



INDOOR SOCCER

~

Rules Of Play

~

Updated for 2013-2014 Seasons

Includes:

- * **Indoor Soccer League Rules**
- * **Futsal League Rule Modifications**
- * **Co-Ed League Modifications**

Last Revision: October 11, 2013

Changes/additions Highlighted

INDOOR SOCCER ~ RULES OF PLAY

GENERAL: *Aside from the exceptions listed here, Hallmark II Indoor Soccer Leagues shall be governed by USSF/FIFA Laws of the Game of Soccer.*

1. FIELD & FACILITY (“HOUSE”) RULES

- 1.1 GAME BALLS. Game Balls provided by the facility.
- 1.2 SHIN-GUARDS. Shin-guards are MANDATORY for Youth and High School Leagues.
- 1.3 SHOES. Hallmark does NOT allow outdoor cleats.
- 1.4 NO “Dangerous” Sliding or Play from Ground allowed.
- 1.5 SPITTING on playing field is a YELLOW CARD offense.
- 1.6 There is NO OFF-SIDES in Indoor Soccer.
- 1.7 BALL OUT-OF-PLAY. A ball is ruled Out-Of-Play upon hitting any netting around field, leaving field over a wall, or by referee whistle. Note the GK Exception, Rule 2.6.3.
The following methods of re-start apply:
 - 1.7.1 SIDE LINE Out-Of-Play will be a kick-in within 3 feet of wall directly below where ball struck net or went over.
 - 1.7.2 END LINE Out-Of-Play will be either a GK Throw or Corner-kick as appropriate.
No Goal-kicks. GK shall collect ball with hands within his/her penalty area, then has 5 seconds to **throw** (can’t kick/punt) ball into play (ball must leave penalty area to be “in play” again). All players apart from GK must be out of penalty box.
Corner-kicks shall be taken from the appropriate white spot/circle, as indicated by Referee. Defending players must be 10 feet from ball (edge of their penalty box).
 - 1.7.3 CEILING Out-Of-Play will be re-started by a Free Kick from the center of the full lateral line **nearest the player who played ball** out-of-bounds.
- 1.8 DIRECT KICKS. All re-starts and Kick-offs are Direct Free Kicks and a goal may be scored. 15 feet must be given (does **NOT** need to be asked for).
- 1.9 KICK-OFF. Kick-offs may be played directly backward.
- 1.10 PENALTY KICKS. Upon the taking of a PK, the shooter may only approach the ball from inside the restraining arc.

2. PLAYERS & TEAM RULES

- 2.1 UNIFORMS. Teams are required to wear a similar color shirt/top that is different from opponent. Goalkeepers must wear shirt/top different from both teams. In a conflict, the team on Home bench will change.
(We recommend all players always bring a simple White tee as backup).
- 2.2 MIN PLAYERS. A team must have Full Team minus 2 minimum for a “legitimate” (non-forfeit) game to start.
- 2.3 SUBSTITUTIONS. Substitutions shall be made “on-the-fly”, no stoppage required. A player should be within 3 steps of our bench door before the substitute enters field.
Violations can be a BLUE CARD, or even a YELLOW if a repeat offense or deemed time wasting tactic. The Referee may delay a re-start to allow a GK change to occur smoothly.
- 2.4 GUEST PLAYERS. A team may “borrow” Guests under the following conditions only:
 - A) Player is a legitimate, rostered, Hallmark Player,
 - B) Borrowing team would not have more than two Subs,*
 - C) Hallmark Manager-On-Duty, the Referee, and opposing Coach are notified.

Failure to meet these requirements will result in forfeit of Game.

*Note: If a Rostered Player(s) arrives and team would have more than 2 Subs, Guest Player(s) must leave.

2.5 **BENCH PERSONNEL.** Teams are permitted their rostered players and up to 2 Coaches in Team Bench Area only. An Adult (21+) is required on bench of all H.S. aged teams.

2.6 **GOALKEEPERS.** A few rules apply specifically to GKs:

2.6.1 BACK PASS. The No Back-Pass Rule applies, same as current outdoor soccer laws.

2.6.2 SLIDING. GKs shall be allowed to slide only within their own penalty area, and only if (Ref discretion) it was “under control” and necessary to play the ball.

2.6.3 DISTRIBUTION. A GK, within own penalty area, who plays the ball Out-Of-Play, will concede a Free Kick to opponent, taken from the top of GKs Restraining Arc.

2.6.4 5-SECOND RULE. GK must get the ball out of the penalty area in 5 secs.

Dropping ball to own feet does NOT stop 5-sec count once GK has possession (hands).

3. OFFICIALS, FOULS & MISCONDUCT RULES

3.1 **FOULS.** Anything qualifying as a foul in outdoor, is equally a foul in Indoor Soccer. Our referees are instructed to call fouls even more when they occur within 3 steps of a wall, as most injuries occur there. Keep in mind, then, that something that might be “let go” at mid-field can easily be whistled near wall and even draw a card near a wall.

INDOOR SPECIFIC FOULS. Fouls specific to Indoor Soccer:

LEVERAGING. Using 2 hands on a wall to fend off opponent.

5-SECOND RULE. Re-starts & GK handling all subject to a 5-second limit.

BOARDING. Excessive force/contact toward/near wall. BLUE CARD Minimum!

WALL-JUMPING. Not allowed! Use the DOORS. Result = Blue Card.

3-LINE VIOLATION. Ball cannot be played forward across all 3 lateral lines without first touching a player, referee, wall, or floor. Penalty = restart for opponent on center of 1st line ball crossed.

3.1.1 **NO CONTACT FROM BEHIND.** Hallmark does not allow contact from behind in our indoor soccer leagues. This rule is the biggest change from outdoor soccer, but has served us well in cutting down on injuries and fights.

3.2 **CARDS.** Cards will be issued by Referee in same manner as outdoor soccer. Fouls & misconduct shall result in **BLUE**, **YELLOW**, or **RED CARD** as deemed appropriate by the Referee. Hallmark shall support all Referee decisions, no protests will be accepted.

Card Penalties as follows:

BLUE 2-min Penalty, ends if opponent scores;

YELLOW 2-min Penalty, does NOT end if opponent scores;

RED 5-min Penalty, does NOT end if opponent scores.

All Carded penalty time MUST be served in entirety by the offending player, regardless of whether the penalty time is shortened (by a goal) or not.

(GKs are exempted from serving their own BLUE CARD Penalties.)

2^d **BLUE** = **YELLOW**, use Yellow Card Rule, but apply Blue Card penalty time;

3rd **BLUE** or 2^d **YELLOW** = **RED**, as Red Card Rule, but apply appropriate Card time.

* Cards tend to be drawn when Referee feels careless, malicious, reckless, or excessive force was involved.

3.2.1 BLUE CARD OFFENSES: illegally entering or leaving, endangering GK (by sliding at or charging), boarding, leverage, and wall jumping

3.2.2 YELLOW CARD OFFENSES: entering the field during an altercation, persistent infringement of rules, deliberate handling, dissent (verbal or gesture), incidental vulgar or profane language, unsporting conduct (delay, encroachment, shirt pull, deliberate foul, faking injury), “diving”, provoking an altercation, and spitting.

3.2.3 RED CARD OFFENSES: taunting, 2nd Yellow Card, violent conduct, fighting, deliberate handling to prevent a goal being scored, deliberate foul to prevent obvious scoring opportunity, spitting at a person, insulting or vulgar or profane language or gesture directed at person, and entering an altercation. * Any player/coach RED CARDED must leave bench area before game resumes, and may be asked to leave facility. RED CARDS will carry a commensurate suspension from facility (next game, full week, full season, full year, or lifetime), subject to review by Management. Coach will be notified within 48 hours.

3.3 **PENALTIES.** Any player receiving a Card and ensuing Penalty MUST sit out the entire time, regardless of whether the penalty itself runs through completion (may be shortened by a goal being scored by opponent).

3.3.1 GK EXEMPTION. A field player may serve a GKs Blue Card Penalty. This Exemption does NOT apply to Yellow or Red Card offenses.

3.3.2 COINCIDENTALS. If both teams are issued matching penalties, Referee may opt to send the offending players off, yet allow teams to continue at full-strength.

4.TIME & SCORING RULES

4.1 **GAME LENGTH.** Standard games will consist of a single 45-minute game (no halftime). Games will be scheduled every 50 minutes. Teams are required to be present and on field at completion of previous game, no “grace periods”, except for extreme weather or circumstances communicated to Manager in advance.

Exceptions: 4v4 League Games are 26:00 (games every 30 minutes, 2 games per team played as Double-headers every Game Day); U8 Games are 2 x 20:00 halves (game every 45 minutes).

4.2 **CATCH-UP RULE.** A team **winning** by 5 goals must remove one player from field. They play “handicapped” until their lead is cut to 2 goals. (*Youth and H.S. Leagues only*)

4.3 **STOPPAGE.** Hallmark does NOT stop Game Clock for any reason, excepting major injury. Referees may add time if deemed necessary due to delay or Ref position.

4.4 **TIE-BREAKER.** A series of 1-minute “Golden Goal” overtime periods will begin, each team removing one field player before each begins (incl first!). GK must be clearly designated. Subbing may still be done on-the-fly. (Youth & HS League games, plus Futsal & Men’s Tourney games)

A. CO-ED LEAGUE RULE EXCEPTIONS

The following Rules will apply to all Hallmark Sports Co-Ed Leagues/Divisions:

A.1 **CO-ED PLAYERS.** Teams will play 5 Field Players and 1 GK. 2 of the 5 Field Players must be female. GK may be either.

A.1.1 ADULT AGES. Adult Lge players must be 18+.

A.1.2 HIGH SCHOOL AGES. “High School” Leagues require players be currently in High School (or younger)

A.2 FEMALE TOUCH RULE. A female (attacking team) must touch the ball in the Offensive half of the field before a shot can be taken. Violation = Goal-kick. “Re-sets” when ball crosses half-line next.

A.3. FEMALE GOALS = 2 pts

A.5 EQUAL CONTACT RULE. Males may not use “excessive” force or contact vs females (Referee discretion). However, a male may use “equal force” or contact vs a female who initiates aggressive contact (again, Referee’s discretion).

A.6 INTIMIDATION RULE. Males may not strike ball full-force at or near a female. If Referee feels intimidation is attempted, ball will be whistled dead and a re-start will be taken. May also be a Blue Card offense (or worse).

B. TEAM & MANAGER RESPONSIBILITIES

B.1 SCHEDULES. Posted at www.hallmarksportsclubii.com. Team Manager responsible for their players knowing game times.

B.2 FORMS. Teams are required to submit a completed **Team Roster** when they register. Players may be added thru Game 3, but **MUST** be on Roster prior to playing. Players may only play on **ONE TEAM** in any one Division. Each Player must have a signed **Player Registration/Liability Waiver** on file each playing Year to play (year = July thru June). Playing without a Waiver on-file will result in Player Suspension and Team forfeit(s).

B.3. TEAM FEES. Team Manager is responsible for payment of Team Fees. Fees are due **IN FULL** at time of Registration. Failure will prevent the team from having any games scheduled.

B.4 FACILITY CARE. Each team is responsible for leaving the facility clean for the teams to follow. **PLEASE CLEAN UP YOUR BENCH AREA** after your game. Keep Locker Rooms neat. Please keep food and drinks (other than bottles) off of fields and out of bench areas. Please return any vests, balls, cones, etc borrowed for your game to Manager-On-Duty.

B.5 AGE DETERMINATION. Soccerville indoor leagues will abide by the previous outdoor season’s Age Determination Rules as set by USYSA, IYSA, and local Leagues.

B.5.1 PROOF OF AGE. Coaches are advised to ensure that their players have Proof-of-Age available, to produce should they be challenged by an opponent.

B.5.2 U14/15 AGE EXEMPTION. As per NWISL Fall outdoor rules, we will allow up to 3 players who are 15 years old but **NOT** in high school, to play on a U-14 team. Those players **MUST** play in the highest division, otherwise approval from facility management required. These players must be clearly indicated on Team Roster.

Hallmark Sports Club II, its League Directors and any Manager-On-Duty will be final ruling body in any Rule-related issue.

Misc. Notes:

Advantage: A discretionary judgment which allows an official to permit play to continue rather than stopping play for a foul. Based on the premise that the foul did not put the offended team at a disadvantage, or the foul, if called, may take away a favorable opportunity from the offended team. The foul may subsequently be called if the advantage does not materialize.

Indoor Penalty Box Rules: Not every foul in the penalty box in indoor soccer will result in a penalty kick (PK). ONLY a foul in the penalty box that draws a timed penalty card will result in a PK. All other fouls within the area will result in a free-kick from the Restraining Arc (defense may set wall). Also, a foul committed OUTSIDE the penalty area that results in a timed penalty card (esp if obvious chance to score was denied) should/may be a PK (Referee discretion).

CO-ED LEAGUE RULES / EXCEPTIONS

of Females 2 of 5 Field Players must be female
Female GK does not count toward these 2

18+ Adult League Players must be 18 or older (only League Coord authorized to allow exceptions)

HS age High School Leagues require that all players are currently in high school (or younger)

Female Touch A female (attacking team) must touch the ball in the Offensive half before a Goal can be Scored

Female Goal Goals scored (shot, not deflected) by females are worth 2 pts

Co-Ed Rule Application Grid:

League:	<u>Adult</u>	<u>High School</u>
# of Females	YES	YES
Female Touch	NO	YES
Female Goal = 2	YES	NO

Rule Modifications for Futsal

(Taken from US Futsal Federation Rulebook)

Hallmark Futsal Leagues abide by our Standard Indoor Soccer Rules of Play Book, with the following exceptions/variations:

Substitutions: Subbing is still “on-the-fly”. Subs do not step onto court until the player leaving has stepped off the field. Subs (IN & OUT) must be made within 10 feet of centerline. Exception: GK change may be made at a stoppage in play.

Shoes: Only flat-bottom Tennis Shoe or multi-stud Turf Shoes (no black-sole or marking soles) may be worn on the Tennis/Futsal Court. NO CLEATS.

GK THROW-IN: There are no goal-kicks in Futsal. Any ball over the endline last touched by attacking team is restarted by a GK Throw-In. The GK picks the ball up in his/her hands within his/her penalty area* and can immediately throw ball in, so long as ball does not travel directly over centerline in the air. Ball is ruled In-Play as soon as it leaves the penalty area*. (GK may not drop ball to own feet, as it will not have left the area).

Goalkeeper may NOT score goal directly from a throw (either GK Throw-In or live play).

NO CONTACT: Unlike outdoor soccer, even a Fair Charge is a foul in Futsal. (Futsal is a skilled, no-contact sport).

Penalty Kicks: *Note: NOT EVERY FOUL IN THE BOX* IN INDOOR SOCCER DRAWS A PK! ONLY fouls drawing a Timed Penalty result in a PK. Note 2: At the same time, fouls that would draw a PK within the Area should also draw a PK EVEN IF COMMITTED OUTSIDE THE AREA!!* Penalty Kicks shall be taken from the Penalty Spot, all players other than shooter & defending GK must retreat to centerline. Fouls within the area that do NOT result in a PK shall be restarted by a kick from the nearest point on the edge of the area.

<p>*Penalty Area is defined on our futsal court as: Full Width of Futsal Court and out to Tennis Court baseline (next White Line).</p>
--