



# CITY OF SOUTHAVEN

## INDOOR SOCCER RULES

### I. FIELD OF PLAY

The basic form of the field is the same indoor as outdoor except smaller. In addition there are rebound boards on the sides and ends. There are additional lines (RED) across the field on either side of the halfway line. The space between the additional lines is termed the “neutral zone”.

We will use the floor “as is” except that we must be alert to any conditions that could be dangerous to players and officials. All doors and gates onto the field must be closed during play.

### II. THE BALL

U8 – Size 3

U10 – Size 4

U12 – Size 4

U14 Above – size 5

### III. PLAYERS

#### ➤ TEAMS:

- 1. ADULT- 6, one of which must be a goalkeeper
- 2. YOUTH – 6, one of which must be a goalkeeper.
- 3. Teams must play with players listed on their roster.

NOTE: There must be a minimum of 5 players (including goalkeeper) on the floor for each team

4. ONLY ROSTERED PLAYERS AND COACHES ALLOWED IN TEAM AREAS  
(NO EXCEPTIONS)

- SUBSTITUTIONS: May be made on an unlimited basis and during play so long as the **player coming off the floor, this includes goalkeepers, is at their team bench before their sub goes onto the field.**

- Play **WILL BE** stopped to allow for substitutions in the following situations, although the clock will not be stopped.
  - 1. After a goal is scored.
  - 2. After a time penalty is awarded.
  - 3. When play is stopped for an injury.
  - 4. When ball is out of play over the boards or “glass” (kick in or corner kick)

- Play **WILL NOT** be stopped to allow substitutions for any free-kick, including the following situations:
  1. Restart from award of a foul.
  2. Restart from ball on ceiling, rafters, or superstructure.
  3. Restart from a 3-line violation.
- Goalkeeper substitutions may be made at any time so long as the player coming off the floor is at his bench before the player entering is on the floor.
- If there are too many players on the field a **two minute bench penalty is given**. Any player may serve the penalty. The offending team must play “short-handed”.
- When play is stopped for an injury to a player, **that player must be substituted**.

#### **IV. PLAYERS EQUIPMENT**

- Players shall not wear anything dangerous to another player.
  - Only flat soled or turf shoes are acceptable. **Outdoor cleats are not allowed**.
  - Shin Guards **must** be worn by youth and adults.
  - Players with plaster casts shall not play.
  - Infractions of this rule will result in the offending players being sent off and a **Two minute time penalty will be awarded**.
- All teams must wear similar color jerseys. Home team wear Light and Visitor wear Dark if a conflict team not in compliance must change.**

#### **V. REFEREES**

- Referees will wear the proper full uniform at all times (Black shorts, USSF shirt). It will be clean and neat.
- A two man system of referee control will be used for U-18 and up (if possible)
- “Advantage” will be applied

#### **VI. ASSISTANT REFEREE**

- Assistant Referees will not be used.

#### **VII. DURATION OF THE GAME**

- The game will consist of two 20 minute halves for U8 and U10 all other games will be two 25 minute halves. There will be **no stoppage of the clock for any reason**. One 4 minute rest period will separate the halves. **Games will start precisely “on the hour”**.

#### **VIII. START OF PLAY**

- Visiting team kicks off at the beginning of the first half.
- The home team kicks off at the beginning of the second half.
- Restarts from temporary stoppages of play not mentioned elsewhere shall be by drop ball.
- Drop balls are not taken in the penalty area.
- Home team will have bench on right and will be in charge of the clock

## IX. BALL IN AND OUT OF PLAY

### ➤ OUT OF PLAY

- The ball is out of play when it:
  1. Crosses the perimeter wall
  2. Hits the super structure
  3. Play is stopped by the referee

### ➤ IN PLAY

- The ball is in play at all other times including:
  1. Rebounds from the perimeter wall.
  2. Perimeter wall includes anything below yellow band
  3. Rebounds from a referee on the field.

## X. METHODS OF SCORING

The ball must hit the back wall in order to count as a goal.

This does not include the top or sides of goal

Referees decision on goals is final

## XI. THREE LINE VIOLATION

- A 3 line violation occurs when the ball is passed across 3 lines (halfway & 2 redlines) without touching a player, the sideboards, floor or referee.
- Restart is a freekick by the opposing team from the center of the red-line closest to their opponents' goal.

## XII. FOULS AND MISCONDUCT

- All fouls, same as FIFA, except that all freekicks are “**direct**”. There are no indirect freekicks.
- Freekicks in the penalty area against defenders are taken from the **top of the penalty arc**.
- Goalkeeper privileges/restrictions:
  1. Goalkeeper taking the ball to his hands and releasing it cannot handle it again until it is touched by an opponent.
  2. The goalkeeper may not bounce the ball with the intent to delay the game. Punishment for this offense will be the awarding of a freekick from the top of the penalty arc.
  3. Goalkeeper assessed a time penalty may have a teammate serve the penalty, but the penalty is credited to the goalkeeper.
  4. Goalkeeper shall not delay play. He must put the ball into play within 5 seconds.
  5. Goalkeeper who has possession of ball outside the penalty area and then touches (with his hands) the ball inside the penalty area without the ball being touched by an opponent is penalized by a freekick being awarded from the top of the penalty arc.
  6. Pass backs to the goalkeeper are allowed but the team **must gain possession behind the red line closest to their goalkeeper**. This can be done unlimited times.
  7. Goalkeepers are NOT allowed to punt or dropkick in any age group. Infringements of this will result in Direct free kick from top of the arc.

➤ PENALTIES:

1. Penal, Bench and Unsportsmanlike conduct – Time Penalty = 2 minutes.
2. Caution – Time Penalty = 2 minutes.
3. Ejection – Time Penalty = 5 minutes **any player or coach that is ejected from a game will have a minimum one game suspension.**
4. Ejected players or coaches **must leave the bench and field of play and cannot return even following the game.** If an ejected player or coach refuses to leave the bench/field or attempts to return following the game they will receive a minimum three (3) game suspension.
  - 2 minute time penalties are given for fouls and misconduct which would normally receive a warning.
  - When a team is short handed due to a time penalty and is scored upon, the player serving the penalty comes back on the floor. If more than one player is serving a penalty, the first player to be penalized returns.
  - If there are an equal number of players from each team in the penalty box no player is released when a goal is scored.
  - If a player is in for 2 consecutive 2 minute penalties and a power play goal is scored during the first 2 minute segment, he then serves only the remaining 2 minutes. If goal is scored during the second segment, he is released.
  - When 2 players are serving penalties for a team and their opponents score, the person with the least time is released.
  - Cautions and ejections to team personnel other than players do not cause a 2 minute penalty to be served by a player.
  - Bench penalties yielding 2 minute penalties are given for:
    - Excess players on the field
    - Players coming of the bench for confrontation with referees or players
  - Penal time penalties: 2 minute penalties may be assessed at any time at the judgment of the referee for any foul judged serious in nature.
  - Charging players off the ball is considered serious.
  - **Time penalties must be given for “boarding”.**
  - Unsportsmanlike conduct penalties are awarded in situations which do not warrant a caution, but are serious in nature. In the event of a second time penalty for this offense must result in a Caution.
  - Delay of game – kicking the ball away from a restart situation.
  - Encroachment – player inside 10 ft. radius of a freekick and interferes with player.

➤ CAUTIONS:

1. Dissent
2. Persistent Infringement
3. Ungentlemanly Conduct

➤ EJECTIONS:

1. Violent Conduct - All VC infractions will result in a minimum 2 game suspension
2. Persistent Infringement
3. Continued Misconduct after a Caution.

NOTE: 3<sup>rd</sup> time penalties for fouls or unsportsmanlike conduct will result in ejection.

NOTE: All ejections result in a 5 minute time penalty which is served by a substitute since the player ejected must leave the bench and field of play.

➤ GOALKEEPER HAND BALL:

- Goalkeeper is given a 2 minute penalty for intentional handling of the ball outside the penalty area. For example, he reaches out of the penalty area to handle a ball.
- Goalkeeper is NOT given a 2 minute penalty if he first handles the ball in the penalty area and his actions cause his momentum to carry him outside the penalty area. In these cases, a freekick would be awarded at the top of the penalty arc.

### XIII. FREE-KICKS

- All freekicks are “**direct**”
- Opponents encroach if they are within 10 feet of the ball at the kick and interfere with play. Encroachment is penalized with a 2 minute penalty.
- The ball must be put in play within 5 seconds after the referee has indicated play should start. Failure to do so will result in a freekick awarded to the opponents.

### XIV. PENALTY KICKS

- Taken from top of penalty arc
- Players shall not stand in the area of the penalty arc with the intention of obstructing the kicker.

### XV. KICK IN

- The ball is put into play by a kick-in after it travels out of bounds over the sideboards.
- The ball must be placed within 3 ½ feet of the wall along the “broken line.”
- The ball is considered to be played twice even if a player puts the ball off the boards.
- **Goal can be scored directly off the kick in.**
- The ball will be placed on the nearest line when it hits netting above field this is considered a kick-in so a goal cannot be scored directly off kick ins.

### XIV. GOAL KICK

- Similar to FIFA

### XVII. CORNER KICK

- Similar to FIFA

### XVIII. KICK-OFF

- All kick-off and corner kicks are **Direct Kicks**
- **Kickoff may be played in any direction**