

# Indoor Soccer Rules

## Participants

- A. No participant is allowed to be rostered on more than one team in the same league.
- B. There will be no guest players allowed to play.
- C. If a team would like to add a player to their roster they can do so up through the 2<sup>nd</sup> week. This must be done through The field supervisor prior to the start of any game that they will play in and the fee must be paid.
- D. Any team caught using a non rostered player will be fined \$40.00 and will have all games player plays in forfeited.
- E. All teams must have at least 4 players on field at all time.

## Players

- A. All participants must wear shin guards and must be completely covered by the socks. Players will NOT be allowed to Play without shin guards.
- B. Players are not allowed to chew gum, tobacco, or good or candy at any time on the field.
- C. A player with a bleeding injury must be substituted for immediately. That player may not re-enter until the bleeding Is stopped and the injury is bandaged. A player may not play with blood on the uniform.

## Uniforms and Footwear

- A. All players must have matching shirts or jerseys. We do not require numbers on them, but everyone must be wearing The same color. Where teams have the same color, the home team must change.
- B. Absolutely no jewelry is allowed to be worn during a game. This rule will be enforced by the referees own discretion.
- C. Any type of indoor soccer shoes can be worn on our surface.

## Adult Leagues

- A. All participants in adult leagues must be 15 years of age. Anyone under the age of 18 must have parents sign waiver.

## Card Management

- A. Blue cards are used to manage the game by having a player sit out for 2 minutes.
- B. A 2<sup>nd</sup> blue card followed by a yellow card is used to warn players so that serious foul play will not continue 2:00 min Penalty.
- C. A 3<sup>rd</sup> blue card will be followed by a red card meaning that player is out for that night and the next game. Team plays Down a man for 2:00 min. Coaches are responsible for enforcing this. If a team is caught using a player that had a red The previous game, their game will be forfeited and that player will not be permitted to play for the rest of the season.
- D. A straight Red Card is for violent conduct and serious foul play. The player is ejected and team gets 5:00 min. penalty That is served to its fullest, regardless of the teams scoring a goal.
- E. If the opposing team scores, the penalty is over and the player may re-enter the game. Time penalties carry over at half.
  - 1. Any player receiving 3 blue cards will have to pay a \$50.00 fine to play in next game.
  - 2. Any player receiving a red card will have to pay a \$150.00 fine to play in next game.
  - 3. To protest any call a team may pay \$75.00 to have the management her the complaint. If complaint is found to be Reasonable the fee will be given back and will be over ruled.

## Game Play Issues

- A. Players must give 15 feet on all free kicks.

- B. Balls that hit the side netting are played at the spot it went out and behind white line.
- C. Balls that hit the roof will be placed at the far red line, unless deflected then ball is placed at the closest line.
- D. Three line rule is in affect. Ball must touch a player, wall, or turf before crossing three lines. If infraction occurs Opposing team gets ball from other red line.
- E. When whistle is blown, player has 5 seconds to put ball into play.
- F. Goalkeepers can't dribble ball into box and pick up with their hands. Result-free kick from top of box.
- G. Keepers are not allowed to handle the ball from a direct pass or off the wall by a teammates foot.
- H. If a foul is called inside the defensive penalty box but is not serious enough for a card, then the ball will be placed On top of the goal for a free kick.
- I. **NO SLIDE TACKLING!!!!** Slide tackling will include any slide (whether intentional or unintentional) near the ball In play, or any slide away from the ball that causes another person to be taken off their feet.
- J. At no time is a player allowed to play the ball while any of his body except feet is touching the ground.
- K. A shoot out will result when any foul that would warrant a yellow, blue, or red card is committed where the person Committing the foul is in his defensive half of the field and he is the last player between the attacking player with The ball and the goal.

#### Goalies

- A. Keepers are not allowed to bounce the ball after a save. Result free kick from the top of the goal box.
- B. After a save, keeper as 5 seconds to get the ball out of the penalty box.
- C. After a save, keeper may throw ball out, but can't punt or drop kick the ball.
- D. Players are not allowed to play the ball or jump in front of the keeper trying to release the ball. If keeper lays the ball On the ground, it may be played by the opponent.
- E. Any hand ball by the goalie will result in a 2:00 penalty.
- F. If a goalie comments a foul during a shootout a penalty kick will result.

#### Substitutions

Free substitution is allowed. Subs should wait until players are in the area of the bench before coming on the field. Current Player or sub should not play the ball during this change. A blue card will be issued for any violation of the rule.

#### Game Duration

- A. Each game will last 44 min. Two (2) twenty two minute halves with a 2 minute half time. Games will start on the time Written on the schedule. If a team is not ready at the stated start time the clock will begin to run.
- B. Each team gets 1 time out per half. **THERE IS NO INJURY TIME OUT.** However, since safety is our concern, play Will be suspended for the treatment of an injury. If any injury occurs within the last 3 minutes of a game whose score Is within one goal, the referee may stop the clock. Time may be deducted from the next game for lost time.

#### Kick off

The kickoff is a direct kick. All players must be on their side of the field, if not other team will receive the kickoff.

**SEE INDOOR STAFF IF YOU HAVE ANY QUESTIONS REGARDING THESE RULES.**