

# LAKE COUNTY SPORTS CENTER

## INDOOR SOCCER HOUSE RULES

### GENERAL RULES

#### RULES OF REGISTRATION

- \* League Officials are made up of selected members of participating teams or clubs.
- \* League Officials can modify these rules if needed to make a good soccer decision.
- \* All teams must be registered with the League before the first game of the season.
- \* Teams must submit an official and **complete team roster** prior to the start of their **fourth league game**.
- \* **Team deposits** must be submitted prior to their **first league game** and full payments are due prior to the start of their fourth league game.
- \* All coaches must possess parent waiver and insurance paperwork for each participating player.

#### PLAYER ELIGIBILITY

- \* **All players** must be on the official **team roster** in order to play in any game.
- \* If questioned by a League Official, players must provide proof of age.
- \* No player may be on more than one roster in the same division unless approved by the League Officials.

#### LEAGUE STANDINGS

- \* **League standings** will be determined as follows:

3 Points for a Win  
1 Point for a Tie  
0 Points for a Loss

League winners will be determined by Total Points.

- \* **Tie breakers** will be determined as follows (in this order):

Head to Head Competition  
Goal Differential (plus – minus)  
Goals For  
Goals Against

- \* If your team is in the playoffs, the positions are determined by the total league points. Playoff games add to a team's overall point total and count towards the final standings.

#### GAME LENGTH AND CLOCK

- \* **All league games** are played as **2 x 20 minute halves** unless otherwise stated by the League Officials. There is **no warm up time on the playing field**. The clock will run **continuously** and will only be stopped for an **injury, time penalty assessment, or delay of game penalty** (last 2 minutes of a game where the score is a two or less goal difference). There are **no time-outs** in any game.

### TEAM RULES

#### BALL SIZE

- \* A size **5** ball will be used for all adult, U-13 through U-19 leagues. A size **4** ball will be used for all leagues ages U-12 and younger. Micro soccer will use a size **3** ball.

#### NUMBER OF PLAYERS

- \* A maximum of 18 players on the official roster may dress and participate in any particular game, one of which must be identified and dressed as a goalkeeper. A maximum of **2 coaches** are allowed in the team bench area. **No unauthorized personnel or spectators are allowed in the bench area**. If an unauthorized individual refuses to leave the bench area after being warned, the team will be issued a two minute penalty and the clock will be stopped until the problem is resolved.
- \* **Maximum** number of players allowed on the field during play (**not** including the goalkeeper) **5** for U-15 through U-19, **6** for U-12 through U-14, **8** for U-9 through U-11.
- \* **Minimum** number of players required to start a game; **4** for U-15 through U-19, **5** for U-12 through U-14, **6** for U-9 through U-11.

## SUBSTITUTIONS

\* Substitutions may occur on an unlimited basis and “**on the fly**”, provided that the player leaving the field and the player entering the field do not participate in play while they are simultaneously on the field. This applies to **goalkeeper** substitutions as well. **A substitution violation is a 2 minute penalty.**

## INJURIES

\* If there is an injury, the referee may stop the clock and instruct the coach to enter the field and tend to the player. The player must leave the field and not reenter play until the next available substitution. Under no circumstances is a player allowed to continue to play while he/she has an open wound or blood is present.

## PLAYER EQUIPMENT

**Uniforms** must be of the same color. Teams must provide their own alternate colored jersey. The League will not provide scrimmage vests in case of a color conflict.

**Goalkeepers** must wear a jersey which distinguishes them from all the other players.

**Jewelry** of any kind is strictly prohibited and must be removed.

**Braces or Casts** must meet the referees approval as to its safety to other players.

**Footwear** must be a flat-soled indoor shoe. **No cleats!**

**All players at every level must wear shinguards! No exceptions!**

**One warning will be given for equipment violations. Time penalties will be assessed thereafter for infractions not corrected.**

## GOALKEEPERS

\* **Goalkeepers can** score with their hands.

\* **Goalkeepers must** release the ball within **5 seconds** of receiving it.

\* **Goalkeepers are not allowed to bounce the ball.**

\* Punting is **not allowed** in **High School** leagues. U-14 and under leagues are allowed to punt the ball. Drop kicks are **always allowed**.

\* **Goalkeepers are allowed to handle the ball when;**

a teammate passes the ball to him/her from inside the defensive red line; ... a teammate unintentionally passes the ball to him/her from anywhere on the field; ... a teammate passes the ball to him/her after a goal kick has been taken.

\* **Goalkeepers are not allowed to handle the ball when;**

a teammate intentionally passes a ball to him/her that originated from outside the defensive red line; ... after having possessed the ball, released it to a teammate and that player passes the ball back to the keeper, unless there is a foul or a stoppage in play; ... the goalkeeper receives the ball with his/her feet outside the penalty box and attempts to carry the ball back into the box and pick it up.

## MISCELLANEOUS TEAM RULES

\* **Slaughter Rule** : A team is allowed to play with one extra player when by losing by 5 or more goals.

\* **Late Teams** : If a team is late or does not have enough players to start the game, the clock will start and **1 goal** will be immediately assessed against them. Every **five minutes**, **another goal** will be awarded until **15 minutes** have elapsed. A forfeit will be awarded to the existing team and a friendly game will be played.

\* **Forfeit Rule** : In the case of a forfeit, the winning team will be awarded a **3-0 victory**.

# LAWS OF THE GAME

## REFEREES and OFFICIALS

\* The Referee(s) are responsible for controlling the game and have the authority when they are on the field. Two officials will be responsible for the control of the game for all High School Leagues. Both officials will call the game from inside the field, one will be responsible for running the time clock. One official will be responsible for the younger leagues.

## FOULS and MISCONDUCT

\* Any player who kicks, trips, strikes, boards, jumps at, pushes, holds, charges, commits dangerous play, obstructs, or handles the ball (except the goalkeeper within their own penalty box), can be penalized by awarding a free kick to the opposing team.

\* **ALL FREE KICKS ARE DIRECT KICKS.**

\* **Time Penalties:** Time penalties will be assessed by the referee against any player(s), for committing offenses deemed severe, tactical, or blatant in nature. These penalties will be administered by the showing of a **Blue, Yellow, or Red Card** depending on the severity of the offense and the intent of the player(s).

## BLUE CARD

\* **A 2 minute penalty.**

\* A player(s) must serve their own penalty with the exception of the goalkeeper.

\* A team must play shorthanded for two (2) full minutes unless the opponent scores a goal before the 2 minutes has expired.

\* A player who commits a foul in the penalty box and is worthy of a penalty kick will receive a **2 minute Blue Card Penalty**.

- \* An offence committed by a team in the penalty area which is not worthy of a penalty kick will result in a free kick taken from the top of the restraining arc.
- \* When both teams receive an equal number of blue cards during an infraction, they must both play shorthanded for the full 2 minutes, no matter how many goals are scored during that time.
- \* A player who receives two blue cards in the same game will receive a yellow card, and a third blue card will receive a red card.

**\* Blue Card Violations;**

**Any hard, dangerous or unnecessary foul; ... jumping the boards; ... illegal substitutions; ... abusing the player equipment rule; ... a goalkeeper intentionally handling the ball outside the penalty area; ... encroachment; ... dissent; ... unsportsmanlike conduct; ... intentional boarding.**

**YELLOW CARD**

\* A **Yellow Card** is a warning given to a player or coach, and will result in a **two minute penalty**. A second blue card in one game will result in a **yellow card**. A second yellow card in one game will result in a **red card**.

**\* Yellow Card Violations;**

**Dissent** by words or actions; ... **Unsportsmanlike conduct** (taunting); ... **Tampering** with the game clock; ... **Profanity** after receiving a warning from the referee.

**RED CARD**

\* A 5 minute penalty to be served by a teammate of the player or coach to be sent off. The referee will not restart the game until this player or coach has been removed from the bench area and his/her name recorded. The 5 minute penalty will be served entirely, no matter how many goals are scored during that time. If both teams receive an equal number of red cards, they must both play shorthanded for the entire 5 minutes.

**\* Red Card Violations;**

**A player or coach shall be disqualified (Red Card) for: ... Striking or Fighting; ... Violent conduct or Serious foul play; ... Abusive foul language; ... Physically contacting a game official; ... Spitting at an opponent or game official; ... Charging the goalie in a violent manner** when he/she is in full possession of the ball; ... **last defender sabotages a player on a goal scoring breakaway opportunity.**

**FIGHTING**

\* **Fighting will not be tolerated.**

\* Any player or coach who **fighters** will receive a **two (2) game suspension**.

\* Any player or coach who **fighters in two separate games** will be suspended from the facility **indefinitely**.

\* Any player or coach who **leaves the bench area** to engage in misconduct or confrontation will receive a **red card** and a **two game minimum suspension**.

\* *Any teams involved in bench clearing fights will forfeit that game and serve a one game suspension. No exceptions!*

**GAME TERMINATIONS**

\* **Referees** and **League Officials** have the **authority** to terminate a game if deemed necessary.

Games will be terminated if both teams are involved in a "**bench clearing**" situation which is **out of control**. (Both teams will **forfeit** the game, receive **-2 points** in their standings and serve a one game suspension).

If **either team** is assessed **three (3) red cards** in a game, or **two (2) or more red cards** in a game for fighting. (The penalized team will **forfeit** the game and receive **-2 points** in their standings. The other team will be declared the **winner** of the game and receive **+3 points** regardless of the score).

**SUSPENSIONS FOR PLAYERS, COACHES, AND TEAMS**

1 Red Card per Player or Coach = 1 Game Suspension

2 Red Cards per Player or Coach (in one session) = 2 Game Suspension

3 Red Cards per Player or Coach (in one session) = Lifetime Suspension

3 Red Cards per Team (in one game) = Forfeit and -2 points in standings

2 Red Cards per Team (for fighting in one game) = Forfeit and -2 points in standings

5 Blue Card per Player or Coach (in one session) = 1 Game Suspension

\* **Player or Coach suspensions may be longer if ruled necessary by the League Officials.**

\* **Any Team who has 2 game terminations due to player fights will be suspended for the season.**

**MISCELLANEOUS RULES**

**FREE KICKS AND RESTARTS**

\* **All Free Kicks** and **Restarts** (including kickoffs and kick-ins) are **direct**.

\* Opposing players must stand **ten (10) feet** from the ball and must not interfere or encroach in any way.

- \* **All players** have **five (5) seconds** to put the ball in play after being signaled by the referee to do so, **including goalkeepers** after handling the ball. Otherwise the ball will be awarded to the opposing team.
- \* **Out of Bounds Rule:** When the whole ball leaves the field of play, it will be restarted at the location where it went out.
- \* **Delay of Game Rule:** If a player **intentionally** kicks the ball out of bounds to **delay the game** and **waste time**, a delay of game warning may be assessed. The ball will be restarted at the top of the **offending teams restraining arc**.
- \* **Three (3) Line Pass:** Players **are** allowed to kick the ball over all three lines. There is **no offside** in indoor soccer.
- \* **Holding the Boards:** A player may only grab the boards for protection. Using the boards to gain an advantage will result in a restart for the opposition.

### **PLAYER CONDUCT**

- \* **Chewing Gum** is not allowed anywhere on the field of play.
- \* **Profanity:** Any player or coach using profanity will be warned. Excessive or continued profanity will result in a **Yellow Card**.
- \* **Spitting** is not allowed anywhere within the facility.

*All players, Coaches, and Parents must conduct themselves in a sportsmanlike manner at all times at this facility. This includes outside the field, in the restrooms, and in the parking lots.*