

# SOCCER STOP SPORTSPLEX INDOOR SOCCER RULES



## TEAM/FACILITY RULES

- Teams are allowed to roster up to 18 players. Rosters are due by the date of your second game. All players listed must have their information completely filled out and the waiver signed. Players may need to prove age if requested by management.
- Rosters are locked after the 3<sup>rd</sup> game. In the event of long term injury, management will approve a late addition
- Minimum age for Adult coed is 18 years' old
- Minimum age for Men's open is 17 years' old
- Coed teams must have 2 women field players on the field at all times (GK's do not count). Yellow and red cards would be exceptions
- Teams must wear the same color shirt. In the event both teams are wearing the same color, the team listed as the home team on the referee's game sheet will be required to change. Teams are urged to bring two colors.
- High school coed teams must consist of only individuals currently in high school or of high school age
- Teams using ineligible players will forfeit their game
- All youth teams (U19 and below) must have an adult over the age of 25 on their sideline during games
- Only players and coaches are allowed on the player's side of the field. Each team is allowed a maximum of 2 coaches. Videographers and photographers are exceptions to this rule (**Permission required from front desk staff**)
- No one is allowed to stand behind or next to the goals
- No gum allowed on the fields. **Players entering play with gum will receive a "2-minute penalty" similar to the yellow card penalty. A maximum of 2 players per team can serve 2 minute penalties simultaneously. Gum must be spit out prior to return to play**
- **Shin guards are required of all players in all youth leagues (High school and below).** Players entering play without shin guards will receive a "2-minute penalty" similar to the yellow card penalty. A maximum of 2 players per team can serve 2 minute penalties simultaneously. Player must be properly equipped to return to play
- Cleats or turf shoes are not allowed. **Players entering play with improper shoes will receive a "2-minute penalty" similar to the yellow card penalty. A maximum of 2 players per team can serve 2 minute penalties simultaneously. Player must be properly equipped to return to play**
- **Spitting on the field is highly unsanitary and will result in a yellow card for the first offense and a red card on the second offense.**
- Teams will forfeit if at any point after 5 minutes of the scheduled start time, they have fewer than 4 eligible players (5 for U11/12, 6 for U8/9/10). If 4 or more players are at the field, the game will start at 5 minutes

## GAMEPLAY RULES – FIFA/USISA rules govern most aspects of play with the exception of the following modifications

1. **Game times will be either two-25 minutes halves (during 1 hour block) or two-24 minute halves (during 55 minute block)**
2. Clocks do not stop for injuries, except in the last 3 minutes of the game. In the event of a serious injury, requiring emergency personnel, it will be management's determination on whether or not to stop the clock based on time remaining, score, and other factors. Games stopped for a serious injury in the second half can be declared complete.
3. Ball size: U12 and below uses size 4, U13+ use size 5
4. Number of players: U12 and below play 7v7, U13+ play 6v6 (This numbers include the goalkeeper)
5. In the event a division consists of teams from multiple age groups, ball size and number of players rules revert to the youngest team
6. Teams trailing by 6 or more goals can add one additional player until the difference is no longer 6 or more
7. Substitutions are done on the fly and are permitted at any time provided play is not near the boards. **Players leaving the field must be no more than 2 yards away from the door when the new player enters**
8. **Ball out of play:** a ball is out of play when the game is stopped by the referee, when it crosses the perimeter wall or when it hits any part of the field netting.
9. **Restarts – ALL RESTARTS ARE DIRECT KICKS**
  - a. Defending team must be 10 feet away on restarts. Teams/individuals consistently failing to yield the proper distance may be given a yellow card at the referee's discretion without a prior warning.
  - b. Offensive teams have 6 seconds to put the ball back in play after it is placed and the defending team has given the required distance
  - c. Goalkeepers must put the ball into play within 6 seconds of "gathering" themselves
  - d. Kickoffs: all players must be in their own half until the ball is played. Kickoffs may travel backwards
  - e. Corner kicks: result from defensive team playing the ball into the vertical net above/behind the taller end boards, corners are taken from the white dots in the corners

- f. Goal kicks: result from the offensive team playing the ball into the vertical net above/behind the taller end boards, goal kicks are taken on the ground from anywhere inside the penalty box.
- g. Side netting/team area: balls hitting the side netting or going over the bench area walls will result in a free kick for the opposing team to be played from the hash line within a yard of where the ball went out of play
- h. Ceiling netting: balls hitting the ceiling netting result in a free kick for the opposing team directly under where the ball hit the net unless the ball touched the net inside the yellow line on both ends, that results in a free kick from the yellow **Line**
- i. Penalty kicks: All kicks are direct, however, penalty kicks are only given to infractions that would typically result in direct free kicks under normal rules. Infractions that would typically result in indirect free kicks will be taken from either the arc or the yellow dot (offensive team's preference). PK's will be taken from the dot inside the box. All other players must remain behind the yellow line until the ball is kicked.
- j. Three-line rule: balls played **OVER** all three lines (yellow, white, yellow) toward the opponent's goal result in a yellow dot kick for the opposing team at their offensive end

## **FOULS AND MISCONDUCT** - FIFA/USISA rules govern most aspects of play with the exception of the following modifications

- A. **Slide TACKLES** are not allowed. Sliding is allowed when players are not in the vicinity. Goalkeepers can slide in their box.
- B. **Heading the ball is not allowed in divisions consisting entirely of u11 teams or younger (U10 = not allowed, U11=not, U11/12 = allowed). Infractions are penalized by a free kick. PKS will not be given for this foul in the box. Restart would be yellow line. Also, players 10 years old and younger playing in a U11/12 or older league is NOT allowed to head the ball. REFEREES DO NOT KNOW THE AGES SO IT IS UP TO THE COACH TO POLICE THIS.**
- C. Goalkeeper passback rule is the same as it would be outdoor. Infractions are taken with a direct free kick from the top of the arc
- D. Boarding: pushing a player against the boards is a serious offense and typically will result in either a red or yellow card. Players are urged to use caution along the boards and to slow down their play as they encounter them. Our referees call board play tight.
- E. Bracing: players are not allowed to push off using 2 hands **to gain leverage on an opponent**
- F. Offensive and defensive players must control their speed when playing along the boards or approaching. Fouls can be given for offensive players not under control during board play
- G. Individual persistent infringement will be officiated as it would be anywhere else. The referee also has the right to issue a yellow card to a team that he/she deems is fouling far too often
- H. **Fighting, of any nature, may result in a complete ban from the facility.**
- I. Yellow cards: assessed to a player who commits any of the following offenses in a manner that the referee considers careless, reckless, serious or involving excessive force: kicking, tripping, boarding, charging, striking, elbowing, pushing, goalkeeper endangerment, slide tackling, dissent or foul language
  - a. Yellow cards result in a 2-minute penalty in which the offending player must leave the field for 2 minutes. That team will play down a man until the entire 2 minutes has elapsed even if goals are scored
- J. Red Cards: assessed to a player for any foul perceived to be excessively violent, reckless or dangerous, a second yellow, elbowing above the shoulder, fighting, leaving the team bench to engage in any altercation, spitting at a player or official, foul language, or dissent. All red cards result in an ejection from the current game, plus a minimum of 1 additional game. All red cards are reviewed by management to determine if additional suspensions/bans can be issued.
  - a. Teams which a player receives a red card will play down for 5 entire minutes even if goals are scored
  - b. A player receiving a red card is not allowed to participate in any other games that day if they are registered on another team. They must leave the facility for the entire day. An individual serving a subsequent red card suspension (unless specified by management) is allowed in the facility but is not allowed in the team bench area

## **MISCELLANEOUS**

- Standings are updated on a weekly basis and will be posted in the facility. Teams receive 3 points for a win, 1 for a tie, 0 for a loss
  - Teams are organized in the standings based on points,
    - Tiebreakers in the final standings are sorted in this order: Head to head results, Head to head goal differential (max of 6 per game), most wins, goal differential (max of 6 per game), least goals against, most goals scored
- **The referee's authority begins when they enter the field and ends when they leave the property. The referee's power to penalize extends to offenses committed when the ball is out of play, when the match is suspended, and after the match. The referee has discretionary power to suspend or terminate a game by reason of injuries, behavior of players/coaches/spectators, interference by spectators or other reasons he/she deems necessary. Referee assaults may result in criminal prosecution and a lifetime ban from the facility**
- Protests are not allowed and all referee decisions are final
- If you have a complaint about a referee, please bring it to the attention of management
- Soccer Stop Sportsplex reserves the right to amend the rules if needed