

# Spokane Youth Sports Association

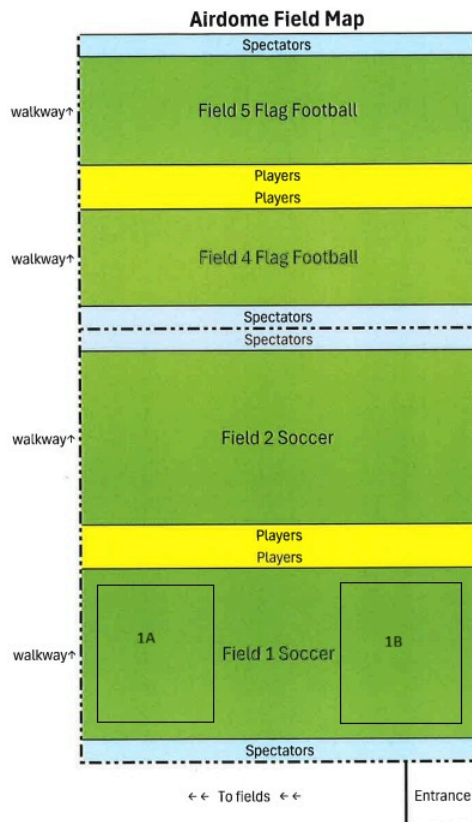
## Indoor Soccer Rules

### Airdome Northwest

The following rules have been established to ensure fair play for all participants. Each coach is expected to understand these rules. Rules are subject to change.

#### Field of Play

- Games are scheduled at Airdome Northwest.
- The turf fields do not have walls.
- 4v4: Fields 1A and 1B are approximately 50' x 66'. The portable goals are 4 feet high and 5 feet wide.
- 6v6: Field 1 and 2 are approximately 102' x 66'. The portable goals are 6' x 12'.



#### The Ball

- SYSA provides a futsal ball.

#### The Players

- Teams are formed by birth years. Birth years are combined. Genders are combined.
- Players may not “play down” in a younger division. Divisions: U12-U14, U10-U11, U8-U9, U6-U7.  
A match may not start if a team does not have enough players to field a team and one eligible adult/coach.
- Players may only play on one team per age division. However, in the spirit of the recreational game, a SYSA-registered player may guest play on a team to ensure players who arrive for a game get to play. This guest player must not be “older” than the division they are subbing in.

## **SYSA Indoor Rules**

- 4v4:U6/U7: Four (4) field players. No goalkeepers. Teams shall not place a defender in front of the goal to try to prevent the opposing team from scoring. Defenders may remain in their half of the field to teach basic positioning, but defenders will not be allowed to simply stand within a few yards of the goal at all times. 8-player roster.
- 6v6: U9, U10, U12, U14: Five (5) field players and 1 goalkeeper. 10-player roster.

### **Substitutions Unlimited**

- The team area begins 1 yard from the halfway line, 1 yard outside the touchline, and extends 10 feet towards the end line.
- Substitutions on the fly. A substitute may only enter the pitch after the replaced player leaves. Players enter and leave the pitch from their team's area.
- A field player may change position with the goalkeeper; however, this player must do so during a stoppage in the match and must inform the referee before the change is made.
- Only team players and up to 2 coaches are allowed in the team area for each team. Youth teams must always have at least one registered and cleared adult coach in the team bench area.

### **Player Equipment**

- Players shall wear their team's matching SYSA uniform (except the goalkeeper), shin guards, and shoes. All players must wear either athletic shoes, turf shoes, cleats (no metal cleats), or sneakers. Shin guards, entirely covered by socks, are mandatory in all games.
- Goalkeepers are allowed to wear athletic pants instead of shorts.
- A player may not wear or use any equipment that is dangerous to himself or another player.
- Jewelry (including earrings/taped earrings, bracelets, necklaces, etc.) is prohibited. The only exception will be players wearing a taped medical bracelet/necklace.
- The referee must approve hard casts. Casts must be completely covered and wrapped with a collapsible foam or similar material.

### **Referee**

- 4v4 Matches: The coaches or volunteers shall share officiating duties. Both coaches shall coach/referee together for the entire game. Coaches shall teach the game and explain the calls to the players.
- 6v6 Matches: SYSA will request officials from the Inland Empire Soccer Referee Association. When an official is unavailable, coaches are encouraged to seek a mutually agreeable replacement official. This replacement official may submit a report to SYSA and be compensated for officiating the match. If no replacement is available, the home coach will officiate the first half and the visiting coach will officiate the second half.

### **Duration of the Match**

- The game clock will start at the scheduled time. There are no timeouts, and the game clock does not stop.
- 4v4 Matches: 4 x 8-minute running clock quarters, with 1-minute quarter breaks and 2-minute halftime.
- 6v6 Matches: 2 x 22-minute running clock halves, with a 2-minute halftime.

- **Team Sidelines**

Both teams must be on one side of the pitch. A team's technical area is always on the side of the field they are defending. Teams will switch technical areas for the second half.

### **Start and Restart of Play**

- All free kicks are direct, including the kick-off.
- In the 6v6 match, players have 5 seconds to put the ball in play; infringement results in turnover of possession.
- The 5-second rule does not apply to the 4v4 matches.
- The location of the free kick is the spot of the ball within one (1) yard at the moment of the stoppage, unless the ball was stopped in the penalty area.
- All free kicks awarded to the defending team inside the penalty arc will result in a goal clearance.
- All free kicks awarded to the attacking team inside the penalty arc will result in a free kick for the attacking team to be taken from the top of the penalty arc.
- When a free kick is being taken, the defending team must retreat to a minimum of 10 feet from the ball.

## **SYSA Indoor Rules**

### **Kickoff**

- The HOME team takes the kickoff for the first half, and the VISITING team takes the kickoff for the second half.
- The opposing team shall stand at least 10 feet away from the ball placed at the center of the halfway line.

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

- The ball is out of play when it fully crosses any of the boundary lines.
- Touchline boundary: When putting the ball back in play, the ball must be stationary on the touchline at the point where it left the pitch. The ball must be put into play within five seconds of the team being ready or the referee's signal. All opponents must stand at least 10 feet from the point on the touchline where the kick-in is to be taken. A goal cannot be scored directly from a kick-in.
- Balls played behind the goal line will be restarted with either a goal clearance or a corner kick.

### **Goal Clearance**

- Goalkeeper punts are NOT allowed.
- Goalkeepers may roll, throw, or place the ball on the ground to pass the ball.
- The ball is thrown or released from any point within the penalty area by the goalkeeper of the defending team.
- The ball is in play when it is thrown or released and is in motion. **The ball must be put into play within five seconds of the team being ready or the referee's signal.**
- Opponents must be outside the penalty area until the ball is in play. If the goal clearance is not taken within five seconds, an indirect free kick is awarded to the opposing team from the top of the penalty arc. The goalkeeper may not touch the ball with their hands or arms inside their own penalty area after it has been kicked to them by a teammate.
- A goalkeeper may not throw the ball in the air over the halfway line. The ball must touch the ground or a player before traveling over the halfway line.
- If the goalkeeper throws the ball directly over the halfway line, an indirect free kick is awarded to the opposing team, to be taken from the place where the ball crossed the halfway line.

### **Method of Scoring**

- When the whole of the ball crosses over the whole of the end line under the crossbar and in between the uprights. Match results are not recorded for the league.

### **Offside**

- There is no offside.

### **Fouls and Misconducts**

- Play should be stopped when a player acts in a careless, reckless, or dangerous manner. A free kick will result for the opposing team at the point of the foul or misconduct (unless in the penalty area).
- A foul occurs when a player commits one of 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.
- No unsporting behavior or intentionally hurting someone of any kind.
- No spitting
- Foul language will not be tolerated from players, coaches, or spectators.
- No heading.
- No slide tackling. The goalkeeper may only slide within the penalty arc and will be subject to penalties should they choose to slide outside of the arc.
- The staff has the right to eject a coach or parent from any game for any irresponsible behavior that warrants ejection. Ejected coaches or parents must leave the building before play continues. If they do not leave the building, the game will end.
- No chewing gum.

## **SYSA Indoor Rules**

### **Free Kicks**

- All free kicks must be taken within five seconds from the place where the offense occurred, except free kicks in the penalty area, which result in a goal clearance (for the defending team) or a free kick at the top of the penalty arc (for the attacking team).
- The kicker shall not play the ball a second time until it has been touched or played by another player.
- Where two or more defending-team players form a “wall”, all attacking-team players must remain at least 1 yard from the “wall” until the ball is in play.

### **Penalty Kicks**

- None. A foul called against the defending team in the penalty area will result in a free kick for the attacking team at the top of the penalty arc.
  - Defending players must retreat 10 feet away from the spot of the ball for the taking of the free kick.

### **Kick in**

- When the entire ball goes out across the sideline, the ball shall be kicked into play from the sideline. The ball is considered in play when it is touched and moves.
- The kicker may not play the ball again until it has been touched or played by another player. The opposing team must be 10 feet away.

### **Goal Kicks**

- A ball that crosses behind the goal line (not in the goal), and last touched by the attacking team, will be restarted with possession to the defending goalkeeper - a goal clearance.
- The goalkeeper shall not play the ball a second time until it has been touched or played by another player.
- 4v4: Play will be restarted with a free kick anywhere within 10 feet of the end line.

### **Corner Kick**

- A ball that crosses behind the goal line (not in the goal), last touched by the defending team, will be kicked in by the attacking team from the corner. A goal may be scored directly from a corner kick, but only against the opposing team. The opponents must be at least 10 feet from the corner until the ball is in play. The team taking the kick must deliver the ball within five seconds of being ready to do so. If the corner kick is not taken within five seconds, a goal clearance is awarded to the opposing 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.
- Coaches coach. Players play. Officials ref. Parents & spectators cheer.
- No athletic scholarships will be awarded at these recreational matches. ;)
- Have fun!