



## Indoor Soccer Rules 2016-2017

### **REFEREE**

One referee will be provided for all matches. The referee is responsible for checking eligibility, attendance, controlling the game and keeping score. The referee must be treated with respect. Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match to which he/she has been appointed, from the moment he/she enters the locality where the pitch is situated until he/she leaves. The decisions of the referee concerning the play are final.

### **EQUIPMENT/ATTIRE**

The home team is responsible for picking up pinnies for his/her team (can be picked up from Client Services). Keepers must wear a shirt or jersey that is different in colour to the pinnies or jerseys worn by all players of either team on the field. Clean outdoors soccer cleats, indoor soccer shoes or turf shoes are allowed. **No metal spikes/cleats are permitted. All players MUST wear shinpads - you are not allowed to play if you do not have them. No jewelry is permitted for any intramural sport.**

### **DEFAULTS/FORFEITS**

A 10 minute default rule will apply. If the minimum numbers of players are not present 5 minutes after the scheduled game time the opposing team will gain a one-goal advantage. Exactly 5 minutes after that, if the team has still not met the minimum requirement the game will be officially ruled a default and the final score will be 2-0. **\*No added time will be given\***

### **TEAM REQUIREMENTS**

Minimum number of persons on the field of play to prevent default is 4 (including keeper). Maximum number of players is 5 including the goalie. In a co-ed match, there must be equal number of males and females on the field of play per team at all times (not including the goalie). In the case of an uneven number of either sex you are only allowed one more of each sex on the field at all times. Goalies are not included in these numbers and can be of either sex.

### **BLUE & RED CARDS**

**Blue cards** warrant a 2 minute penalty whereby the offender's team serves 2 minutes of play down 1 player. The opposing team is allowed to field their entire team as normal equating to a "power-play" situation. The fouls that warrant a blue card include, but are not limited to: spitting on the field, any foul committed

intentionally, illegal substitutions, encroachment on any restart and/or inappropriate language or disrespect toward the referee or an opponent.

**Red cards** warrant removal from the game. The player receiving the red card is dismissed from the game and his/her team must play the remainder of the game down 1 player. The fouls warranting a red card include, but are not limited to: slide tackling, fighting, offensive language, severe unsportsmanlike behavior, spitting at or on another person and/or a **second blue card**.

## THE GAME

### Format

Each match will consist of two 18-minute halves of non-stop time. Three minutes will be allowed between halves. During regular season, a tie will remain a tie.

### The Ball

Futsal or indoor balls will be used for **ALL** games.

### Offside

There is no offside in indoor soccer.

### Substitutions

Substitutions will be made on the fly and at any stoppage of play. The substitute must enter at center field and can only enter the field of play when the departing player is within 1 meter of the sideline.

### Slide Tackling

There is **absolutely no slide tackling** in indoor soccer. This is treated as dangerous play, which will result in a **red card** (and have to attend a P&A meeting) and an **indirect** free kick.

### High Kicks

Any high kick that is committed around other players of your team or your opponents will be whistled dead immediately and an indirect kick will be given to the opposing team.

### Goalkeepers

Goalkeepers are allowed to play the ball with their hands only if the ball is within the penalty area. The goalkeeper has 6 seconds to release the ball once control is maintained. The goalkeeper cannot throw the ball past the half line; the ball needs to touch the ground within their own half before it crosses to the other side. If the ball is thrown across half, the opposing team gains possession of the ball at the half line.

### Game Starts and Re-Starts

Each half (and after each goal) will commence with a kick-off from center field. The ball can be played either forward or backward from the kick-off.

**All free-kicks and restarts of play are indirect.** Opposing players must be a minimum of 3 meters from the kick.

Should the ball fully cross the touch line, play will resume with a kick-in.

A foul in the box will result in a penalty kick. The ball will be placed 8 yards from the goal line.

When the ball completely crosses over the goal line, having last touched a player from the attacking team, a goal kick will result. The ball is placed at any point inside the penalty area by the goalkeeper of the defending team. Goalkeepers can not score directly from a goal kick.