



SYSA 6v6 Indoor Soccer Rules

** FIFA rules apply if not modified within **

The following rules have been established in order to ensure fair play for all participants. Each coach and player is expected to understand these rules prior to their participation.

1. **Number of Players:** Six players on the field (5 plus a goalkeeper). A team must have a minimum of 5 players to start a game. Players may only play on one team per age division. For coed divisions, there must be at least 2 girls on the field at all times.
2. **Uniforms/Protective Casts:** All players must wear jerseys/shirts during play. The referee must approve players wearing protective casts. Hard casts will not be allowed. No jewelry will be allowed, including earrings of any type, necklaces and bracelets. The only exception will be players wearing medical bracelets.
3. **Player Equipment:** All players must wear shin guards. Any player without shin guards will not be allowed to play. All players must wear indoor shoes, turf shoes, or tennis shoes—no molded cleats are allowed. Also, no food or drink is allowed on the field and only water or sports drinks are allowed in the bench area. Gum is not allowed in the bench area or on the field!
4. **Sportsmanship:** Good sportsmanship is to prevail at all times. Coaches and captains will be held responsible for the conduct of themselves, their players, players' parents and spectators. Foul language by players, spectators, and/or coaches will not be tolerated!
5. **Goal Scoring:** A goal may be scored from a touch (offensive or defensive) from anywhere on the field. The only exception to this rule is you cannot score directly from a kick-in from the sidelines. The ball must be touched by another person, either offensive or defensive.
6. **Game Duration:** The game shall consist of two 22-minute halves separated by a 1 minute halftime period. The home team will pick the side of the field they want for the first half and the visiting team will start with the ball. Games tied after regulation play shall end in a tie. There are no timeouts and the game clock does not stop.
7. **Forfeits:** Teams are given 5 minutes before a forfeit is issued by the referee.
8. **Substitution:** Substitutions may be made "on the fly" or during dead-ball situations, regardless of possession.
9. **No Off-sides**
10. **No Slide Tackling**
11. **Coach/Parent Ejection:** The referee has the right to eject a coach or parent from any game for any irresponsible behavior that warrants ejection. Coaches or parents whom are ejected must leave the building before play will continue. If a coach or parent refuses to leave, the game will be forfeited in favor of the opposing team.
12. **Kick Off:** May be taken in any direction. You may score directly from a kick off.
13. **Kick-Ins:** When the ball touches any part of the net above the walls or the structure of the facility, the ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves.
14. **Five Yard Rule:** In all dead-ball situations, defending players must stand at least 5 yards away from the ball. If the defensive player's goal is closer than 5 yards, the ball shall be placed 5 yards from the goal in line with the direction of play prior to the penalty.
15. **Goalie:** The goalie may use hands within the "key" (white lines with half circle at the top). Goalie may punt the ball if gathered within the run of play. However, for "goal kicks" the goalie must either throw the ball in or place it on the ground to kick it in.
16. **Direct & Indirect Kicks:** All dead-ball kicks (kick-ins & free kicks) are indirect with the exception of corner kicks and penalty kicks, and kick-offs.
17. **Penalty Kicks:** Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. Penalty kicks are direct kicks taken from the spot inside of the penalty area. The ball is live when kicked. Only the player who was fouled (or nearest to foul) may take the penalty kick.
18. **Boards:**
 - a. Any legal challenge that results in a player being checked into the boards is a foul.
 - b. Any illegal challenge that results in a player being checked in the boards will result in a 2 minute time penalty.
 - c. Any reckless or dangerous challenge that results in a player being checked into the boards will result in at least a yellow card.
19. **Misconduct/Time Penalties:**
 - a. 2 Minute Time Penalty: Given to any player who, in the referee's opinion, pushes/checks another player into the boards. The team must play short 1 player for the 2 minutes.
 - b. 5 Minute Time Penalty: Given to any player who receives a yellow card. The team must play short 1 player for the 5 minutes.
 - c. Any player receiving a red card will not be allowed to play for the remainder of the game. The team must play short 1 player for the remainder of the game. The offending player must leave the building also. Additional game suspensions or possible fines may be issued depending on the seriousness of the offense (fines apply to adult players only).
20. **Coed Division Modifications:**
 - a. There will be at least two members of each gender on the field at all times. If this is not possible then the team must play short.
 - b. Goals scored by female players will count as 2 points.
 - c. A player may score a maximum of 3 goals per game (Adult divisions only).