

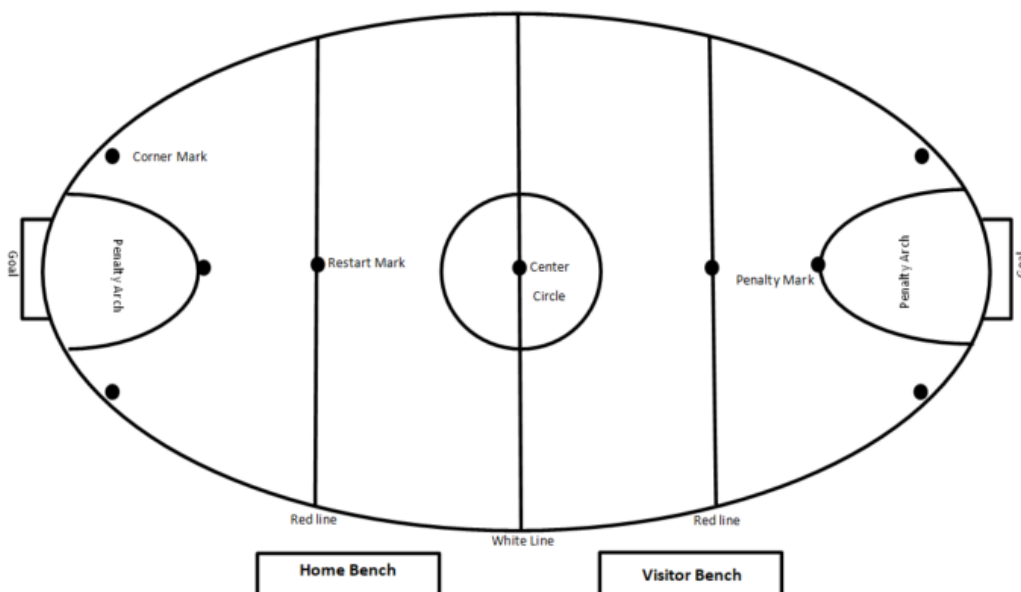
## SYSA 6v6 Indoor Soccer Rules

*\* 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.

### **Law 1 Field of Play**

See diagram.



### **Law 2 The Ball**

Teams are responsible for supplying game balls.

U9, U10, U11 and U12: size 4 ball

U13+: size 5 ball

### **Law 3 The Players**

SIX (6) players on the field (5 plus a goalkeeper). A team must have a minimum of FIVE (5) players to start a game.

Players may only play on one team per age division.

For coed divisions, there must be at least TWO (2) girls on the field at all times.

Each team may substitute players freely. A player must be off the field or be within ONE (1) yard of their team bench before the substitute can enter.

Players must enter/exit the field of play through the gate. Players may NOT climb over the wall to enter/exit the field. A TWO (2) minute sit out penalty (team will play short) will be assessed to the team when a player enters/exits the field of play over the wall. The official will stop play and issue the penalty. The opposing team will receive a free kick at the spot where the ball was located at the time the game was suspended.

Only registered players and registered coaches are allowed in the team bench area.

### **Law 4 Player Equipment**

Players shall wear their team's uniform, shorts, socks, shin guards and indoor footwear (flats, turfs or sneakers).

No molded cleats allowed.

Jewelry (including earrings/taped earrings, bracelets, necklaces, etc.) is prohibited. The only exception will be players wearing a taped medical bracelet/necklace.

The Goalkeeper shall wear a jersey color that is distinguished from all other players.  
The referee must approve players wearing protective casts. Hard casts must be completely covered and wrapped with a collapsible foam or similar material.

#### **Law 5 Referee**

The decisions of the Referee are final. Protests are not allowed.

#### **Law 6 Other Officials**

None.

#### **Law 7 Duration of the Match**

The game clock will start at the scheduled time. There are no timeouts and the game clock does not stop. The game shall consist of two 22-minute halves separated by a ONE (1) minute halftime period. The home team bench will be on the east side and the guest or visiting team bench will be on the west side.

Games tied after regulation play shall end in a tie.

Teams are given FIVE (5) minutes to field a team before a forfeit is issued by the referee.

#### **Law 8 Start and Restart of Play**

Restarts take place by either a kickoff, free kick, goalkeeper distribution or a dropped ball.

All free kicks are direct except a dropped ball.

The location of the Free Kick is the spot of the ball (within 1 yard) at the moment of the stoppage, except:

- a. Within own Penalty Arch; taken from any spot therein
- b. Within opponent's penalty arch; at the top of the arch
- c. Kick-In: ONE (1) yard out from the wall nearest where the ball crossed over the perimeter wall
- d. Three Line violation: from the offending's team red line nearest the offending team's goalkeeper
- e. Superstructure Violation (ceiling contact): from the nearest line to where the ball was last played

If neither team has clear possession of the ball at a stoppage, the Referee restarts play with a Dropped Ball. A dropped ball restart within the penalty area will be brought to the top of the arch.

Kickoff: May be taken in any direction. The HOME team takes the Kickoff for the first half and the VISITING team takes the Kickoff for the second half.

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.

#### **Law 9 Ball in & Out of Play**

When the ball touches any part of the wall above the red line, the ball shall be kicked into play from the side approximately ONE (1) yard from the wall. The ball is considered in play when the ball is touched and moves.

A ball that touches the structure end wall, last touched by the attacking team, above the red line between the corner spots, will result in the distribution of the ball from the goalkeeper's hands.

A ball that touches the structure end wall, last touched by the defending team, above the red line between the corner spots, will result in a corner kick for the attacking team.

A ball that hits the ceiling/beams will result in a free kick on the nearest white or red line for the opposing team.

Three Line Violation: A goalkeeper plays the ball beyond all 3 lines in the air, and without the ball touching a player, referee or wall, a free kick is awarded to the opposing team on the restart mark on the red line nearest the goalkeeper.

#### **Law 10 Method of Scoring**

A goal may be scored from a touch (offensive or defensive) from anywhere on the field.

**Law 11 Offside**

None.

**Law 12 Fouls and Misconducts**

Play should be stopped when a player acts in a careless, reckless or dangerous manner.

A foul occurs when a player commits the following in a manner that the Referee considers careless, serious, reckless or involving excessive force, including; kicks/attempts to kick, trips/attempts to trip, jumps at, charges, strikes, pushes, holds, and handles the ball.

Play should be stopped when a player plays in a dangerous manner.

A legal shoulder charge that results in an opponent being pushed into the wall is a foul.

Unsporting Behavior will result in a free kick for the opposing team.

Goalkeeper violations include (1) Illegal handling – goalkeeper may NOT bring a ball from outside the Penalty Arch to his/her hand. (2) Pass back – goalkeeper may NOT handle the ball having been passed deliberately and directly to him by a teammate. (3) 5 seconds – controlling the ball inside the penalty arch for more than 5 seconds.

No heading.

No slide tackling. Exception: The goalkeeper may slide ONLY within the penalty arch.

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.

Advantage rule: The referee allows play to continue when the team against which it has been committed will benefit from an existing offensive advantage.

**Law 13 Free Kicks**

All free kicks are direct. Opponents must be FIVE (5) yards from the ball.

**Law 14 Penalty Kicks**

Free kicks awarded inside the penalty arch will be taken from the top of the arch. All players, except the defending goalkeeper, must be outside the penalty arch at the time of the kick.

**Law 15 Kick in**

When the ball touches any part of the side walls above the red line and between the corner marks, the ball shall be kicked into play from the sideline within ONE (1) yard from the wall. The ball is considered in play when the ball is touched and moves.

**Law 16 Goalkeeper distribution**

A ball that touches the structure end wall, last touched by the attacking team, above the red line between the corner spots, will result in the distribution of the ball from the goalkeeper's hands.

**Law 17 Corner Kick**

A ball that touches the structure end wall, last touched by the defending team, above the red line between the corner spots, will result in a corner kick for the attacking team.

**Additional**

Good sportsmanship is to prevail at all times. Coaches will be held responsible for the conduct of themselves, their players, players' parents and spectators. Have fun!

*(modified October 2017)*