

Discovery Sports Center

Youth Indoor Soccer Rules '11-12

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, 2001 – July 31, 2003
- U11/12 – August 1, 1999 – July 31, 2001
- U13/14 – August 1, 1997 – July 31, 1999
- U15/17 – August 1, 1994 – July 31, 1997

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 four (4) players to begin, continue and conclude a match. The official will start the game clock as scheduled, but provide teams with fewer than four (4) players, a five (5) minute grace period to produce the minimum required four (4) players before a forfeit is awarded to the opposing team, with the resulting score registered as a 3-0 result.

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

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|-----------------|--------|
| 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. Non-rostered minors are not permitted in the player’s box. No coaching is allowed from the opposite touchline or behind goals.

5. 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.

6. Duration of Play:

<u>Type of Play</u>	<u>Half</u>	<u>Halftime</u>
Youth League	2x22	2 minutes

NO overtime period will be played for league playoffs. Instead, there will be 3 FIFA PKs taken by players on the field at the end of regulation time. Please see rule 20 for all penalty kick rules.

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

7. 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.

8. Ball Out of Play: If the ball goes over the touchline, the restart is a throw-in where the ball went out (IFK). 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.

9. **There is no offside.**

10. **Slide Tackling:** Slide tackling an opponent is not permitted. If penalized, a direct free kick will be awarded to the opposing teams and a red card may be issued if the tackle is violent enough.

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

12. **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**)

13. **Goalkeeper:**

- a. The goalkeeper may NOT handle the ball if intentionally passed to him from the feet of his own teammate and may not have a second touch of the ball with his hand until the ball has crossed the center line or is touched by an opposing player. (**IFK**)
- b. The goalkeeper is not limited in steps in his penalty area which is the area inside the white arc in front of each goal.
- c. Any GK release of the ball or restart kicks (IFK or DFK) by any player from within the penalty area (white lined arc area) may not clear the midfield line in the air without first touching another player or the ground (IFK from the center mark).
- d. Goalkeepers are permitted to slide tackle an opponent inside their penalty area.

14. **Direct and Indirect Free Kicks:**

- a. Opposing players must give TEN FEET on all kicks, and corner kicks or may be cautioned (**Rekick**).
- b. Players taking the direct or indirect kick may not play the ball a second time until the ball is touched by another player.
- c. All restart kicks (IFK or DFK) taken by the defensive team from within its penalty area must clear the penalty area prior to being touched by any other player (Rekick)

15. **Misconduct Rules:**

- a. Yellow: 2 minute penalty with replacement until penalty period has elapsed.
- 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. Time penalties are not reduced by the scoring of a goal. Goalkeepers must serve their own penalties.

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.

17. **Point System: Win = 3 Tie = 1 Loss = 0**

18. **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, i.e., if you win 3-0 or 9-0, you still receive 3 points)
4. Number of shut outs
5. Number of forfeits

19. **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.

20. **FIFA Penalty Kicks (modified):** The three (3) players to take penalty kicks must come from those on the field when regulation time expires. If the score is still tied after three (3) penalty kicks are taken by each team, each team will use the remaining field players to take alternating penalty kicks in a "sudden death" format until there is a winner.