



Indoor Soccer Rules Quick-Reference Sheet

Schedules. Schedules will be posted at www.hallmarksportsclubii.com. For access, members provide us with an e-mail address. It is Coach/Manager responsibility to ensure teams know their game times.

GK THROW. No goal-kicks. When goal-kick situation arises, GK collects ball and, once in penalty area, has 5 seconds to throw (CAN'T kick) ball into play. Ball is "in play" when it leaves penalty area.

3-LINE VIOLATION. Ball cannot travel forward across all 3 lateral lines without touching a player, ref, wall, or floor. Result is a direct free kick for opposing team from center of first line crossed.

SAFE DISTANCE from re-start will be **15 feet (5 yards)**. Yield the distance immediately or receive Yellow Card for Encroachment. *Distance does NOT have to be requested to be respected.*

SUPERSTRUCTURE OUT-OF-BOUNDS (ceiling/rafters) restarts at center of lateral line nearest the player who played the ball out-of-bounds.

Game Length. Hallmark Indoor League Games are a single 45-minute game (no halftime).

Games are started via dropped ball near the clock, not a kick-off.

(exceptions: U8 small-sided play 2x20:00-min periods; Futsal play 1x26:00 game, switching sides roughly halfway thru on a deadball at Refs discretion)

Our schedule allows for very little "breathing room". Teams are expected to take the field, ready to play, immediately as the previous game ends. Team Areas are provided in the north corners of Fields 1 & 2 where your team can gather briefly before and after games. Hallmark Leagues operate under a RUNNING CLOCK, with no stoppages (excepting serious injury).

GK sub is on-the-fly, but Ref may delay a dead-ball restart to allow smooth keeper change.

Number On-Field. U8 = 5v5; U10 = 7v7; U12 (field 1) 7v7, (field 2) 6v6; /U14+ = 6v6; Futsal = 4v4
HS Prem/"A" Divisions will play 5v5 on smaller field (effective 2013-14). Numbers incl GK.

Rosters. Teams may roster as many players as they want.

Exception: players can play for ONE team in non-adjacent Lge/Div (can't play vs yourself).

Guest Players. Teams may "borrow" up to 2 non-roster player under the following conditions:

- Borrowed players are legitimate, rostered, waived, Hallmark players & appropriate age
- The borrowing team would have no more than two (2) substitutes (including the Guests)
- Hallmark Staff (Front Desk), Game Referee, AND opposing Coach/Manager are notified

Note: If rostered players arrive late and would take team beyond two subs, Guests must leave

Substitutions. Subbing is on-the-fly, including the GK. Our Referees may delay a re-start to allow a GK change to occur more smoothly (Ref's discretion). Player leaving the field must be at/thru the door before entering player may step on. Violation is a Bench Blue Card.

Team Benches. Up to two (2) Coaches and rostered/dressed Players are allowed in bench area.

High School and Youth Leagues require an ADULT (21+) be in the bench area with the team.

Cards. Hallmark Referees will use 3 penalty cards:

BLUE 2-minute penalty (penalty ends if opponent scores)

YELLOW 2-minute penalty (penalty does NOT end if opponent scores)

RED 5-minute penalty + player ejected (penalty does NOT end if opponent scores)

Any carded player must serve his/her entire penalty time, even if a goal is scored against. The only exception to this is a GK, who can have a teammate leave the field for them if BLUE carded.

2 BLUE CARDS = YELLOW CARD
2 YELLOW or 3 BLUE = RED CARD (Ejection)

Red Cards are recorded with facility management and incur a minimum one-week suspension from facility (all leagues, all games – even if player is on multiple teams).

Handling. Soccer's most misunderstood rule! A player is only penalized for **deliberately** handling, striking, or propelling the ball with the hand/arm. A ball hitting a player is not always "handling"!

Advantage. Like outdoor, Game Referee has discretion to allow play to continue despite a foul occurring, if calling that foul would take attacking advantage away from the team fouled. That foul may subsequently be called, if Referee feels the perceived advantage did not materialize. Advantage is usually signaled with outspread arms and a call of "Play on!"

No Dangerous Sliding or Playing From the Ground. "Dangerous" implies that there are other players in vicinity or player near a wall or goal frame. (Referee discretion as to "dangerous")

***No Contact From Behind*.** Any attempt to play ball from behind opponent shall be called as Dangerous Play. *This is a big change from standard outdoor rules, but has served us well in cutting down injuries and fights.*

Catch Up Rule. When a team gains a 5 goal lead, **they will remove one player** from the field. Teams stay at this number until lead is cut to 2. (*Youth & High School Leagues only*)

Goalkeeper Rules.

- GK has 5 seconds after handling to put the ball back into play (out of the penalty area)
 - Bouncing ball is allowed (within the 5 second limit)
- No back-pass allowed (same as outdoor)
- GK is only player allowed to slide in indoor soccer, provided the slide is controlled, safe, and in a legitimate & reasonable attempt to play the ball.
- Any ball played by a GK directly out-of-play (from within their own area) shall re-start via free kick from the top of that GK's own restraining arc (Def may set a wall).

***Penalty Box Rules*.** Not every foul in indoor soccer that occurs within the penalty area results in a penalty kick (PK). ONLY a foul that draws a Timed Penalty (Card) results in a Penalty Kick. All other, non-carded fouls occurring within the penalty area result in a free kick from top of the restraining arc. *Also, in indoor soccer, a foul committed OUTSIDE the penalty area that draws a Penalty Card (esp if denies an obvious chance to score) may result in a Penalty Kick (Ref's discretion).*

Dissent. Defined as "Any objection by word or action to an official's call". So even if you're right, it's still dissent, and is a YELLOW CARD offense. Let the Referee call the game. *In cases of dissent card protests, Hallmark Management will always side with the Referee's call.*

Cancellation Policy. Hallmark rarely cancels games. If you ever feel unsafe about travel to our facility however, please stay home, it's only a soccer game. Notice about closings/delays will be posted on our website and Managers contacted by email as soon as the decision can be fairly made.

Overtime! Tied (Youth/HS) games will go to Golden Goal, one minute (1:00) periods. Before each period starts (incl first!) each team removes one player from the field. GK must always be identified visually. Subbing is still on-the-fly throughout. At 2v2, players may dribble on a deadball/re-start. When down to 1v1, both players are considered GKs.

Thank you for playing at Hallmark Sports Club II. Remember that this is a recreational facility where people come for fitness, fun, & learning. Problem coaches, parents, & players will be asked to leave.

Hallmark Sports Club II League Directors & Managers are final ruling body on all rule-related issues.

The complete Rulebook is available at www.hallmarksportsclubii.com /Forms & Info