

## **2018 YMCA Indoor Soccer Rules**

### **General Policies:**

- 1) Abusive or violent conduct will be dealt with according to the Laws of the Game and YMCA policy.
- 2) Suspensions will be administered by the YMCA Soccer Department.
- 3) An automatic red card will be given to any player or coach involved in a fight. That player or coach will be suspended for the remainder of that game and, at a minimum, the next scheduled YMCA soccer game they play/coach.
- 4) Each team must have an adult on the bench at all times. No more than 3 adults will be permitted on each bench.
- 5) All YMCA policy and procedures regarding conduct towards referees will be enforced during the Indoor season.
- 6) YMCA Indoor Soccer will be governed by the FIFA Laws of the Game with the modifications described in this document.

### **Law II The Ball**

- 1) The YMCA will provide game balls.
  - a) Under 8 will play with a size 3 soccer ball
  - b) Under 10-12 will play with a size 4 soccer ball

### **Law III Number of Players**

#### **Rosters**

- 1) All age groups will play with 7 field players and 1 player clearly identifiable as the goalkeeper.
- 2) A team must carry a minimum of 12 players on its roster.
- 3) No more than 4 club players will be rostered on one team without prior approval from the YMCA Soccer Office.
- 4) A team approved to have more than 4 club players will play up one age division.
- 5) Players may NOT be rostered on more than one team in the same division.
- 6) YMCA requirement for half game playing time is enforced.
- 7) A player must be on the team's roster to play for that team. Using a non-rostered player may result in forfeit of the game.

#### **Substitutions**

- 1) Unlimited substitutions are permitted.
- 2) A player who is being replaced must be off the field or within three (3) feet of his team's bench area before the substitute enters the field.
- 3) Any player or substitute may change places with the goalkeeper during a stoppage of the game after notifying the referee.
- 4) For any infraction related to substitutions the offending player will serve a two minute penalty and a free kick will be awarded to the opposing team.

## **Law IV Players' Equipment**

- 1) All jerseys on the team must be of a similar color.
  - a) The home team will change colors to correct any jersey color conflicts.
- 2) Goalkeepers must wear colors that are readily distinguishable from other players.
- 3) Soccer shorts, gym shorts, warm-up pants will be allowed.
- 4) Shin guards are MANDATORY!
- 5) Only flat soled shoes or other footwear designed for artificial playing surfaces are allowed.
- 6) No dangerous equipment will be allowed. (Necklaces, earrings, chains ect.)
- 7) The referee may send a player off the field to correct any equipment issue.
  - a) That player is not allowed back on the field until the referee verifies that the equipment issue has been corrected.
  - b) A two minute penalty may be assessed if player refuses to comply.

## **Law V Referees**

The referee's authority begins as soon as he/she enters the playing field. Safety of the youth players will be the referee's top priority.

The referee:

- 1) Enforces the laws of the game.
- 2) Keeps the record of the game.
- 3) Has the discretion to stop play for any infraction that in the opinion of the referee warrants a remedy within the framework of the Laws of the Game.
- 4) Refrains from stopping play when the team against which an offense has been committed will benefit from such an advantage.
- 5) Cautions any player or coach for misconduct and/or violation of the laws of soccer.
- 6) Sends off (Ejects) from the game any player or coach for:
  - a) Serious Foul Play or Violent Conduct
  - b) Use of foul or abusive language
  - c) Persistence misconduct after receiving a caution.
- 7) Stops the game for a serious injury and to allow an injured player to be removed from the field of play as soon as possible. If a player is slightly injured the referee may allow play to continue until the ball is out of play.
- 8) The referee may direct a coach to substitute for a player in order to diffuse a potential confrontation.

## **Law VII Duration of the Game**

- 1) Playing time:
  - a) K Division will play 3 - 7 ½ minute periods
  - b) All other games will be two 2 - 20 minute periods.

### **Law VIII The Start and Restart of Play**

- 1) A maximum of five (5) minutes from the scheduled game time will be allowed before a game is declared a forfeit.
- 2) The visiting team will kickoff to begin the first period.

### **Law IX Ball In and Out of Play**

- 1) The ball is out of play when it has wholly crossed the perimeter wall or hit the side netting.
  - a) The restart is a Direct Free Kick (DFK) taken 18 inches from the side wall at the point where the ball went out of play.
- 2) The ball is out of play when contact is made with the ceiling nets or any part of the structure of the building supports.
  - a) The restart is a Direct Free Kick (DFK) taken directly below the point of contact.
  - b) If the location of the restart is within the Penalty Area the referee will move the ball to a point on the Penalty Area Line closest to the point of contact.

### **Law X Method of Scoring**

- 1) ALL of the ball must cross ALL of the goal line.

### **Law XI Two-Line Violation**

- 1) A two line violation occurs if a ball kicked by a player crosses over both outer white lines in the air before being played by another player.
  - a) A referee will award a direct free kick to the opposing team from the first line the ball crossed.

### **Law XII Fouls and Misconduct**

#### **Penal offenses**

- 1) If in the opinion of the referee a player deliberately commits any of the following offenses:
  - a) Kicking
  - b) Tripping
  - c) Jumping into opponent
  - d) Charging from behind
  - e) Charging violently
  - f) Striking
  - g) Holding
  - h) Pushing
  - i) Handling the ball
  - j) Boarding
  - k) Jumping in front of goalie

A Direct Free Kick will be awarded to the opposing team at the point where the infraction occurred.

### **Penalty kicks**

- 1) If a player from the defending team commits one of the penal offenses inside his own penalty area a Penalty Kick (PK) will be awarded to the opposing team.
- 2) If the referee determines that an obvious goal scoring opportunity was taken away by the infraction then in addition to the Penalty Kick, the player who committed the penal foul will be given a two minute penalty.

### **Other offenses**

1. If in the opinion of the referee a player deliberately commits any of the following offenses:
  - a) Dangerous play
  - b) Charging (away from the play)
  - c) Obstruction
  - d) Charging the goalkeeper
  - e) Delay of game

A Direct Free Kick will be awarded to the opposing team at the point where the offense occurred. If the offense occurred inside the penalty area the Direct Free Kick will be taken from the center spot on the penalty arc.

### **Cautionable Offenses**

1. Any player may be cautioned by the referee for persistence violation of the laws of soccer, dissent or unsportsmanlike conduct.
  - a) A player who receives a second caution during a game will be ejected from the game and a five (5) minute penalty will be assessed against his/her team.
  - b) If an ejected player fails to leave the field in a timely manner the referee may terminate the game.

### **Recommended Order of Penalty Assessment**

1. Verbal warning
2. 2 minute penalty
3. Assessment of additional penalty minutes
4. Yellow card and two minute penalty
5. Red card (Ejection from game)

### **Goalkeeper Restrictions**

1. After putting the ball into play with his/her hands the goalkeeper may not play the ball with his/her hands again until the ball is played by an opposing player.
2. The goalkeeper may not play the ball with his/her hands if it has been deliberately kicked to the goalkeeper by a teammate.
3. A goalkeeper may not punt the ball. The ball must touch the floor before the goalkeeper kicks it. Goalkeeper is allowed 1 free bounce.
4. Violation of the above offenses will result in a Direct Free Kick awarded to the opposing team from the center spot on the penalty area.

### **Law XIII Free Kicks**

- 1) All free kicks are awarded as Direct Free Kicks.
- 2) When the referee awards a free kick the opposing team shall immediately withdraw 10 feet in all directions and remain there until the ball has been put into play by the awarded team.
- 3) If a free kick is to be taken less than 10 feet from the goal line the referee shall place the ball 10 feet from the goal line to allow space for a defensive wall.

### **Law XVI Goal Kicks**

- 1) No Goal Kicks will be taken. If the ball hits the netting above the Goal Area last touched by the attacking team the goalie will simply retrieve the ball in their hands and restart play immediately.

### **Law XVII Corner Kicks**

- 1) A Corner Kick is awarded to the attacking team if the ball hits the netting above the goal and in between the corner markers last touched by the defending team.
- 2) A goal can be scored directly from a Corner Kick.
- 3) Corner Kicks will be taken from the corner kick spots on the side of the field nearest to where the ball hit the netting.