

FIFA playing rules shall apply at all times, except where modifications are made to the playing rules by the Peterborough Youth Indoor Soccer League.

Law 1 Field of Play

The dimensions of the field of play will be designated by the permanent lines of the indoor facility.

The field of play shall be rectangular. The field will be marked by two longer boundary lines being called the touch lines and two shorter lines being called the goal-lines.

All ages U10 and under will be playing on a third of the full field.

THE GOAL AREA

At each end of the field of play two lines shall be drawn at right angles to the goal-line and shall also be joined by a line parallel to the goal-line. Each of the spaces enclosed by these lines and the goal line shall be known as the goal area. Dimensions of this area will also be designated by the permanent lines of the indoor facility. The goal area consists of the whole crease and not just the small crease.

THE PENALTY AREA

The penalty area will also be marked by two lines at right angles to the goal line and shall also be joined by a parallel line to the goal line. The penalty area will also include a mark for penalty kicks, and from each penalty mark, an arc of a circle will be drawn outside the penalty area to ensure proper distance is given by all players from the penalty kick.

In mini soccer, in case of penalty kick, the ball should be placed approx. 3 strides from the top of the goal area. The ref can define the space by counting the steps. The follow up after the ball is kicked remains the same.

CORNER AREA

At each corner, a quarter circle, having a radius of 1 meter shall be drawn inside the field of play. If corner flags are provided by the indoor facility, they must be used. **You cannot score a goal directly from a corner kick.**

THE GOALS

The goals shall be placed on the center of each goal-line. The goals shall be provided by the indoor playing facility. The goal-posts and the cross-bars shall have the same width. Nets shall be attached to the outer edges of the goal or the goal-posts, cross-bars and the ground behind the goals. The nets should be appropriately supported and not interfere with the movement of the goalkeeper.

For safety reasons, the goals, including those which are portable, must be anchored securely to the ground. (With the exception of all ages U10 and under)

Law 2 The Ball

The ball shall be spherical; the outer casing shall be of leather or other suitable materials. No material shall be used in its construction which might prove dangerous to the players. A size 3 ball will be used in the U6 division. The ball size 4 will be used for U8 to U12. A ball size 5 will be used for U14 and up.

The ball shall be judged fit for play by the referee and shall not be changed during the game unless authorized by the referee.

Law 3 Number of Players

Games on 1/3 of Field, a maximum of 4 players plus a goal keeper *per team* may be on the field when the game is in progress.

Full Field Games, a maximum of 6 players and a goalkeeper *per team may be* on the field while the game is in progress.

NOTE: A minimum of 3 players and a goalkeeper *per team* is required to start a match in all divisions.

Goalkeepers must remain in their own end behind the yellow line closest to their own net.

The goalkeeper can release the ball in any way he/she sees it fit.

Goalkeepers are permitted to take penalty kicks during the game or penalty kicks to have a winner.

Goalkeepers can be changed at any stoppage of play, but only ONCE per game, unless in case of an injury. (The Referee must be informed.)

Exception: In the U6 and U8 divisions, the goalkeeper can have unlimited substitutions.

Substitutions

Substitutes may be used in any match in accordance with the rules of the competition.

Substitutions will be made "On the Fly" and the game shall not be delayed to allow substitution, except for the substitution of the goalkeeper. Unlimited substitution shall be allowed.

In the event of an unusual circumstance any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided, that the change is made during a stoppage in play.

When any player other than the goalkeeper is to be replaced, the substitute shall not enter the field of play until the player being replaced is within 1 meter of the bench area. Neither the player entering or the player leaving may interfere with the play while both are on the field.

The substitution is completed when the substitute enters the field of play, from which moment the substitute becomes a player and the player being substituted ceases to be a player.

See end notes for U6 & U8.

Infringements/Sanctions

If a team is determined by the referee to infringe on this playing law, an in-direct free kick will be awarded to the opposing team at the place where the infringement occurred and the players may be issued a yellow card.

Law 4 Players Equipment

Absolutely NO JEWELLERY is permitted by anyone on the pitch. No hats of any kind except the approved FIFA guideline on head gear can be worn.

Players shall not wear anything which is dangerous to themselves or another player.

All casts and braces must be wrapped with soft padding and covered.

No shoes with cleats are allowed.

The basic compulsory equipment of a player shall consist of a numbered shirt, shorts, stockings, shin guards and appropriate footwear for turf. The footwear shall be appropriate to the Indoor game and the playing surface. All players shall have a number on their jersey and players of the same team shall not have the same uniform number. Sweater swapping is not permitted at anytime during the match. All players shall wear shin guards which must be covered entirely by the stockings worn and must provide a reasonable degree of protection.

Team colours shall not conflict with each other or with the referee. Goalkeepers shall wear colours which distinguish them from all other players. Player's undergarments do not have to match the uniform.

Infringements/Sanctions

For any infringement of this playing rule, the player at fault shall be instructed to leave the field of play by the referee, when the ball next ceases to be in play, unless by then there is no longer an infringement. Play shall not be stopped immediately for an infringement of this playing rule. A player who is instructed to leave the field to adjust equipment or obtain missing equipment shall not return without first reporting to the referee, who must ensure that the player's equipment is in order. The player shall only re-enter the game at a moment when the ball has ceased to be in play. This rule also applies to any player who is **BLEEDING**. A player may not return to the field until the player has stopped the bleeding and / or has covered the wound.

Law 5 The Referee

Each match is controlled by a referee who has full authority to enforce the laws of the game. The authority and exercise of the powers granted to the referee by these playing rules commence as soon as the referee enters the field of play. The referee's powers of penalizing shall extend to offences committed when the ball is in play, the ball is out of play, or play has been temporarily suspended. The referee's decision in all matters related to the game is final.

The referee has the right to eject any coach or spectator who abuses the spirit of the game by use of offensive, abusive or insulting language and/or actions.

Protest

Any coach wishing to protest a game may do so within 48 hours of the completion of the game. Protests must be made in writing and reported to the House League Manager. If a resolution cannot be reached by the House League Manager, the protest shall be brought to the executive where a formal dispute will occur. The referee's decision is final and cannot be protested.

Law 6 The Timekeeper

The referee is the only official timekeeper.

Law 7 Duration of the game

All divisions will play straight 40 minute game with no half time break at all.

Law 8 The Start of Play

A coin toss will be conducted between a player from each team and the referee prior to the game. The team winning the coin toss will choose which goal they will attack. The other team will kick off to start the game.

The team that does not have the minimum number of players will be given 5 minutes after the regular start time to field a team. The team that is short players, after the 5 minute grace period, will default the game. A defaulted game will be scored as 1-0 in favor of the team that has enough players.

A kick-off will be the method of starting play at the beginning of the game and after a goal is scored.

On the kick off, the ball may be played in any direction. The ball is in play when it has been kicked and moves. A player may not play the ball a second time until the ball has been touched by another player. All players must be in their own half of the field until the ball is in play and all defending players must remain outside the center circle until the ball is in play. **A goal may not be scored directly from the kick off.**

Infringements/Sanctions

For any infringement of this playing rule, the kick-off shall be retaken, except in the case of the kicker playing the ball again before it has been touched or played by another player; for this offence, an indirect free kick shall be taken by a player of the opposing team from the place where the infringement occurred.

Law 9 Ball In and Out of Play

The ball is considered to be out of play when and only:

- 1) The whole ball crosses the whole goal line either on the ground or in the air.
- 2) The whole ball crosses the whole touch line either on the ground or in the air.
- 3) The ball hits an outside agent of the field (i.e. the ceiling, lights, etc.). **(Restart is an indirect kick.)**
- 4) The referee stops play.

When a player is taking a free kick, all of the opposing players should be at least 3 metres from the ball.

Law 10 Method of Scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the rules has been committed previously by the team scoring the goal. **NO GOALS** may be scored directly from a kick off.

The team scoring the greater number of goals during the game shall be the winner. If both teams score an equal number of goals, or if no goals are scored, the game is determined as a tie game.

All tied games in the regular season will remain as tied games.

Law 11 Offside

There is no offside in indoor soccer.

Law 12 Fouls and Misconducts

All fouls and misconducts must be called as outlined in the FIFA playing rules.

Any player who receives a second caution during the match will be shown the red card and dismissed from the remainder of the game. If a player is shown the red card, he/she will be dismissed from the game immediately. Any player dismissed from the game must leave the playing area and the dome immediately.

If when playing as a goalkeeper, and within the penalty area, commits any of the following five offences:

- 1) Takes more than six seconds while controlling the ball with her/his hands, before releasing it from her/his possession
- 2) Touches the ball again with her/his hands after it has been released from her/his possession and has not touched any other player
- 3) Touches the ball with her/his hands after it has been deliberately kicked to her/him by a team-mate
- 4) Touches the ball with her/his hands after she/he has received it directly from a kick-in taken by a team-mate

shall be penalized by the award of an indirect free kick to be taken by the opposing side from where the infringement occurred. However, if the infringement occurred inside the offending team's penalty area, the ball shall be placed just outside the penalty area line at the point

nearest to where the infringement occurred and an indirect free kick shall be awarded to the non-offending team.

Games played on 1/3 of the field:

No sliding is permitted by a player. An indirect free kick and a yellow card will be issued to a player sliding. The goalkeeper may slide within the goal area, as long as the slide is not feet first or dangerous to any players on the field in the opinion of the referee. If the goalkeeper is in violation of this rule (sliding feet first or in a manner dangerous to any players on the field in the opinion of the referee) a penalty shot will be issued. If the goalkeeper slides outside of the goal area, provided they did not start the slide within the goal area, they will be subject to the same rules as any other player (No sliding is permitted by a player.)

Games played on Full field:

No sliding is permitted by a player. An indirect free kick and a yellow card will be issued to a player sliding against these rules. The goalkeeper may slide within the goal area, as long as the slide is not feet first or dangerous to any players on the field in the opinion of the referee. If the goalkeeper is in violation of this rule (sliding feet first or in a manner dangerous to any players on the field in the opinion of the referee) a penalty shot will be issued. If the goalkeeper slides outside of the goal area, provided they did not start the slide within the goal area, they will be subject to the same rules as any other player.

A yellow card is a caution; a red card is issued as a dismissal. A player who receives a second yellow card in a game is immediately shown a red card and dismissed from the game. A player dismissed from a game **on a red card** must leave the playing field and the dome immediately. He/she can be **replaced** immediately with another player provided the team has an eligible substitute. **The team does NOT have to play short. (A player who receives a caution, a yellow card, MUST be substituted immediately, and he/she can be substituted back on after next stoppage of play.)**

A player who receives a red card during a game, or accumulates 3 yellow cards during the season, will be subject to disciplinary action. A player receiving a red card in a game, or accumulating 3 yellow cards in a season will receive a minimum of a one game suspension. Suspensions may be lengthened depending on the severity of the offence(s.)

Law 13 Kicks

All kicks are indirect unless it is a penalty kick (then it will be direct).

All defending players must retreat and remain **at least 3 meters** from the ball until play has been restarted.

When a player is taking a free kick inside the player's own penalty area, all of the opposing players shall be at least three meters from the ball and shall remain outside the penalty area until the ball has been kicked out of the area. The ball shall be in play immediately when it is kicked directly beyond the penalty area. The goalkeeper shall not handle the ball, in order to kick it into play. If the ball is not kicked directly into play, beyond the penalty area, the kick shall be retaken.

The ball must be stationary when a free kick is taken, and the kicker shall not play the ball a second time until it has been touched or played by another player.

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Any free kick awarded to the defending team inside their goal area may be placed at any spot within the goal area.

The ball is considered to be in play once it has been kicked and moves in any direction as long as all factors above have been met.

The referee **may** play an “*Advantage*” if the non-offending team has come away with a clear advantage on the play.

Infringements/Sanctions

If the kicker, after taking the free kick, plays the ball a second time before it has been touched or played by another player, an **indirect free kick** shall be taken by a player of the opposing team from the spot where the infringement occurred.

The referee will use a drop ball to restart play for any unnatural stoppage not found under the laws of the game (i.e. for an injury where no foul has occurred.) The drop ball will be taken from where the ball was when play was stopped. If the stoppage of play occurred within the penalty area, the drop ball will be moved to the nearest point outside of the penalty area. The drop ball must be taken by one player from each team. The ball is considered in play when it touches the ground.

Infringements/Sanctions

If one player plays the ball before it touches the ground, an indirect free kick shall be awarded to the non-offending team. If both players play the ball before it touches the ground, the drop ball shall be retaken.

Law 14 Penalty Kicks

A penalty-kick shall be taken from the penalty-mark and, when it is being taken, all players with the exception of the player taking the kick, and the opposing goalkeeper, shall be within the field of play but outside the penalty-area. All players must remain at least 3 meters from the penalty-mark and must stand behind the penalty mark until the ball is kicked. The opposing goalkeeper remains on her/his goal line, facing the kicker, between the goal-posts, until the ball is kicked.

The player taking the kick must kick the ball forward; it shall not be played a second time until it has been touched or played by another player. The ball shall be deemed in play directly after it is kicked and moves. A goal may be scored directly from a penalty-kick.

A substitution may not be made for a goal keeper at the time of a penalty kick unless the goal keeper is injured.

Any player may take the penalty kick, however they must be on the field of play at the time of the foul.

In mini soccer, in case of a penalty kick, the ball should be placed approx. 3 strides from the top of the goal area. The referee can define the space by counting the steps. The follow up after the ball is kicked remains the same.

Law 15 Kick-Ins

Kick-ins will be used to restart the game when a ball goes out of play. The non offending team will take the kick outside the touch line where the ball went out of play. A goal cannot be scored directly from a kick-in. This is an indirect kick. The opposing team not taking the kick must remain at least 3 metres from the ball to allow the kick to take place.

The ball can be on the touch line or outside.

Law 16 Goal Kicks

When the whole ball passes over the whole goal line excluding that portion between the goal-posts, either in the air or on the ground, having last been played by one of the attacking team, a goal kick shall be awarded to the defending team. The kick shall be taken from a point within the goal-area, by a player of the defending team. A goalkeeper shall not handle the ball from a goal-kick in order to kick it into play. If the ball is not kicked beyond the penalty area, i.e., directly into play, the kick shall be retaken. The kicker shall not play the ball a second time until it has touched or been played by another player. Players of the team opposing that of the player taking the goal-kick shall remain outside the penalty-area until the ball has been kicked out of the penalty-area

A goal may not be scored directly from a goal kick.

Infringements/Sanctions

If the player taking a goal-kick plays the ball a second time after it has passed beyond the penalty-area, but before it has touched or been played by another player, an indirect free kick shall be awarded to the opposing team, to be taken from the place where the infringement occurred.

Law 17 Corner Kick

When the whole ball passes over the whole goal line, excluding that portion between the goal-posts, either in the air or on the ground, having last been played by one of the defending team, a corner kick shall be awarded to the opposing team. A member of the attacking team must take the corner-kick. The whole ball must be placed within the corner arc at the corner nearest to where the ball left play. Players of the team opposing that of the player taking the corner-kick shall not approach within 3 meters of the ball until it is in play. The ball is considered to be in play once it has been kicked and moves. **A goal may NOT be scored directly from a corner kick. This is an INDIRECT KICK.** The corner flag is not to be moved out of the way during the taking of a corner kick.

Fair Play Rule

All players must have equal playing time. The fair play rule is in effect for the whole season. No exceptions are to be made to this rule.

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U6 and U8 Exception of Rules

- For players in the U-6 and U-8 age groups, the opposing players must retreat to half on their opponents' goal kicks.
- Offensive players do not need to remain in their own half while the ball is being played up the field.

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