectator suspected of intoxication/impairment or who consumes alcohol or drugs on the YMCA premises (including car park) will be asked to leave the building and if necessary reported to the police

Foul Language

Swearing loudly and/or at others is inappropriate within the YMCA grounds (building and carpark). Please respect our values.

Close of Building

The building will close 15mins after the last game of the evening ends. Please be aware that the building needs to be clear at this point so the receptionist on duty can commence the close up procedure.

Safeguarding Children

YMCA is proud to be NZ's first accredited Safeguarding Children organisation, through the internationally-renowned [Australian Childhood Foundation \(ACF\)](#). YMCA facilities are committed to child protection and the safeguarding of children and young people in our care - any inappropriate behaviour or actions toward children or young people while on our sites will not be tolerated. Any concerns or allegations will be taken seriously and will be reported to the appropriate authorities if considered necessary.

General Rules of play

1. The Referee

The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final.

2. Players' Equipment

- All players in the team must have the same/similar colour shirts and shorts. Bibs are available if 2 teams are similar colours.
- Non-marking sports shoes must be worn.
- Balls must only be used inside the stadium.
- The reception area, corridors and adjacent rooms are not warm up areas. There is no practice time or warm up time on the courts before games.
- Shin pads, if worn, must be fully covered at all times.

3. Unregistered Players

- It is the team captain's responsibility to identify any ring-ins to the referee before start of play.
- The ring-in must be the same gender as the missing player.
- An unregistered player (or ring-in) may take the court for 5 minutes only. This is a social league, so if both team captains and the referee agree before the game is played, the game can be played as normal with the unregistered player with the exception of knock out stages of the league. Unregistered players must not be used as a sub if the team has 6 registered players on court.
- Any disputes relating to unregistered players must be relayed to the referee at the start of play. Scores will not be changed after the completion of games.

4. The Duration and timing of games

A game consists of 2 x 12 min rolling halves with no half time break.
Games will start every 25 minutes, e.g. 6.00pm, 6.25pm and 6.50pm

5. Competition Points

Win: 3 Points

Draw: 2 Points

Loss: 0 Points

6. Defaulted Games and Late arrivals

Teams failing to arrive on court at the designated game time will default the game. Teams unable to play their game must contact reception on (09) 480 7099 or email northshore@ymcauckland.org.nz so that the opposing team can be notified, and ensure the message has been received. A 2-0 win will be awarded to the opposing team.

There are no makeup games for teams who cannot attend their allocated start time.

7. The Start and Restart of Play

A Kick-off from the Centre Mark starts play at the beginning of each half and after every goal. A player who starts play, may not again play the ball until it touches another player.

8. The Method of Scoring

A team scores a goal when the whole of the ball legally passes over the Goal Line.

9. Disputes

Disputes must be referred to the Referee through the Team Captain, or in writing to the soccer co-ordinator. The referee's decisions during the game are final.

10. Substitutions

Substitutions will be unlimited. These can take place at any time during the game but the player leaving the game must touch hands with the entering player at the doorway.

11. Ball in and out of play

The ball is out of play when:

- It is above the red line. Please ask the referee to define where the height line is
- The game has been stopped by the referee

The ball is in play at all other times from the start of the match including:

- If it rebounds from the wall (below the maximum height line), goalpost, crossbars or goal supports into the field of play. The four walls of the gymnasium below the maximum height line are considered as part of field of play.
- If it rebounds off the referee when he/she is in the field of play.

12. Playing Advantage

It is at the referee's discretion to play advantage where possible. Playing advantage should only be used when a foul call is marginal and the team against which the offense has been committed will benefit from continued play. If advantage is played, the game cannot be stopped and taken back to where advantage was given. Obvious fouls will be called as a foul and playing advantage will not be used.

13. Game stoppage

If the game has been stopped but no offense occurred (i.e. due to an injury) it shall be restarted by the referee dropping the ball at the place where the ball was at the time of play, not closer than 3 metres to any goal.

14. Kick Off

The referee shall designate a team to kick off. The team must be on court at kick off or the referee will call default. Teams should try to be ready 5 minutes prior to the start of their game.

15. Scoring

A goal is scored when the whole of the ball has passed over the goal line, between the goal post and under the cross bar, provided it has not been thrown, carried or propelled by hand or arm, by a player of the attacking side, except in the case of a goalkeeper who is within his own area.

16. Offsides

There are no offsides in Indoor Soccer.

Dangerous play will not be tolerated in any league

FOULS AND RULINGS:

An INDIRECT Free Kick is awarded for any of the following offences:

- Kicking the ball above the determined height line. See the referee to clarify line (Referees ruling is final)
- Kicking the ball directly at goal from kick off. The ball must be played by another team player before it can be kicked at goal.
- Placing a hand on the wall to gain unfair advantage e.g. to push off (you may only put your hands on the wall to prevent yourself hitting it)
- Playing in a manner considered to be dangerous by the referee. E.g. running into players, kicking the ball at players in a dangerous manner.

- Charging. E.g. with the shoulder, when the ball is not within the playing distance of the players concerned and the offensive player is definitely not playing the ball.
- When not playing the ball, intentionally obstructing an opponent i.e. between the opponent and the ball, or interposing the body as to form an obstacle to an opponent.
- When players are within 2 meters of the ball at a free kick.
- When playing as a goal keeper, indulging in tactics which are designed merely to hold up the game, thus wasting time and so giving an unfair advantage to his/her team. E.g. holding the ball, waiting for an advantage, deliberately throwing the ball or kicking the ball into opposing players.
- Making a slide tackle or tackling from behind.
- Obstructing the goalkeeper at the goal crease line, preventing him/her from rolling the ball back into the playing area.
- If the keeper passes you the ball, passing it directly back before being played by another player.
- Not informing the referee before a keeper is changed.
- Taking more than 5 seconds to play the ball from any given free kick.
- Not being on your feet at all times when playing the ball.
- When a goalkeeper comes deliberately out of their area, or a player enters the area at any time.

A DIRECT Free Kicks is awarded for the following infringements:

Kicking or attempting to kick an opponent.

- Tripping or attempting to trip an opponent (i.e. throwing or attempting to throw him by use of his/her legs or by stopping in front or behind him/her)
- Jumping at an opponent.
- Charging an opponent in a violent or dangerous manner. E.g. running into/pushing or tripping an opponent is considered dangerous play.
- Charging an opponent from behind, unless they have come in to play the ball. In this scenario they should show control and not come in contact with the opposing player.
- Striking an opponent or attempting to strike him/her. E.g. any aggravated intent to hit or kick a player. This is also a red card and sending of offence.
- Holding an opponent by his/her hand or any part of his/her arm.
- Entering the opposing goal crease to seek unfair advantage. The ball is considered the goalkeepers ball when the whole of the ball is over the goal crease line inside of the crease. If a player enters the area due to being unable to stop or is pushed, and then steps back into the field of play immediately, play will commence as usual. A direct free kick is only used if the entry was deemed intentional.
- Contact made to an opponent during a deliberate slide tackle. E.g. a player sliding into an opponent. Players must be on their feet at all times unless they have slipped on the floor.

YELLOW CARDS (Cautionable Offences):

A player committing the following offences will be given a yellow card:

- Unsporting behaviour e.g. throws the ball away, makes an indecent gesture.
- Shows dissent by word or action e.g. swears or makes inappropriate comment.
- Persistently infringes the laws of the game.
- Delays the start of play consistently.
- Fails to respect the required distance when play is restarted with a free kick. The distance is 2 metres.

RED CARD (Sending Off Offences):

A player committing the following offences will be given a red card:

- Serious foul play. E.g. striking an opponent, dangerous tackles, offensive, insulting or abusive gestures, behaving in an irresponsible dangerous manner. A second caution is an automatic red card.
- Violent conduct. E.g. striking out at any player, head butting. Anything other than self-defence is violent conduct and a red card is to be issued. For safety, all involved will be sent off and kept separated.
- Spitting at an opponent, referee or any other person.
- Denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (does not apply to the goal keeper in own area)
- Receiving a second caution (YELLOW) in the same game

If a player is red carded by a referee, the player must stand down for the remainder of the game as well as the following week. The suspension time can be adjusted at the discretion of the referee and the League Co-ordinator. The referee's decisions during the game are final. Team captains will be informed of the length of the ban by the League Co-ordinator and/or Centre Manager.

MIXED League Rules:

The following rules apply if any team in the league contains one or more female player:

- Mixed leagues are social and dangerous play will not be tolerated. e.g. deliberately kicking the ball at an opponent.
- Dangerous play, swearing or inappropriate language or behaviour may result in a direct or indirect free kick. Possible YELLOW or RED Card in serious cases. The referees ruling is final.

- Kick off - the ball must pass through two players before it can be kicked at the opposition's goal.
- Male players are not permitted to kick the ball hard and directly at a female player from anywhere on the floor. Direct or indirect free kick. Possible YELLOW or RED Card in serious cases. The referees ruling is final. The ball being used in a dangerous manner will not be tolerated.
- A female player must take a penalty kick if there is a female in goal.
- There should be no deliberate contact. e.g. placing of hands on any player, or running into a player

YMCA SPORTS LEAGUE TERMS AND CONDITIONS

1. Parties to the purchase

This contract is between the name on application ("Captain/Manager") and YMCA Auckland

2. Definitions

YMCA Auckland Inc: YMCA Auckland Inc. is the legal not for profit company who manages multiple recreation centres. These centres are not restricted to the Auckland Region, please see YMCA Auckland Inc. website for listing of centres covered.

Leagues: Are for the specified length unless otherwise stated at time of booking

Gender of Leagues: Leagues are mixed unless otherwise specified, teams in mixed leagues can include both male and female team members no ratio requirements for gender split

Adult: Men and Woman aged 18 years and over

Youth: Men and Woman aged between and including 14 years and 17 years

Fit Kid: boys and girls aged between and Including 9 years and 13 years

Child: boys and girls aged between and including 5 years and 8 years

PIF: Payment In Full, paid to confirm place on course at time of draw, 2 weeks prior to league starting

Deposit: Registration will not be accepted without a deposit of 20% if placed more than 2 weeks prior to start of league, deposits are non-refundable

3. Booking process

All League enrolments are managed by our clubs Recreational Managers

To be included in initial draw your team's enrolment form must be completed and paid in full at least 2 weeks prior to start of the league

To secure your place prior to 4 weeks before league starting, deposits of 20% may be paid

YMCA will only accept payments made by the Captain. The Captain will remain first point of contact for YMCA communication.

YMCA reserves the right to remove a team from the initial draw, if PIF has not been made 2 weeks prior to start of league

Once removed from initial draw a team can provide a new registration and new PIF if there is still space in the league

4. Refund, Cancellations, Deposits

If there are 2 continuous weeks of non-attendance for your scheduled match without notification to and confirmation by recreation manager, YMCA has the right to offer your space to another team and cancel your space in the league, no refund will be provided and you will be notified via email if this has occurred.

Cancellations cannot be processed until a completed cancellation form is sent to the Recreation Manager

Deposits are non-refundable

5. Cancellations

Cancellations made 2 weeks prior to match week, will be refunded less 20% non-refundable deposit, to the amount PIF

Cancellations within 2 weeks of first match week; will be given a refund, Less 20% deposit and 20% administration fee, therefore any payment in excess of 40% of league fee will be refunded

Cancellations made during or post first match week, will not be offered a refund, unless exceptional circumstances relating to personal, medical circumstances have occurred

If YMCA expels or suspends an entire team or the Team Captain as per clause 9, no refunds for the current league will be given. YMCA will remove the team from the existing draw and have the right to register another team in its place

6. Attending a Match - Code of conduct

Your Match will start on time, there will be a 5 min change over between games. Teams without a starting line-up at game time will automatically lose the match

Referees may still allow a game to be played when players arrive, in the time remaining time, however the result will not count to league standings

All jewellery must be removed and baseball caps cannot be worn during the match.

Food and drink is not permitted in the playing area.

All rubbish must be removed from the property, or disposed of in bins where provided

No alcoholic or illegal substances are to be brought onto the property or be consumed before, during or after games on the premises. Any player or spectator suspected of intoxication/impairment or who consumes alcohol or drugs on the YMCA premises (including car park) will be asked to leave the building and if necessary reported to the police

All players, spectators, managers not acting in accordance with the spirit of YMCA environment or league code of conduct will be asked to vacate the stadium. YMCA reserves the right to ban individuals from our clubs and facilities including participation in current and future leagues

No-one should, at any time, verbally abuse or make obscene gestures at a coach/referee, staff member, player, opponent, spectator or any person within the precincts of the game, league or venue.

The rules of the YMCA and Stadium and code of conduct as per the YMCA sports website must be adhered to during the match

Disputes - Only the team captain/contact 1 can present disputes to the referee or sports coordinator, no disputes can interfere with the referee's ability to manage that or any other league games

During the match - Code of conduct

The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final.

- Torso must be covered with the same colour /shade of top
- Shorts and or skirts must be worn and need to be of similar colour
- Sports shoes must be worn during the game

This is a social league, so if both the captains and the referee agree before the game is played, the game can be played as normal with an unregistered player (or ring-in), with the exception of knock out stages of league

The rules of the league and code of conduct as per the YMCA league website must be adhered to during the match

7. Guardian requirements

YMCA requires all Youth, Fit kid and Child leagues to be accompanied by one of the adults named as contacts for the team

This adult is responsible for all team members upon arrival on site and ensures all team members are returned to their guardians safely at end of each game

8. Team members and guardian consent

The Captain/Manager is responsible for ensuring all team members and their guardians, (for Youth, fit kids and child leagues) give consent to the Terms and Conditions within this team registration, and is filled in with unanimous agreement

All customer under the age of 18 may have their data shared with Oranga Tamariki (Ministry of Children) and is managed in accordance with the Privacy Act 1993.

The information collected in this form is for the purpose of service delivery and maybe used of accessed in accordance with the Privacy Act 1993.

9. Constant (or a single major) breaches of YMCA Code of Conduct and Rules

Violent conduct, dangerous play, persistent infringement, swearing, use or carrying of alcohol, synthetic drugs and/or illegal substances, or showing disrespect towards the referee, staff , any child or other users may result in a player and/or team being stood down or expelled from the stadium. Verbal and/or written warnings will be given at the discretion of the Manager in charge.

YMCA facilities are committed to child protection and the safeguarding of children and young people in our care - any inappropriate behaviour or actions toward children or young people while on our sites will not be tolerated. Any concerns or allegations will be taken seriously and will be reported to the appropriate authorities if it is appropriate to do so.

Players stood down

If circumstances allow - a warning will be issued to highlight the breach(es).

If the behaviour(s) continue player(s) may be stood down

This will be for one week minimum and is at the discretion of the manger. This can be increased if required.

Expulsion of players or teams

Violent or abusive conduct is an automatic expulsion

Carrying or use of alcohol, synthetic drugs and/or illegal substances on any YMCA site will result in an automatic expulsion

Any persistent negative behaviour may result in expulsion

Players or teams that instigate violence towards any person will be banned from all YMCA facilities indefinitely.

YMCA will maintain a record of Banned Sports League Players.

Players or teams that get involved in violent behaviour as an outcome of another person/teams instigation will be stood down for a minimum period of 1 week. If this is more than self-defence the manager has the right to indefinitely expel the team or players.

Communication around any expulsion must be in writing so that there is a copy of the process and outcome.

Those involved have the right to appeal their expulsion, penalty or suspension by email to the coordinator or manager in regards to the actions taken. This may be reviewed in regards to the severity of the action taken and stand downs periods

adjusted if required. However when it comes to an individual or team that instigates violence there is to be no lesser outcome other than a lifetime ban.

10. Safety on site

Customer agrees to answer all health and medical questions fully, accurately and specifically to notify YMCA if the customer has any risk injury, illness, disability or other condition that means that the customer should not be using the facilities. The customer also agrees not to use the facilities if the customer suffers from any injury, illness, disability or other condition which might cause additional injury or exacerbate the customer's condition or pose a health risk to staff or others at the YMCA facilities.

YMCA agrees to maintain the facilities and equipment and will not be negligent or wilfully default on this area. YMCA reserves the right to require a customer to leave the premises immediately if he or she carries out any activity which YMCA considers to be dangerous, offensive or in breach of any health and safety requirement.

11. Liability and indemnity

YMCA shall not be liable for any injury, loss, damage or physical injury arising out of a customer's use of the YMCA facilities. The customer shall be responsible for taking care of their own property and YMCA shall not be liable for any loss or damage to a customer's property. Nothing in these terms and conditions is intended to have the effect of limiting or reducing the customer's rights under the Consumer Guarantees Act 1993 or the Fair Trading Act 1986. To the extent that YMCA is liable to the customer for any reason, its liability is limited to a maximum amount equal to the value of fees payable by the customer in any 12 month period. The customer shall be responsible for any malicious damage they cause to equipment of the YMCA facilities.

12. Privacy Policy

YMCA needs to collect personal information about our customers to be able to offer the best possible service experience. Your personal information will be used by YMCA in the context of providing our service delivery for your booking or Agreement. We will use all reasonable measures to maintain adequate security to protect your personal information that we hold from any unauthorised access or use. YMCA may contact you with information regarding our delivery of services to you. With your permission, we may contact you with marketing information about other services that YMCA offers. You may change your contact preferences at any time by notifying us. We will not share your personal information with any third party that is not part of the service delivery without your permission.

YMCA manages the following facilities on behalf of Auckland Council as the facility owner; Lagoon Leisure and Fitness, Lagoon Stadium, Onehunga War Memorial Pool, Mt Albert Recreation and Community Centre, Massey Leisure Centre, Lynfield Recreation Centre, Jordan Recreation Centre, Cameron Pool, Ellerslie Recreation Centre, Glen Innes Pool

For customers whose home club is owned by Auckland Council, your personal information may be shared with Auckland Council and their appointed third party(s) for the purpose of conducting customer feedback surveys. In the event that YMCA ceases to operate an Auckland Council facility, your personal information may be passed on to Auckland Council or their appointed third party(s) for the purpose of continuing the service delivery.