The Rules of Indoor Soccer (6 v 6 Competitions) 2011/12

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Single Line indicates new Rule change

THE RULES OF INDOOR SOCCER

RULE 1: THE PLAYING AREA

1. The playing area shall conform to the field plan (See Appendix 'A' or Appendix 'B').

2. Boards or walls immediately surrounding the playing area shall be not less than 3 Feet 6 inches in height and shall be regarded as part of the playing area.

3. The playing area shall be marked with clearly visible lines, which measure from 2 inch to 4 inch in width. Whichever size is used, all shall have the same dimensions. The lines are part of the area, which they encompass.

4. The goals shall be placed on the centre of each goal line. The width of the goals shall be 11 feet 6 inches measured from the inside of each goalpost. The height shall be 6 feet 6 inches, measured from the floor to the underside of the crossbar. The thickness of the goalpost, the crossbar and the lines shall be the same. Nets shall be attached to the goalpost, crossbar and ground behind the goals, and properly supported and do not interfere with the goalkeeper.

Note: The bench and warm-up areas are for players and registered team personnel only. Spectators are not permitted to watch from or use these areas.

RULE 2: THE BALL

F.I.F.A. law shall apply with the addition of the following statements.

1. Game balls are to be supplied by the home team.

2. Should the ball become defective, the game shall be stopped. Play shall be restarted by the referee dropping the ball in accordance with Rule 8.6.

3. Game balls may be those designed for either indoor or outdoor soccer. Game balls are subject to approval by the league and by the facility. Outdoor balls are only allowed at certain facilities.

   Note: ***The use of outdoor balls at the Skylight, Cover-All and Gateway Facilities is prohibited.***

   For All Leagues played at Seven Oaks and the WSF Indoor Complex facilities with "field turf," the use of an outdoor ball is <u>permitted</u>.

   All MMSL Indoor matches will use an outdoor ball.

4. Size <u>5</u> ball will be used.

   Exception: WYSA Rule. Ball size.
   Division U9, U10, U11, & U12 shall use size <u>4</u> ball.

RULE 3: NUMBER OF PLAYERS

1. The game shall be played by two teams, each consisting of not more than 6 players, one of whom shall be the goalkeeper. A game shall not commence or continue if either team has less than 4 players.

   Exception: WYSA Rule. Number of players.
   Division U9, U10, U11, & U12 teams will consist of not more than 7 players per team, one shall be the goalkeeper.

2. Teams playing in a Senior CO-ED Division shall be governed by the rule outlined in (1) above with additional conditions:

   a) The goalkeeper may be of either gender.

   b) There shall be an equal or greater number of female outfield players on the field than men on each team for the duration of the game.

   c) The game shall not commence or continue if either team is unable to comply with this rule.

3. Teams may dress a maximum of 18 players, and may have three (3) registered non-playing personnel on their player's bench: a Coach, Manager and Trainer. All players who are dressed to play along with the non-playing personnel shall be under the jurisdiction of the referee.

   Exception: WYSA Rule. Number of players and team personnel.
   Division U9, U10, U11, & U12 may dress a maximum of 14 players. All divisions may have 4 registered non-playing personnel on the bench, plus a same gender adult if needed. The game will not be played if a same gender adult is not present. In all cases where a female team has all male personnel a designated female adult must be present at the team bench. For male games with all female personnel an adult male must be present on the bench. These designated same gender persons if not registered are not allowed to coach. All persons in the bench area must be recorded on the game sheet. Each team must appoint a Referee Liaison (RL) to monitor their supporter's behaviour.

4. The registered coach or assistant is responsible for the conduct of team members and supporters. They must bring these persons under control when asked to do so by the game official. Failure to do so will result in termination of the game with possible discipline action against the team.

   All Indoor Soccer coaches and team officials are required to have identification cards. Only team officials with a valid Identification Card are allowed in the team's technical bench area. Cards must be submitted to the referee prior to the start of each game.

Exception: WYSA Rule: Same Gender I.D.
Valid I.D. card is not required for same gender adult on the team bench.

5. Should a player enter or re-enter the playing area for a reason other than permitted in these rules, the player shall be cautioned. If play is stopped to administer the caution, a free kick shall be awarded to the opposing team, to be taken in accordance with Rule 13.

6. A player, who is sent off the playing area or its vicinity in accordance with Rule 12, may not re-enter the game. A player whose name is on the team sheet may, subject to the time penalty regulations, replace the player.

7. **SUBSTITUTIONS**

a) Substitutions may be made at any time on an unlimited basis on the fly. Players leaving the field must be directly in front of their team bench before the substitute may enter the field, from that moment, the substitute becomes a player and the player being replaced ceases to be a player.

b) Players are to exit the field only at their team bench area; an exception may be made in case of serious injury. If during the substitution the player leaving the field at the proper place, deliberately plays the ball or interferes with an opponent when the substitute has entered the field play shall be stopped. A two-minute time penalty shall be assessed against the player for having too many players (as per Rule 12.5d) on the field during play. A free kick shall be awarded to the opposing team. If in the preceding circumstances the player leaving the field is struck by the ball or impedes the progress of an opponent unintentionally, the game will be stopped and a free kick will be awarded to the opposing team. No time penalty will be assessed.

c) Substitutions, other than on the fly, shall be allowed only at the following stoppages in play and only with the referee's permission: goal scored, goal kicks, game stopped for a time penalty, and game stopped for injury.

d) If a substitute enters the field of play before the player being replaced is not directly in front of their team bench and who interferes with play or an opponent, the game shall be stopped and the substitute shall be cautioned and shown the yellow card.

A two (2) minute penalty shall be assessed against the substitute. The game will be restarted with a free kick awarded to the opposing team to be taken where the ball was when play was stopped in accordance with Rule 13.1a.

RULE 4: PLAYERS' EQUIPMENT

F.I.F.A. laws shall apply with the exception of those stated hereafter:

1. Only indoor soccer shoes or shoes specifically designed for artificial turf shall be allowed. Molded cleats may only be worn on FIFA approved third generation turf.

   Exception: For All Leagues. Cleats.
   Molded cleats are allowed at Seven-Oaks, Skylight & the WSF Indoor Complex facility; however, independently screw-in studded cleats are not permitted.

2. Goalkeepers are permitted to wear tracksuit type pants. Caps are not allowed.

3. In the event that both teams wear the same color uniforms, the HOME team (noted first on the schedule) must provide an alternate colored uniform.

4. All players' uniforms must have a different number on the back, which includes scrimmage vests when used. Each player must have a different number than his teammates. The number on the jersey or shirt shall be distinct and measure from six (6) to eight (8) inches high.

5. A player must not use equipment or wear anything, which is dangerous to themselves or another player. Any kind of jewellery, bands or rings must be removed. Taping is not allowed. Knee and leg braces must be completely covered by a protective sleeve (e.g. Neoprene, or similar material). The referee shall decide on all matters of safety.

   Exception: WYSA Rule. Jewelery.
   WYSA will permit players to wear an ear retainer that is deemed to be safe.

6. If jersey or shirt undergarments are worn, the color of the sleeve must be the same main color as the sleeve of the jersey or shirt. If short undergarments are worn, they must be of the same main color as the shorts.

RULE 5: REFEREES

1. F.I.F.A. laws shall apply as per Law 5 of Laws of the Game.

2. Only MSA <u>certified</u> indoor officials will be assigned. WYSA is responsible for appointing their own games.

3. In cases of emergency where no official is available, the teams may agree on a having a non-<u>certified</u> person officiate the game. Once both teams agree and the game commences the game and the result shall be considered valid.

4. The referee may only change his decision on realizing that it is incorrect or, on the

advice of the neutral referee assistant, provided he has not restarted play or terminated the match.

5. The referee has the authority to take disciplinary sanctions, from the moment he enters the field of play until he leaves the field of play after the final whistle.

RULE 6: THE REFEREE ASSISTANT

1. A certified Referee Assistant (RA) shall be appointed to assist the referee. The RA shall not enter the playing area but can do so if requested by the referee. The RA shall be under the jurisdiction of the referee.

2. The RA shall:

   a) Start and stop the time clock when signaled to do so by the referee;

   b) Indicate illegal substitutions via score clock horn;

   c) Keep the score and record the name and number of those who score;

   d) Record the name and number of any player or the name of any team official who is cautioned or sent from the playing area or its vicinity;

   e) Control time penalties if requested by the referee;

   f) Record the team fouls and signal the referee when a team reaches the maximum allowed five (5) fouls in each half.

3. The RA will act as a second official.

   Exception: WYSA Rule.
   If an appointed RA is not available the HOME team is responsible to supply one to assist the referee. They shall NOT perform all the duties of an appointed RA but will be asked to perform only those tasks assigned by the referee.

RULE 7: DURATION OF THE GAME

1. The duration of the game shall be two equal periods of 25 minutes with a 4 minute break at half-time. There is a period of warm-up allowed prior to the game not to exceed 5 minutes, if schedule permits.

   Exception: WYSA Rule. Duration of game.
   Duration of the game shall be two equal periods of 30 minutes with a 1 minute break at half-time.

2. If a team does not have the minimum number (4 players) required after 7 minutes of the scheduled start, that team will forfeit the game and the opposing team will have the option of using the balance of the time for practice. If a team arrives late for the game

but before the forfeit time has expired, the game will be shortened to allow the following games to begin on time.

Exception: WYSA Rule. Number of players to start.

If, a team does not have the minimum number (4 players) required after 5 minutes of the scheduled start, that team will forfeit the game.

3. The referee may, at his discretion signal for a stoppage of the time clock for any reason he deems fit. Time shall be extended at the end of any period of play to allow the taking of a penalty kick to be concluded.

4. The referee may, at his discretion signal for the start of the time-clock, if in his opinion one or both teams are delaying the start. The kick-off will not be delayed any longer than 7 minutes past the scheduled kick-off time.

   Exception: WYSA Rule. Scheduled kick-off.

   The kick-off time will not be delayed any longer than 5 minutes past the scheduled kick-off time.

5. If, for any reason, a game is not completed the league shall hold a hearing and decide the outcome of the game.

RULE 8: START AND RESTART OF PLAY

1. A coin is tossed and the team that wins the toss shall decide which goal it will attack in the first half of the match. The other team takes the kick-off to start the game. The team that wins the toss shall take the kick-off in the second half. In the second half of the game the teams change ends.

2. At a kick-off, all players shall be in their own half of the playing area.
   The ball will be stationary on the centre mark. All players opposing the team taking the kick-off shall be not less than 5 yards from the ball until it is kicked. The game shall be started by the referee giving a signal; the ball is in play when it is kicked and moves in any direction from the centre mark. For any infringement of this rule the kick-off shall be re-taken.

3. If a player taking the kick off plays or touches the ball a second time before it has been played or touched by another player, a free kick shall be awarded to the opposing team; to be taken in accordance with Rule 13.

4. After a goal has been scored, the game shall be restarted by a kick-off to be taken by a player of the team against which the goal was scored.

5. After the end of each half of play the teams shall change sides and the kick-off shall be taken by player of the team opposing that, which started the previous half.

6. For any stoppage not mentioned in these rules, the referee shall restart the game with a dropped ball. The ball shall be dropped closest to the place where the ball was

when play was stopped subject to the overriding conditions of Rule 8. The ball shall be dropped again if the ball is touched by a player before it touches the ground or the ball leaves the field of play after it has touched the ground, without a player touching it.

7. A goal MAY BE SCORED directly from a kick-off.

8. Exception: WYSA Rule. Four Second Restart.
Any team that delays the taking of a; 'kick-in', 'goal kick', 'free kick', 'corner kick', and 'three-line pass violation kick', for longer than four (4) seconds shall forfeit the restart to the opposing team.
The restart is taken from the same place. For any infringement of this rule committed by the DEFENDING team inside their penalty area, the kick shall be awarded to the opposing team but taken from the centre point of the arc at the top of the penalty area. (See Rule Interpretations)

RULE 9: BALL IN AND OUT OF PLAY

1. The ball is out of play:

   a) When the whole of the ball has crossed the goal line, touchline, boards, walls, or any part not designated as the playing area, either in the air or on the ground.

   b) When it has made contact with any part of the ceiling or fixtures above the playing area.

   c) When the game has been stopped by the referee.

2. The ball is in play, at all other times including when:

   a) it rebounds into play from a goalpost, a crossbar, boards or walls considered part of the playing area;

   b) it rebounds from the referee when he is within the playing area.

   c) In the event of a supposed infringement of the Rules until a decision is given.

RULE 10: METHOD OF SCORING.

It is as outlined in Law X of the F.I.F.A. Laws with the exception of the following statement:

During the course of the game, should an outside agent assist the ball into goal, or prevent the ball from entering into goal, play shall be stopped. The referee shall restart the game by dropping the ball in accordance with Rule 8.6.

RULE 11: THREE LINE VIOLATION

Approximately forty (40) feet from the Halfway Line on either side of the playing area, a line shall be marked across the playing surface (see appendix 'A').
The area thus created, bordered by the two (40 feet) lines and the sideboards, shall be called the Three Line Zone.

1. When a player plays the ball directly across the Three Line Zone in the air and without the ball touching another player, side-boards or walls a free kick shall be awarded to the opposing team, to be taken from the point where the ball crossed the first line.

2. A team playing with two players less than the opposing team shall not be penalized for this offence.

   Exception: WSF Indoor Complex Facility. Three line violation.
   This rule does not apply at the WSF Indoor Complex facility.

RULE 12: FOULS AND MISCONDUCTS

F.I.F.A. Laws shall apply with the exception of those stated below:

ANY FORM OF CHARGING (SHOULDER TO SHOULDER OR OTHERWISE) IS NOT PERMITTED.

ANY FORM OF SLIDE TACKLING (SLIDING ON THE SURFACE AND PLAYING THE BALL, THE OPPONENT OR BOTH) IS NOT PERMITTED.

1. A player who commits any of the following offences in a manner considered by the referee to be careless, reckless or using excessive force:

   a) Kicks or attempts to kick an opponent;

   b) Trips or attempts to trip an opponent;

   c) Jumps at an opponent;

   d) Charges an opponent in any manner;

   e) Slide tackles an opponent. A goalkeeper is allowed to block a shot while going down on the floor (falling) with his hands, body or legs. A goalkeeper is not allowed to attempt to slide feet first in an attempt to play the ball, as this is a slide tackle.

   f) Strikes or attempts to strike an opponent;

   g) Pushes an opponent;

   h) Tackles on opponent to gain possession of the ball, making contact with the opponent before touching the ball;

i) Holds an opponent;

j) Spits at an opponent;

k) Handles the ball deliberately (except for the goalkeeper within his own penalty area)

shall be penalized by the awarding of a FREE KICK to be taken by the opposing team from the place where the infringement occurred. Should a player of the defending team commit any of the offences above within his penalty area, while the ball is in play, irrespective of the position of the ball, he shall be penalized by the awarding of a PENALTY KICK to the opposing team.

2. In the event that a player commits any of the FOLLOWING OFFENSES a FREE KICK shall be awarded. It shall be taken from where the infringement occurred, unless it is committed by a player within their own penalty area, and then it shall be taken in accordance with Rule 13.1a.

a) Plays in a dangerous manner;

b) Impedes the progress of an opponent;

c) Uses the boards or walls to delay play or to trap or fend off an opponent, or to freeze the ball;

d) Prevents the goalkeeper from releasing the ball from his hands;

e) Commits any other offence, not previously mentioned in Rule 12, for which play is stopped to caution or dismiss a player.

If when playing as a goalkeeper and within his own penalty area:

a) Takes more than six seconds while controlling the ball with his hands, before releasing it from his possession.

Exception: WYSA Rule. Four Second Restart.
All WYSA Games – "Takes more than four (4) seconds…"

b) Touches the ball again with hand(s) or arm(s) after it has been released from his possession and has not touched any other player.

c) Touches the ball with his hand(s) or arm(s) after it has been deliberately kicked to him by a teammate.

3. A player is cautioned and shown the yellow card, if he commits any of the following offences:

a) is guilty of UNSPORTING BEHAVIOUR;

b) shows DISSENT by word or action

c) PERSISTENTLY infringes the Rules of the Game;

d) DELAYS the restart of play;

e) FAILS to respect the REQUIRED DISTANCE when play is restarted with a corner kick, free kick or kick-in.

f) is guilty of SLIDE TACKLING an opponent (contacts player or ball)

g) Any simulation action anywhere on the field, which is intended to deceive the referee, must be sanctioned as unsporting behaviour.

h) A player who removes his jersey when celebrating a goal must be cautioned for unsporting behaviour.

A substitute or substituted player is cautioned and shown the yellow card, if he commits any of the following three offences:

i) is guilty of UNSPORTING BEHAVIOUR;

ii) shows DISSENT by word or action

iii) DELAYS the restart of play;

Should the game be stopped to administer the caution, a FREE KICK shall be awarded to the opposing team.

4. A player, substitute or substituted player is SENT OFF and shown the red card, if he commits any of the following offences:

a) is guilty of SERIOUS FOUL PLAY;

b) is guilty of VIOLENT CONDUCT;

c) SPITS at an opponent or any other person;

d) DENIES the opposing team a GOAL or AN OBVIOUS GOAL-SCORING OPPORTUNITY by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area);

e) DENIES an OBVIOUS GOAL-SCORING OPPORTUNITY to an opponent moving towards the player's goal by an offence punishable by a free kick or a Penalty kick;

f) uses OFFENSIVE, INSULTING or ABUSIVE LANGUAGE and/or gestures;

g) receives a SECOND CAUTION in the same match;

h) ANY TACKLE WHICH ENDANGERS the safety of an opponent must be sanctioned as a serious foul.

The offence of spitting at game officials or other persons will be dealt with under 4c and other unseemly behavior shall be regarded as violent conduct, 4b. If play is stopped by reason of a player being cautioned or ordered off the playing area for an offence without a separate breach of the Rule having been committed, the game shall be resumed by a FREE KICK awarded to the opposing team from the place where the infringement occurred, subject to the conditions stated in Rule 13.1a.

When a player is SENT OFF (shown a red card), that player is dismissed from the game as well as the playing field area, including the spectator stands. The player must immediately go to his dressing room. He may not return to the field area during the remainder of the game or while the same official is present, even as a spectator. If he so desires, he may observe the remainder of the game or other games from the inside of an enclosed lounge area when available. The game will resume only when the player has left the playing area. Failure to comply with this shall result in the immediate termination of the game, followed by possible disciplinary action against the team.

Exception: WYSA Rule. Ejected player.

When a player is sent off (shown a RED CARD), that player is dismissed from the game. The player must immediately go to the dressing room area <u>ACCOMPANIED BY AN ADULT TEAM MEMBER.</u> The game will resume only when the player has left the playing area. The player may not return to the playing area at any time while the same official is present. The <u>adult must insure that the player will not continue to commit further misconduct</u>, once this is done only then may the adult return to their bench. <u>The player may watch the game</u>. Failure by the player or team personnel to comply with this rule shall result in the termination of the game, followed by probable disciplinary action taken against the team.

5. In addition to the foregoing, the following TIME-PENALTIES shall be implemented:

a) A player receiving a caution shall serve a two (2) minute time penalty in a designated penalty box. The team of the offending player shall play one (1) player "short " until the time penalty expires.

b) A player who is guilty under Rule 12.4a - 4h shall be sent off for the duration of the Game. His team shall play one (1) player short for the next five (5) minutes of play. Another member of the offending player's team shall serve the five (5) minute time penalty until it has expired.

c) When play is stopped for any infraction of Rule 12, substitutes or team officials <u>are not allowed</u> to enter the field without first obtaining permission from the referee. Any substitute entering without permission will be assessed a two (2) minute time penalty. Any team official entering without permission will be officially warned and for any repetition will be dismissed from the game. Any

substitute or team official, who enters at this time without permission and who, becomes involved in any altercation with the referee or any other persons will be ejected from the game.

d) Should a team be found to have more than the permitted number of players on the playing area, the offending team shall be assessed a two (2) minute time penalty to be served by a player on the field of play at the time of the incident. That player shall not be cautioned. Play shall be restarted by a free kick from the place where the ball was when play was stopped.

e) Should a team having too many players on the playing area score a goal, the Goal shall be disallowed. The offending team shall be assessed a two (2) minute time penalty to be served by a player on the field of play at the time of the infraction. The game shall be restarted by a goal kick being taken by the opposing team.

f) If a team has two players serving time penalties and another player receives a time penalty, the player must go to the penalty box. He must however be replaced on the playing area by a substitute in accordance with Rule 3.1. The time of the penalties for the third or more players shall not commence until the time penalty of the first player has expired.

g) With the exception of dismissals, any player who was on the playing area at the time when the infraction occurred shall serve all time-penalties assessed to the goalkeeper;

h) Should a player from each opposing team receive a five minute (dismissal) time penalty at the same time, the players shall be sent off and the use of substitutes shall <u>not</u> be permitted. If a third player is dismissed his team shall play "short" in accordance with 5b of this Rule; player from that team receives a five (5) minute penalty.

i) When the referee is conferring with the referee assistant, players shall not enter the referee's crease. A player infringing this rule shall be dealt with in accordance with 3a or 3b of this Rule.

j) Only those players serving a time penalty shall be allowed to re-enter the game in progress (once the penalty has expired and with the permission of the referee or referee assistant) to make up the permitted number of players allowed in accordance with the time penalties being served at the time. Those players whose time penalty has expired will return to their bench if they cannot return to the game for the above reason.

k) For any caution (two (2) minute) assessed against a substitute while in their team bench shall be served by that substitute. That team shall play one (1) player short for the duration of the time penalty.

l) If two <u>opposing</u> players are cautioned at the same time, they shall serve their two minute time penalty and the use of substitutes to replace them on the

field will not be permitted.

m) TEAM FOUL RULE - Any foul noted in Rule 12, other than those resulting in cautions, dismissals or 5(d) and 5(e) shall be recorded by the referee assistant. The 4 second restart rule infraction, the 3 line violation rule and touching the ball a second time after a restart shall not be counted as a team foul.

Each team will be allowed 4 team fouls (without penalty) during each half of a game. Upon a team receiving its 5th team foul, the referee shall award a 2-minute team penalty to be served by any player on the offending team present on the field at the time of the infraction. After receiving its 5th team foul the team's foul total returns to zero and begins again. The player serving a team foul penalty shall not receive a yellow card. Yellow and red card infractions do not count toward the team foul total. Teams always begin each half with no team fouls.

If the first half expires before the team penalty is fully served that amount of time will carry-over into the second half.

RULE 13: FREE KICK

1. For all infringements of the Rules of the Game when the ball is in play, the referee shall award a free kick to the team opposing of the offending player in accordance with Rule 12.1 and 12.2. All free kicks are direct and shall be taken from the place where the offence occurred unless:

   a) For any infringement of Rule12.2 committed by the DEFENDING team inside its own penalty area, the free kick shall be taken from the centre point of the arc at the top of the penalty area. (SEE APPENDIX 'A' or APPENDIX 'B')

   b) The free kick is awarded for an offence against the boards or a wall, in which case the free kick shall be taken from within one yard of the boards, at the point nearest to where the offence occurred.

2. At the taking of a free kick, the ball shall be stationary and all opponents shall be not less than fifteen (15) feet from the ball until it is in play. The ball is in play immediately it has been kicked and moves.

   Exception: WYSA Rule. Four Second Restart.
   The team awarded the free kick must put the ball into play within 4 seconds. If the kick is intentionally delayed, the free-kick is awarded to the opposing team from where the infringement occurred. Subject to the conditions stated in Rule 13.1a.

   Exception: WYSA Rule. Opponent's Goal Area.
   At the taking of a free kick, attacking players are not permitted inside their opponent's goal area until the ball is in play. For any infringement of this rule, a free kick shall be awarded to the defending team to be taken anywhere inside their own goal area.

3. A player taking a free kick within his own penalty area shall kick the ball into play beyond the penalty area. The ball shall be in play when it is kicked directly beyond the penalty area. All opponents shall be outside the penalty area and not less than fifteen (15) feet from the ball until it is in play. For any infringement of this Rule, the free kick shall be retaken.

4. A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this Rule, a free kick shall be awarded to the opposing team.

5. A player who does not retire the required distance, or who dances about, or gesticulates in any manner calculated to distract an opponent, or delay the taking of the free kick shall be cautioned.

6. IF A FREE KICK IS KICKED DIRECTLY INTO THE OPPONENT'S GOAL, A GOAL IS AWARDED. If a free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

RULE 14: PENALTY KICK

1. A penalty kick shall be taken from the penalty mark. All players with the exception of the defending goalkeeper and the properly identified player taking the kick shall position themselves beyond the nearest "40 feet" line but within the playing area, and not less than fifteen (15) feet from the ball until it is kicked. The referee shall signal the commencement of the penalty kick, when all other players have taken up position in accordance with the law.

2. The goalkeeper shall remain on his goal line, facing the kicker, between the goalposts, until the ball has been kicked.

3. The player taking the penalty kick must kick the ball forward. The ball is in play when it is kicked and moves forward. The kicker shall not play or touch the ball a second time. For any infringement of this section a free kick shall be awarded to the opposing team from where the infringement occurred.

4. Time of play shall be extended at the end of any half to allow the taking of a penalty kick. In the event that time is extended, play or the kick is ended when:

   a) A goal is not scored;

   b) A goal is scored by the ball going directly into goal, or going directly into goal via either or both of the goalposts, and/or the crossbar, and/or the goalkeeper.

5. For any infringement of this rule: F.I.F.A. LAW XIV regarding "Infringement/Sanctions" shall apply with the exception of indirect Free Kick. In that event it shall be a direct Free Kick.

6. If after the kick has been taken, an outside agent interferes with the ball or the goalkeeper, the kick shall be retaken.

7. After a penalty kick is completed at any time during the game, THE BALL IS OUT OF PLAY: THERE ARE NO REBOUNDS! For kicks being completed: SEE paragraph 4a and 4b of this Rule.

8. If no goal results from the penalty kick, the game shall be restarted by a goal kick.

RULE 15: KICK-IN

1. When the whole of the ball has crossed the touchlines, sideboards or the walls;
   The kick-in shall be taken by a member of the opposing team from where the ball went out of play and it shall be placed on the touchline or within one metre (yard) of the boards (where applicable)
   When the ball makes contact with the ceiling or fixtures above the playing area, or contacts any part not designated as the playing area, the kick-in shall be taken by a member of the opposing team from a point directly below where the ball was considered out of play, subject to the overriding conditions in Rule 13.1a.

2. At the taking of a kick-in, all opponents shall be not less than fifteen (15) feet from the ball until it is in play. The ball is in play immediately when it has been kicked and moves. For any infringement of this Rule the kick-in shall be retaken.

Exception: WYSA Rule. Four Second Restart.

The team awarded the kick-in must put the ball into play within 4 seconds. If the kick is intentionally delayed, the kick-in is awarded to the opposing team from where the infringement occurred. Subject to the conditions stated in Rule 13.1a.

Exception: WYSA Rule. Opponent's Goal Area.

At the taking of a kick-in, attacking players are not permitted inside their opponent's goal area until the ball is in play. For any infringement of this rule, a free kick shall be awarded to the defending team to be taken anywhere inside their own goal area.

3. If the player taking the kick-in plays or touches the ball a second time (except with their hands) before it has been played or touched by another player, a free kick shall be awarded to the opposing team from where the infringement occurred subject to the overriding condition of Rule 13.1a.

4. A GOAL MAY NOT BE SCORED DIRECTLY FROM A KICK-IN.
   The referee shall raise his arm above his head to indicate that a goal cannot be scored directly from the kick-in. He shall maintain his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

5. For any other infringement of this rule, the opposing team is awarded the kick-in.

RULE 16: GOAL KICK

1. When the whole of the ball has crossed the goal line or end boards excluding that portion between the goalposts and under the crossbar, having last been played or touched by a member of the attacking team, a goal kick shall be awarded to the defending team.

2. The goal kick shall be taken from any point within the goal area.

3. At the taking of a goal kick, the ball shall be stationary and all opponents shall be outside the penalty area and not less than fifteen (15) feet from the ball until it is in play. The ball is in play when it is kicked directly beyond the penalty area. For any infringement of this Rule the goal kick shall be retaken.

   Exception: WYSA Rule. Four Second Restart.
   The team awarded the goal kick must put the ball into play within 4 seconds. If the kick is intentionally delayed, a free kick is awarded to the opposing team from where the infringement occurred. Subject to the conditions stated in Rule 13.1a.

4. If the player taking the goal kick plays or touches the ball a second time (except with their hands) after the ball is in play and before it has been played or touched by another player, a free kick shall be awarded to the opposing team, subject to the conditions stated in Rule 13.1a.

5. A goal MAY be scored directly from a goal kick, but only against the opposing team, provided that Rule 11 has not been infringed (Rule 11 is not applicable at the U of M Facility).

RULE 17: CORNER KICK

1. When the whole of the ball has crossed the goal line or end boards, excluding that portion between the goalposts and under the crossbar, having last been played or touched by a member of the defending team, a corner kick shall be awarded to the attacking team.

2. The corner kick shall be taken from the corner mark or arc nearest to where the ball went out of play.

3. At the taking of a corner kick the ball shall be stationary and all opponents shall be not less than fifteen (15) feet from the ball until it is in play. The ball is in play when it is kicked and moves. For any infringements of this Rule the kick shall be retaken.

   Exception: WYSA Rule. Four Second Restart.
   The team awarded the corner kick must put the ball into play within 4 seconds. If the kick is intentionally delayed, the free kick is

awarded to the opposing team from where the infringement occurred.

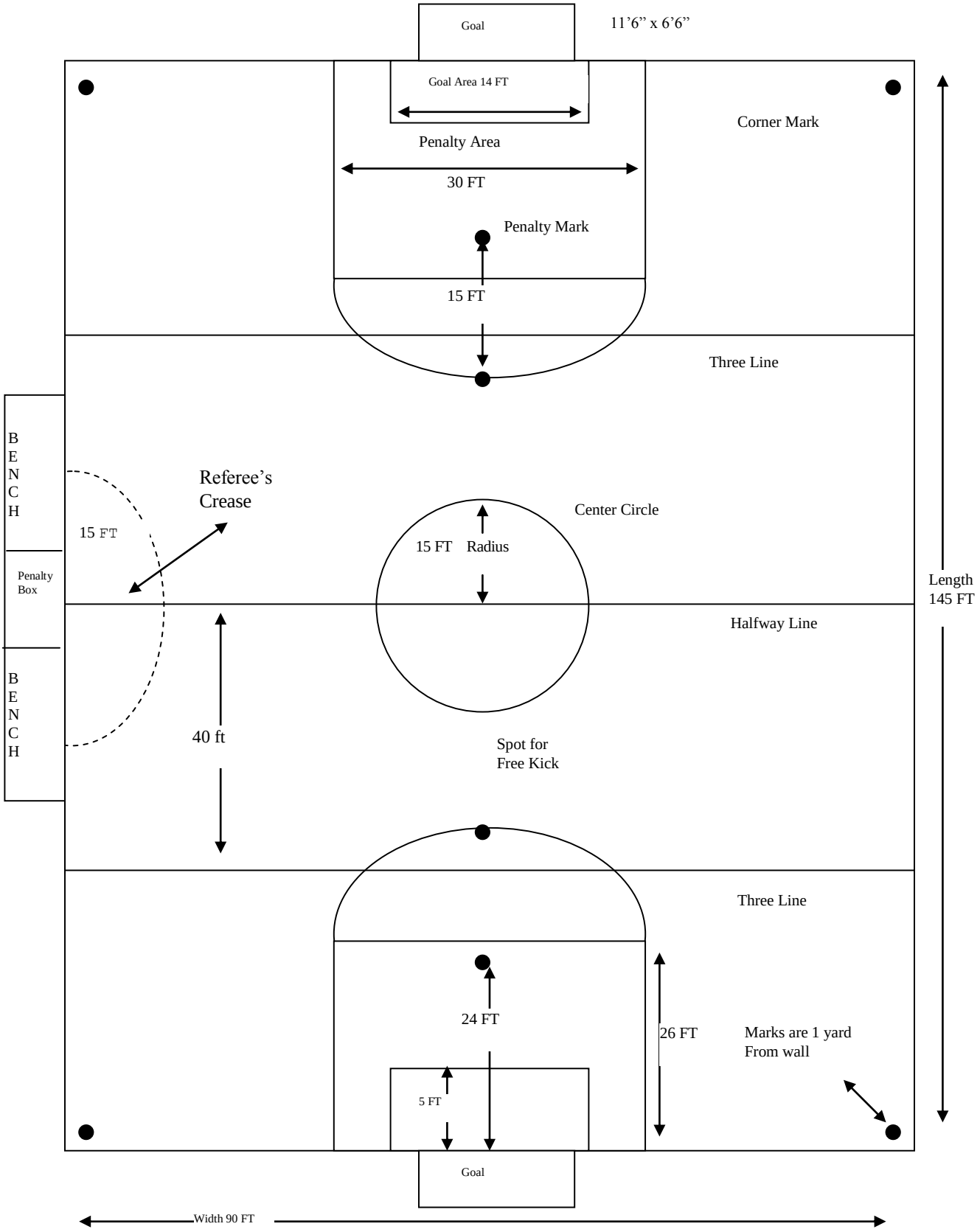
Exception: WYSA Rule. Opponent's Goal Area.

At the taking of a corner kick, attacking players are not permitted inside their opponent's goal area until the ball is in play. For any infringement of this rule, a free kick shall be awarded to the defending team to be taken anywhere inside their own goal area.

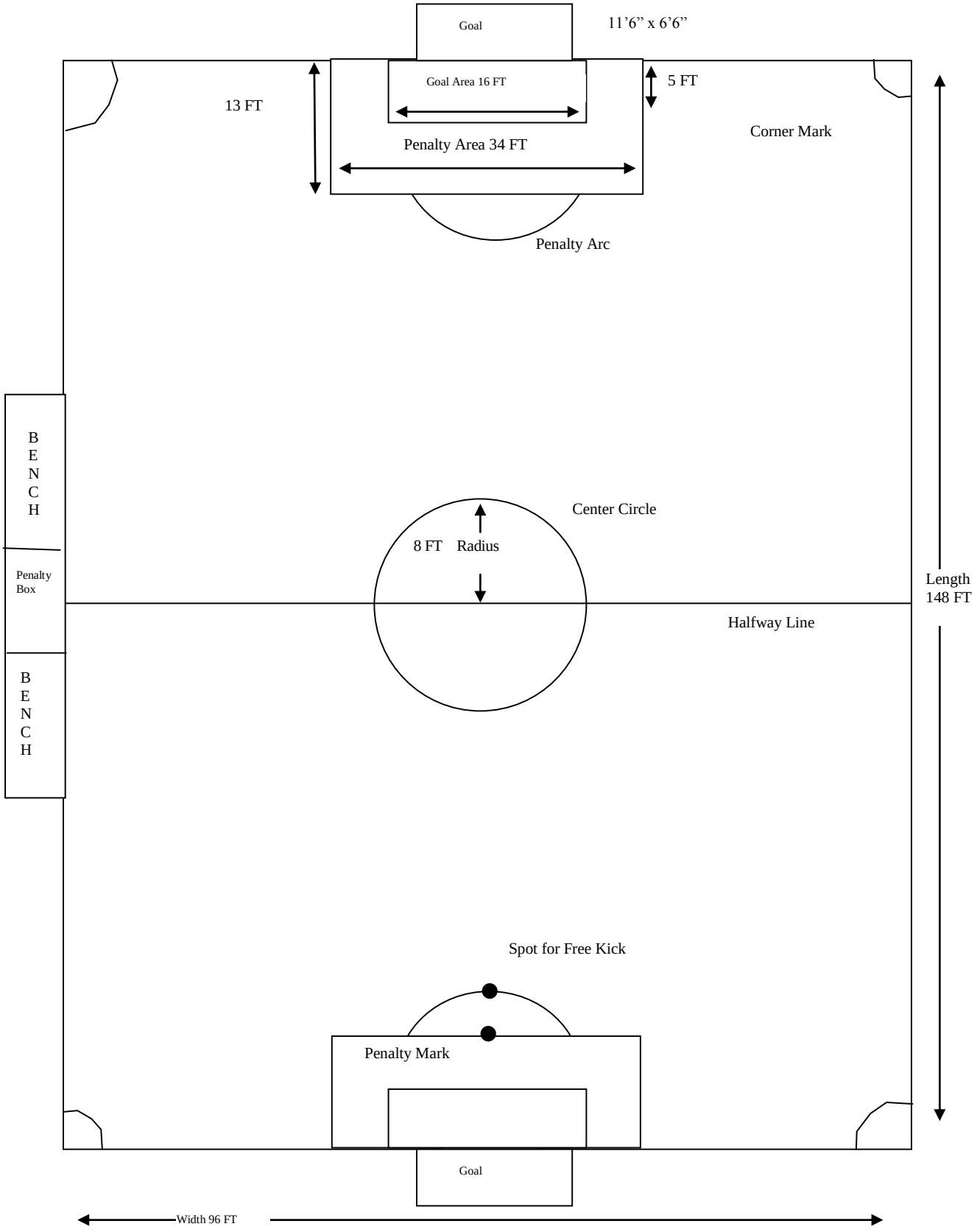
4. If the player taking the corner kick plays or touches the ball a second time (except with their hands) before it has been played or touched by another player, a free kick shall be awarded to the opposing team from where the infringement occurred subject to the conditions stated in Rule 13.1a.

5. A goal MAY be scored directly from a corner kick, but only against the opposing team

INDOOR SOCCER (6 v 6)
APPENDIX A: THE PLAYING AREA
(Markings may vary from arena to arena)



INDOOR SOCCER (6 v 6)
APPENDIX B: THE PLAYING AREA
(WSF Indoor Complex Quarter Field)



GAMES REQUIRING A WINNER

1. In all games in which a winner must be declared two overtime periods of five minutes each shall be played, in accordance with Rule 8.

2. If at the end of overtime the game is still tied, kicks shall be taken from the penalty mark to determine the winner.

3. Only those players remaining on the field at the end of the overtime shall take part in the penalty kicks. When a team finishes the game with a greater number of players than their opponents they shall reduce their number to equate with that of their opponents, and inform the referee of the name and number of each player excluded. The team captain has this responsibility. Before the start of the kicks the referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks. The following conditions shall apply:

   a) The referee shall choose the goal at which all of the kicks shall be taken. All players except the goalkeeper and the player taking the kick shall remain at the centre line.

   b) The referee shall toss a coin and the team winning the toss shall chose to take the first or second kick.

   c) Both teams shall take five kicks, unless at one point, one team has scored more goals than the other team could in 5 kicks.

   d) The kicks shall be taken alternately.

   e) If, after both teams have taken five kicks, they are still tied, the taking of the kicks shall continue until such time as both teams have taken an equal number of kicks, and one team has scored one goal more than the other.

   f) Each kick shall be taken by a different player. Not until all eligible players of a team, (up to the number remaining on the field of play at the end of the game) including the goalkeeper, have taken a kick, may a player take a second kick.

   g) A goalkeeper, who is injured during the taking of the kicks and is unable to continue, may be replaced by a substitute.

   h) The taking of kicks shall be in accordance with Rule 14.4.

4. If, for any reason a game is not completed, the competition organizers shall decide on the outcome of the game.

RULE INTERPRETATIONS

Rule 3/ Number of Players

Once a team has 4 players present the game must start on time.

For WYSA games all adult team personnel (except the same gender adult) in the bench must be registered with WYSA.

In WYSA games every team must have an adult of the same gender as the players present at their team bench at all time during the game.

Substitutions 'on the fly' means when the game is in progress.
When the game is stopped, a coach may ask permission from the referee for a substitution but only at a **goal kick, goal scored, when a time penalty is being assessed, and during a stoppage for an injury.**
Substitutions are not permitted at kick-ins or free kicks.

Rule 7/ Duration of the Game

Games must be on schedule due to rental times. Kick-off times must not be delayed. Warm up time will only be allowed if time permits. If a team(s) is not ready to play 7 minutes **(WYSA five (5) minutes)** after the scheduled kick-off time the clock will be started.

Rule 8.8/ Start and Restart of Play - WYSA Rule ONLY (Four Second Restart Rule)

When a team is awarded a 'kick-in', 'goal kick', 'corner kick', 'free kick', or 'three-line violation kick', they cannot delay the restart longer than **four (4) seconds.** This will not apply if the kicker is impeded by an opponent or if the referee decides the ball is improperly placed. In the case of a goal kick it will not apply if a team is given permission to make a substitution by the referee. Failure to comply with this rule will result in the opposing team being awarded the restart. In the case of a goal kick or free kick inside the teams own penalty area the ball shall be moved to the point at the top of the penalty arc of the defending team.

Rule 12/ Fouls and Misconducts

There is no **CHARGING** of any kind allowed indoors. Body contact should be minimal as the playing area and surrounds are solid surfaces and can be very dangerous.

SLIDE TACKLING is also not permitted due to the same reasons. Goalkeepers are allowed to go down on the floor to block or save a shot with their hands; they are not however, allowed to go down jumping or sliding feet first to tackle an opponent. This is considered a slide tackle and will result in a penalty kick and a caution (yellow card).

Technical offences normally award an indirect free kick; indoors there are no indirect free kicks except when the ball is put back into play after leaving the field over the touch lines, sideboards or contacting the roof (kick-in situations).

CONTROL OF THE BALL BY THE GOALKEEPER: Any time the goalkeeper has **CONTROL** of the ball (touching, holding or bouncing the ball, with their hands or arms) **NO OPPOSING PLAYER IS ALLOWED TO CHALLENGE FOR THE BALL IN ANY MANNER**. If the ball is not in control by the goalkeeper, players may attempt to play it but not in a dangerous manner which could endanger the goalkeeper.

Rule 15/Kick-In

If a kick-in goes along the line and then out, the kick-in is **not** re-taken by the same team. As stated in Rule 15, the ball shall be placed on the touchline or within one metre (yard) of the boards (where applicable) and is in play immediately when it has been kicked and moves.

MAJOR RULE DIFFERENCES BETWEEN YOUTH & SENIOR

Rule	Senior (Men & Women)	WYSA
Rule 2 The ball. Size of ball	Size 5 in all divisions.	Division U9 – U12…size 4 Division U13 – U18…size 5
Rule 3 Number of Players. Number of Team Officials allowed on bench Number of players that can dress Number of players on the field I.D. card mandatory to team officials	3 18 6 All team officials.	4 Division U9 -U12……14 All other Divisions….18 Division U9 – U12…..7 All other Divisions…..6 All team officials* *Same gender adult ID not required.
Rule 7 Duration of the Game Length of the halves Amount of half time break Amount of time required to acquire minimum number of players.	25 minutes 4 minutes 7 minutes	30 minutes 1 minute 5 minutes
Rule 8 Start and Restart of Play. Four Second Restart	Not implemented.	Implemented in all divisions.
Rule 12 Fouls and Misconduct. Placement of ejected player.	Dismissed player not allowed to watch from spectator stands.	Ejected player allowed to watch from stands, but will be removed from stands if persists in further misconducts.
Rule 13 Free Kick Attacking players not permitted in opponent's goal area before ball is in play.	Not implemented	Implemented in all divisions.
Rule 15 Kick-in Attacking players not permitted in opponent's goal area before ball is in play.	Not implemented	Implemented in all divisions.
Rule 17 Corner kick Attacking players not permitted in opponent's goal area before ball is in play.	Not implemented	Implemented in all divisions.