

Indoor Soccer Rules



**Recreation
District**

Pre-K—8th Grade Indoor Soccer Rules

RULE 1: General Statement of Indoor Rules

The following house rules will be followed first. All rules not covered by house rules, will be in forced by the ref under normal soccer rules.

RULE 2 - FIELD OF PLAY

1. Large Field - 64 x 32 Yards
2. Small Field - 32 x 25 Yards

RULE 3 - BALL

1. SRC will provide all game balls.
2. Standard Size Three Balls will be used for Pre-K thru 2nd grade
3. Standard Size Four Balls will be used for 3rd thru 6th grade.
4. Standard Size Five Balls will be used for 7th grade and above.
5. Only SRC management and/or referee may change the ball size.

RULE 4 – NUMBER OF PLAYERS

1. All Pre-K to 2nd grade teams are 6 v 6: 5 field players and 1 goalkeeper. 3rd grade to Adult teams will play 7 v 7; 6 field players and 1 goalkeeper on the large field. A game will be played with no less than 4 players.
2. In the event a team is winning by 3 or more goals the losing team may add one additional player. When losing teams score is less than 3 goals difference, losing team must resume play with legal amount of field players.
3. Two-minute penalty will be served for one player if a team has too many players on the field.

RULE 5- TEAM AND PLAYER RESPONSIBILITIES

LEAGUE FEES & RELEASE LIABILITY WAIVER:

1. All league fees, rosters, and waivers must be turned in prior to the first game.

INJURY:

1. The referee will send any player to the team bench who requires treatment of any injury or blood. The referee will approve any blood treatment prior to allowing the player to reenter the field.

PLAYER BOXES:

1. Only rostered player's, coaches/managers are allowed in the player boxes during league games. Family, friends, and guests are required to remain in designated viewing areas.

HIGH SCHOOL COACHES:

1. All High School teams must have at least one parent or adult over the age of 21 on the sidelines at every game. This will be strictly enforced and failure to adhere to this rule will result in forfeit.

PLAYER DIVISION PARTICIPATION:

1. Players may only be on one roster in a given league. Players may participate in more than one league.

RULE 6 –THE PLAYERS EQUIPMENT:

1. Players will wear the same matching uniform consisting of the same blue and gray color jerseys and/or team jersey of choice. Goalkeepers must wear different colored uniform. Shin guards are required to be worn by all players.
2. Shoes may be of an indoor type of cleats or turfs.
3. Goalkeepers will be permitted to wear gloves, goalie pants, and approved headgear.
4. Players may not wear any jewelry or other accessories, if not removed the player will not play. If a player is unable to remove jewelry, it must be taped. Medical bracelets must be taped down.
5. Casts, splints or body braces made of hard material must be padded to the satisfaction of the referee.

RULE 7 - REFEREE:

1. Referees will execute, or delegate all the rules of the game as long as they are on the facility compound of an assigned game.
2. The decisions of the referee regarding facts connected with play and interpretation of the rules are final. The referee may change any decision prior to a restart.
3. The referee's power to assess penalties, and otherwise assure fair play and maintain control of a game extends to violations of these rules committed during play, stoppages, and as player's proceeds to and from the field of play. This includes:
 - A. Determines whether or not a goal is scored.
 - B. Suspend or Terminate the Game: Stops, suspends, or terminates the game at his discretion by the reasons of elements, interference by spectators, an unsafe condition, or other justifiable cause.
 - C. The clock will be a continuous running clock, no stopping for delays.
 - D. Prohibit Field Entry: Ensures that no unauthorized persons enter the field of play during the game.
 - E. Summons Security or Management: Asks facility security or management to prevent any spectator, including team personnel from interfering with play of the game for:
 - a. Violent conduct including tossing objects onto the field.
 - b. Foul or abusive language.
 - c. Persistent unseemly or inappropriate behavior.

RULE 8 - DURATION OF THE GAME, SCHEDULE & MAKEUPS

1. **Youth** (3rd Grade & up) games will **play 2-25 minute halves**, with a 2-minute half time. **Youth Cross Field** (PreK-2nd Grade) games will **play 4-9 minute quarters**, with an 8-minute warm-up and 2 minutes between quarters.
2. All league games will end at regulation regardless of the score. **There will be no shoot-outs.**

RULE 9 – HOUSE RULES

1. NO Slide Tackling
2. NO Foul language
2. Substitutions will be on any dead ball (i.e. throw in's, corner kicks, goal kicks, or for injuries 1 for 1.
3. If a player receives a Yellow card that player must come off of the field and may not re-enter the field until the next time the ball has been played out of touch and a player may be subbed in for the yellow carded player.
4. If a player is red carded they are to leave the playing field and must leave the building, they will be required to serve a TWO game suspension. And that team must finish the game short.
5. NO jewelry shall be worn on the field during a game.
6. There is NO offside.
7. If a team is down by 3 goals, that team may add one player, but when the score is back to only a 2 goal lead that team must remove their extra player and play with the correct number of field players.
8. **Three line rules:** 3rd grade to adult leagues: If a player kicks or throws the ball from behind the yellow line marking that teams defending third of the field over midfield and over the attacking yellow line in that teams attacking third of the field, this will result in a free kick on that teams yellow line in the attacking third of the field.
9. **Mid-line rule:** Pre-K to 2nd grade: The ball may not cross the mid-line on the field unless it has hit the ground or another player before crossing over the mid-line.
10. Any player that directly kicks the ball at the ceiling will serve a two-minute penalty. If a goalie directly kicks a ball at the ceiling a player on his team must serve the two-minute penalty. Officials will grant player back in when time is up. If the opposing team scores during the two-minute penalty, the player serving the penalty will be released onto the playing field. No penalty for deflections.
11. Any other rulings will be in forced by the ref under normal soccer rules.

RULE 10 – PROTESTS

No games may be protested. See Rule 7-Referee. All issues must be finalized during the game by referee and or site supervisor.

Sylvania Sports & Exhibition Center

This facility is operated by Sylvania Recreation. Please throw away all trash in its appropriate containers. No food or drinks allowed on playing surfaces.

TEAM SECTION (Benches)

This section is only open to coaching staff and participants that are rostered. Others will be asked to leave the team section and sit in the spectator section.

SPECTATOR SECTION

All guests of participants and spectators must sit or stand on the West side of the building. No Horseplay permitted in the spectator section. Guests judged acting disruptive in any way will be asked to leave by the site supervisor.

SECTION IV: CLOSING

Thank you for choosing Sylvania Recreation as your recreation provider. Please call 419-882-1500 if you have questions or comments. Have a great Indoor Soccer Season!



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