

Discovery Sports Center

Indoor Soccer Rules '09-10

Discovery Sports Center Rules for Indoor Soccer are based on FIFA Laws modified for indoor play. Below are the major differences.

Age Groups and Birth Date Information:

- U09/10 – August 1, 1999 – July 31, 2001
- U11/12 – August 1, 1997 – July 31, 1999
- U13/14 – August 1, 1995 – July 31, 1997
- U15/16 – August 1, 1993 – July 31, 1995

1. Number of Players:

- a. U9/10: 7 + goalkeeper
- b. U11/12: 6 + goalkeeper
- c. All others: 6 + goalkeeper

Teams must have a minimum of five (5) players to begin, continue and conclude a match. The official will start the game clock as scheduled, but provide teams with fewer than five (5) players, a five (5) minute grace period to produce the minimum required five (5) players before a forfeit is awarded to the opposing team, with the resulting score registered as a 1-0 result.

2. Ball: Home team (1st on schedule) provides.

- U-12 and under: Size 4
- U-13 and over: Size 5

3. Substitutions: Unlimited “on the fly” without the referee’s permission. Must occur from the player’s bench with exiting player off the field before substitute enters the field. (IFK)

4. Rosters: Eighteen (18) for youth leagues. A maximum of two (2) additional adult personnel, coaches or otherwise, are allowed in the player’s box. No carded players allowed in the Rec division. Rosters are frozen at kickoff of team’s 3rd match.

5. Player’s Bench and Coaching: Non-rostered minors are not permitted in the player’s box. No coaching is allowed from the opposite touchline or behind goals.

6. Equipment:

- a. Turf shoes and flats (including black-soled) are acceptable footwear. Molded cleats and/or studs are prohibited.
- b. All players must wear shinguards.
- c. Teams are required to have a dark colored jersey and an alternate light colored jersey.

7. Duration of Play:

<u>Type of Play</u>	<u>Half</u>	<u>Halftime</u>
Youth League	2 x 22 minutes	2 minutes

One 5 minute “Golden Goal” overtime period will be played for league playoffs if necessary. The overtime period will start with a drop-ball. FIFA PKs (modified) will be taken if a match is still tied at the completion of one overtime.

8. Kickoff: On the whistle, ball may be played in any direction on the first touch. A player may score directly from the kickoff.

9. Six Second Restart Rule: A restart must occur within 6 seconds of placing the ball for a free kick, corner kick or goal kick (IFK). Goalkeepers must also release within 6 seconds after gaining possession and returning to their feet (IFK from the top of the penalty arc). Goalkeepers may use unlimited steps to bring the ball to the boundary of the penalty area.

10. Ball Out of Play: If the ball goes over the touchline, the restart is a throw-in where the ball went out. A goal kick (IFK) or corner kick (DFK) is taken if the ball goes over the end line. If the ball hits any overhead fixtures, the restart is a free kick (IFK) under the point of contact. Opposing players must give TEN FEET when the ball is re-started.

11. There is no offside.

12. Slide Tackling: Slide tackling the ball by field players is not permitted. If penalized, a direct free kick will be awarded to the opposing teams.

13. Injuries: Any player who is bleeding must leave the field. Time will not be stopped for injuries.

14. Goalkeeper Release: Punts and drop kicks are not permitted except for U-10's and below. The ball must be distributed by a throw, normal place kick or kick from a dribble (**IFK from top of the penalty arc**)

15. Goalkeeper:

- a. The goalkeeper may NOT handle the ball if intentionally passed to him from the feet of his own teammate. (**IFK**)
- b. The goalkeeper is not limited in steps in his goal area which is the area inside the white arc in front of each goal.
- c. If the ball is thrown or kicked over midfield in the air without hitting the ground or another player on his own half of the field first, an indirect free kick from the center mark will be awarded to the opposing team.

16. Direct and Indirect Free Kicks:

Opposing players must give TEN FEET on all kicks, and corner kicks or may be cautioned (**Rekick**). Player taking the direct or indirect kick may not play the ball a second time until the ball is touched by another player.

17. Misconduct Rules:

- a. Yellow: 2 minute penalty with replacement until penalty period has elapsed. Time penalties are not reduced by the scoring of a goal. Goalkeepers must serve their own penalties.
- b. Red: Ejection without replacement for the duration of match. The offender must leave the playing area (which includes the player's bench) and sit out the team's next match. A player may not play in another league at the DSC during this period.
- c. Coaches may be issued cards. A red card for a coach means his/her team playing short a player for the rest of the game. A coach sits out the next match.

Notes:

Discovery Sports Center has a "**Zero Tolerance Policy**" towards fighting. Any player engaged in fighting will be suspended for the remainder of the season. A second incident of fighting from any player on a team, in which a player has been previously suspended, will result in the ejection of the team from the current session, without refund and may warrant exclusion from future sessions.

18. Penalty Kicks:

Penalty Kicks will be taken from the BLUE line in front of each goal. U13 and older age divisions must take a one-step approach. U12 and younger have unlimited steps.

19. Point System: Win = 3* Tie = 1 Loss = 0 *(Forfeit victories are 1-0)

20. Tie Breakers: (League Play)

1. Head to Head (or record among tied teams where applicable)
2. Least goals against
3. Goal differential (max 3 per game for winning team. For example, a team winning 6-0 gets 3 bonus points.)
4. Most goals scored

21. Lopsided Rule: In games where the score differential reaches ten (10), the losing team will add one player until the score returns to a nine (9) goal differential. This situation may repeat itself prior to the end of a game.

22. Tie-Breaking FIFA Penalty Kicks (modified) For playoffs only: The three (3) players to take kicks must come from those on the field when time expires. If the score is tied after three (3) kicks, the same three (3) players alternate kicks in "sudden-death" format until one team wins. All kickers are allowed only a one step approach prior to taking a kick.