

THE OFFICIAL RULES OF INDOOR SOCCER

Modified for the use of WISC Leagues

Youth and Amateur Edition (2004)

Abridged: For Players and Spectators

FIFA RULES APPLY EXCEPT WHERE MODIFIED BELOW

Rule 1 - The Field Of Play

The Field of play is 180 X 80 Feet.

Rule 2 - The Ball

The ball is size 4 for U12 and below and size 5 for U13 and up.

Rule 3 - The Players

Number: Teams U12 and below shall have no fewer than 5 or more than 7 players on the field at a time, including a goalkeeper. For above U13, no fewer than 4 or more than 6 are allowed.

Substitutions: Each team may substitute players freely; provided that (a) Players must substitute off the field of play (player being subbed must leave the field of play before substitute enters). (b) Substitution must be done at such a time that the ball is away from the team bench. (c) No substitutions are allowed during the first 3 attempts of penalty kicks. (d) The substitution does not interfere with the progress of play (i.e. substitute enters the field when play is in front of where he/she is entering) (e) The team substituting does not gain unfair advantage from the substitution being made (i.e. the player coming on, enters while his/her team is attacking, and the player coming off is doing so from a defensive position...this gives the substituting team an extra player on offense, because the defensive player was too tired to make the run on the attack).

Rule 4 - The Players' Equipment

Players wear their team's uniform, consisting of the same colors, shin guards, and indoor footwear. Jewelry and other accessories are prohibited. The Goalkeeper wears jersey colors distinguished from all other field players and from the Referees.

Flat-soled shoes are required. Turf shoes may be used on the turf. Cleats of any kind may not be worn

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Rule 5 - The Referee

The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final.

Rule 6 - The Duration of the Game

A regulation game consists of two Halves, with duration according to “house rules” and the following:

Running Clock: Except in the case of an unusual delay, determined by the Referee, the Game Clock counts down continuously through each half or Overtime Period.

- (b) League Games are 44 minutes in length. Tournament Games are 34 minutes in length. Half times will be 1 minute in length
- (c) In games where there must be a winner...one sudden death over time period of 3 minutes will be played. The first team to score wins.
- (d) If still tied after over time, penalty kicks will ensue in the following manner:
 - a. Only those players on the field when the overtime period ends, are eligible to take kicks.
 - b. The home team takes first kick, and the referee chooses which end of the field to take the kicks (preferably away from the spectators).
 - c. The team’s alternate kicks, starting with 3 kicks each.
 - d. If after 3 kicks, the score is tied, the teams will each take one kick, alternating kickers, until one team scores and one team doesn’t.
 - e. The rotation of kickers cannot be restarted until every player (including the goalkeeper) has taken a kick.

Rule 7 - The Start and Restart of Play

A **Kickoff** from the Center Mark starts play at the beginning of each Half and after every goal. A player who starts play may not again play the ball until it touches another player.

The Home Team takes the Kickoff for the First Half Kickoff and any Overtime Period, and the Visiting Team takes the Kickoff for the Second Half. The Referee designates the teams’ defensive ends, according to “house rules.”

Restarts take place by either, a Kickoff, Free Kick, Goalkeeper Throw-In, or Dropped Ball. Other than for Kickoffs or as provided below, Restarts occur within three feet (3') from the spot of the ball at the moment of stoppage.

A team receives a **Free Kick** after stoppages other than when a Dropped Ball or Goalkeeper Throw-In is required. Before the team takes the Free Kick, the ball must be stationary. All

opposing players are at least 15 feet from the spot of the Free Kick (or, if within 15 feet of the opponent's Goal, along the Goal Line). The spot of the Free Kick is that provided above, except:

- (a) *Within Own Penalty Arch*: from any spot therein.
- (b) *Within Opponent's Penalty Arch*: at the Free Kick Mark ("Top of the Arch").
- (c) *Delayed Penalty*: (i) according to the ensuing stoppage, as normally administered, or (ii) in case the defending team obtains possession of the ball during play, at the spot of the original offense. (See unabridged Rules where the original offense would have resulted in a Shootout.)
- (d) *Kick-In*: 1 yard from the spot where the ball crossed over the Perimeter Wall.
- (e) *Superstructure Violation*: from the nearer Restart Mark.
(See unabridged Rules for additional exceptions.)
- (f) *Curtain line*: When the ball strikes the curtain line above the field it is considered in play with no stoppage.
- (g) *Three line violation*: Any offensive ball which carries three lines in the air without first striking the turf, the glass, any player or the official (red, white, red), is brought back to the offending teams red line for a direct kick.

If neither team has clear possession of the ball at a stoppage, the Referee restarts play with a **Dropped Ball**. A Dropped Ball caused while the ball is inside a Penalty Arch takes place at the top of the arc.

Play restarts with a **Goalkeeper Throw-in** anywhere within the Penalty Arch after an attacking player has last touched the ball before crossing an end perimeter wall.

Rule 8 - The Ball In And Out Of Play

A **Superstructure Violation** occurs when the ball contacts any part of the building above the field of play or the ball leaves the field of play over the net (with the exception of the players areas. This will result in a 2 minute power play (no card needs to be shown). Countdown time for this offense will not begin until ball has been placed on field and the Referee had blown his whistle.

The player with the superstructure violation must leave the field of play unless the violation is against the goalkeeper, in which case, another player may be selected to sit out for two minutes.

Rule 9 - The Method of Scoring

A team scores a goal when the whole of the ball passes over the whole of the Goal Line, under the crossbar, and between the goal posts. A goal may be scored directly from a Kickoff or Restart.

Rule 10 - Fouls and Other Violations

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A **Foul** occurs if a player:

- (a) Holds an opponent;
- (b) Handles the ball (except by the Goalkeeper within his Penalty Box/Arch);
- (c) Plays in a dangerous manner;
- (d) Slides;
- (e) Impedes the progress of an opponent ("Obstruction"), or
- (f) Prevents the Goalkeeper from releasing the ball from his hands;

and when a player commits the following in a manner that the Referee considers careless, serious, reckless, or involving excessive force:

- (a) Kicks an opponent;
- (b) Trips an opponent;
- (c) Jumps at an opponent;
- (d) Charges an opponent;
- (e) Strikes or elbows an opponent; or
- (f) Pushes an opponent.

Unsporting Behavior: A Free Kick results for the following offenses:

- (a) Leverage: Using the body of a teammate or any part of the field to gain an advantage;
- (b) Encroachment: Entering the protected area of an opposing player taking a Free Kick (after initial Warning);
- (c) Dissent: (i) Referee Abuse; (ii) Breach of Penalty Area Decorum; (iii) Entering the Referee Crease without permission;
- (d) Other: Behavior which, in the Referee's discretion, does not warrant another category of penalty (*e.g.*, taunting, foul language.)

Goalkeeper Violations: The opposing team receives a Free Kick from the corner spot for the following violations by a Goalkeeper:

- (a) *Illegal Handling:* Bringing the ball from outside of the Penalty Box/Arch to his hand within it, or receiving the ball again after a Goalkeeper Distribution without the ball having first touched another player (*e.g.*, no drop-kicking or bouncing the ball);
- (b) *Pass Back:* Handling the ball, having been passed deliberately and directly to him by a teammate; except that he may handle a ball which a teammate passes to him by the head, chest, or knee and without "trickery" (the use of a wall or foot to flick the ball to a head, chest, or knee before making the pass);
- (c) *5-Seconds:* Controlling the ball with either his hand or foot inside of his Penalty Arch for over five (5) seconds.

- (d) Goalkeeper may not punt or drop kick the ball. No Two Bounce Rule! Goalkeeper may not let the ball bounce twice and then punt it. This is considered a drop kick.
- (e) Goalkeeper may not throw the ball past the third line in the air (three-line violation).
- (f) Goalkeeper area extends into half circle at top of box.
- (g) Goalkeeper may not bounce the ball before releasing.

Team Violations: The Referee issues a Team Penalty for the following violations by a team or unidentified person:

- (a) *Leaving Team Bench:* Players leave a Team Bench to join a fracas or confrontation with the opposition or a Game Official;
- (b) *Bench Dissent:* After an initial "Warning," one or more unidentifiable players verbally abuse the Referee.
- (c) *Other:* Unsporting Behavior, which, in the Referee's discretion, does not warrant another category of penalty.
- (e) No spectators allowed behind players benches. Coaches and players only!!!
- (f) **Open doors in front of players box will result in a 2 minute penalty for occupying team (after initial Warning)**

Advantage Rule: The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage.

Flagrant Fouls: A Penalty kick is awarded for the following Fouls committed by a defender:

- (a) A Foul within the Penalty Arch or Goal for which he receives a Time Penalty;
- (b) A Foul from behind, against an attacking player, having control of the ball and one or no defensive players between himself and the Goal; and
- (c) Any Foul where he or she is the last player on the team between the attacking player with the ball and the Goal.

Blue Card Offenses: Unless otherwise provided below, the Referee issues a Blue Card for serious Fouls and for:

- (a) Deliberately handling the ball with the intent to interfere with the progress of play;
- (b) Goalkeeper Endangerment;
- (c) Boarding;
- (d) Unsporting Behavior by a player, and
- (e) Team Violations.

Cautionable Offenses: The Referee issues a Yellow Card for reckless Fouls and offenses described directly above, and for the following:

- (a) Second Blue Card;

- (b) Unsporting Behavior by any non-player personnel;
- (c) Provoking Altercation: Making physical contact with an opponent (e.g., pushing or poking), short of fighting, or using the ball in so doing.

Ejectionable Offenses: A person receives a Red Card for Fouls and offenses described directly above, which the Referee considers violent or use of excessive force, and for:

- (a) Third-Time Penalty;
- (b) Elbowing: Intentionally elbowing an opponent above the shoulder;
- (c) Vicious Slide Tackling: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him;
- (d) Fighting;
- (e) Leaving Team Bench or Penalty Area to engage in a fracas or confrontation with the opposition or a Game Official;
- (f) Extreme Unsporting Behavior: Committing particularly despicable behavior, including:
 - (i) Spitting at an opponent or any other person;
 - (ii) Persistent use of extremely abusive language or behavior toward a Game Official;
 - (iii) Bodily contact with a Game Official in dissent.

The card system is applied much like the strike system, three strikes and you're out. The first time an offense is committed and warrants a card, a blue card is shown, this is strike one. The next time, a yellow card is shown, this is strike two. The next time, a red card is shown, this is strike three, and you're out. The referee can skip any of these interventions at his/her discretion, providing the severity of the committed offense warrants it.

Rule 11 - Time Penalties

The following penalties apply to offenses for which a Card is issued (subject to further action by the Administrative Authority):

- (a) Blue Card: 2-minutes (i.e., in the Penalty Area)
- (b) Yellow Card: 2-minutes for a second carded offense and 4-minutes (2 + 2) for a straight Yellow; at the referee's discretion, based on the severity of the offense, this will either be a hard 4 minutes served, or the first 2 minutes will be hard, and the second 2 minutes will be soft (following the powerplay goal rule).
- (c) Red Card: 2-minutes (for accumulation) or 5-minutes (other), plus ejection. After the time penalty is served, the team can put another player on the field (to replace the ejected player), however the ejected player is out for the match. All ejections carry a one game suspension, no matter what the ejection was for.

Players are designated by their teams to serve Time Penalties of their team, non-player personnel, and of teammates who receive Red Cards. Otherwise, the person who commits a carded offense serves the penalty. Players serving Time Penalties serve their Time Penalties, seated, until their expiration and the Referee permits their release. **If a Goalkeeper is given a time penalty for any reason that a card was not given, then someone else on the field can serve the time penalty. However, if a card is given to the goalkeeper, the goalkeeper must serve this time penalty, and the team must put someone else in goal, because a team cannot under any circumstances play without a designated goalkeeper on the field.**

Short-Handed Play: For each Time Penalty being served by a player, his team plays with one fewer field player until its expiration; provided that a team may not have fewer than the minimum required, regardless of the number serving Time Penalties. Should a player receive a Time Penalty, while two or more teammates are already in the Penalty Area, his team continues to play with the minimum while he joins his teammates in the Area.

Exceptions: Under the following circumstances, Time Penalties either expire prior to their completed countdown, or have the beginning of their countdowns delayed:

- (a) *Powerplay Goal:* If a team is scored upon having fewer players on the field of play, due to one or more players serving Time Penalties, a player from the team is released from the Penalty Area into the field of play, unless otherwise prohibited, and the player's Penalty or Penalties are wiped out. If the team has two players in the Penalty Area, only the player whose Time Penalty or Penalties are recorded earlier is affected.
- (b) *Multiple Penalties:* If two teammates are serving Time Penalties when another teammate is penalized, his Time Penalty does not begin to count down until at least one of the teammates' Time Penalties has expired and his Time Penalty is next to begin.
- (c) *Simultaneous Penalties:* When two simultaneous penalties carrying the same Time Penalties are assessed to opposing players, their Time Penalties are not served.
- (d) *Maximum Time Penalty:* No player may receive more than 5 minutes for penalties arising at the same time on the Game Clock, irrespective of the number or nature of accumulated offenses or the fact that one or more teammates may be designated to serve such time.
- (e) *End of Game:* All Time Penalties carry over between periods and expire at the end of the game.

Delayed Penalty: In instances where the Referee would issue a Blue Card or a Yellow Card, but for the Advantage Rule, he allows play to continue until the early of the two occurrences:

- (a) *Opponent's Possession:* The team of the offending player gains control of the ball;
- (b) *Stoppage:* The Referee stops play for any reason.

Once play is stopped, the offense is recorded, and the appropriate card shown, as customary, the appropriate time penalty would then ensue.

Rule 12 – Point System

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- (a) Point system is in affect: Win = 3 points Tie = 1 point Loss = 0 points. No Bonus Points.
- (b) Blowout Rule – this rule is implemented when a team goes up in score on another team by 8 goals (i.e. 8-0, 10-2, etc.). When this happens, the score will no longer be kept on the scoreboard, but will be kept in the referee’s book, for the possibility of the losing team coming from behind. In the event the losing team closes the gap and the goal differential decreases to that of 7 (i.e. 8-1, 10-3), the referee will update the scoreboard, and the match will proceed. If at any point the goal differential increases to 8 again, the referee again will stop putting the score on the board, and will maintain it in his/her book. At the end of the match, the final score recorded, is the score on the scoreboard. For record keeping purposes a score with a goal differential more than 8 cannot be recorded. This is to prevent a team from running up the score for the sole purpose of boosting their standings. (Example... Team A goes up on Team B 8-0. The referee goes to recording the score in his/her book. As the game progresses Team A scores a goal making it 9-0, then Team B scores 2 goals making it 9-2, since this is only a 7 goal differential the new score is updated on the board. The score then goes to 10-2, so the referee goes back to keeping it in his/her book. At the end of the match the referee shows a score of 20-2, however, the last time the game reached an 8 goal differential was 10-2, which is still displayed on the scoreboard, therefore the final score recorded is 10-2).
- (c) Tie Breakers are as follows in that order:
- Head to Head
 - Goals Against
 - Goal Differential
 - Goals For

Rule 12 - Penalty Kicks

Penalty Kick:

- The ball is placed at the top of the arc of the goal box;
- The Goalkeeper has at least one foot on his Goal Line until the ball is in play;
- All players are behind the ball and 15 feet from the ball
- A total of 2 steps may be taken by the kicker. Ball is now in play unless ball strikes net above the glass or a goal is scored. Kicker may not play the ball the second time unless first touched by the goalkeeper or another player first.

**If anyone has any questions regarding any of the WISC House Rules, you are asked to direct these questions to the Manager, Coach, or Point Person on the team, who will then check with the Head Referee for interpretation and clarification.