

**OFFICIAL**  
**LET'S PLAY SPORTS**  
**RULE BOOK**  
**2010**



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# LET'S PLAY SPORTS, INC.

[www.letsplaysoccer.com](http://www.letsplaysoccer.com)

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# INTRODUCTION and DEFINITIONS

Welcome to your Let's Play indoor soccer facility. We have written this rule-book to provide a basis for good competition and a safe, enjoyable experience for all players. We appreciate your input; if you have comments, additions or corrections, please tell or e-mail your facility manager. Please feel free to also look us up on the world wide web at [www.letsplaysoccer.com](http://www.letsplaysoccer.com) for more information. The following explanations of some common terms are general, not technical; they are intended to be helpful to players and coaches. After you finish reading, have a great game!

A **Bench Penalty** is a time penalty given to a team where no specific player is recorded as serving the penalty. A team, coach, or spectator may cause a bench penalty and the team must play short.

**Boarding** is pushing, charging, or crowding an opponent into the perimeter wall. What might be a legal shoulder charge in the middle of the field may be boarding if it runs an opponent into the wall.

**Dead Ball** refers to the situation when the ball is out of bounds or out of play due to a stoppage of any kind.

**Delay of Game** is called when a player or team is deliberately trying to slow down the progress of the game. Holding the ball after a goal and kicking away the ball after a foul are examples of delay of game.

**Double Touch** is the violation that occurs when a player taking a kickoff or restart plays the ball a second time before it is touched by another player, (teammate or opponent). You cannot double touch the ball on a kickoff or restart (including goalkeeper throw in) even if it hits the wall or referee before it comes back to you.

**Goalkeeper on the Ground:** the goalkeeper is the only player allowed to play the ball while on the ground as long as, in doing so, he is not creating a dangerous play and remains within the arch.

A **Hand Ball** is a foul that is called when a player intentionally hits the ball with his hand or arm or when it is unintentional but causes a direct advantage for said player. A player may not deliberately carry, strike, or propel the ball with his hand or arm. (Except the goalkeeper inside his own arch.) A player who prevents a goal being scored by intentionally handling the ball is given a time penalty, and a shootout is awarded. A handball is added to a team's six foul count, provided no time penalty is awarded.

An **Individuals' Team** is a team put together by the facility. The team is usually made up of individuals looking for a team to play on. A parent for the youth teams or a player for the adult teams usually helps with the coaching and team contact duties.

**Misconduct** is any inappropriate behavior by a player, coach, or spectator (on or off the field) as determined by the referee, timekeeper, or facility staff. Examples of misconduct are but not limited to: door-slamming, board-kicking on the bench, or inappropriate remarks toward any player, coach, spectator, referee, timekeeper, facility staff, or even a teammate.

**Obstruction** is impeding the progress of an opponent when not being able to play the ball yourself. You are obstructing if you run between your opponent and the ball or use your body as an obstacle but cannot play the ball yourself. The male three touch rule for coed and the double touch rule after a kickoff or restart are examples of where you can be within playing distance of the ball, but not legally be able to play the ball.

**Off sides** is crossing the mid line early on a kickoff or shootout. Players may not cross the line on a kickoff until the ball has been played, or on a shootout until the referee's whistle.

**Shadowing the Goalkeeper** is a foul that occurs when a player follows the opposing goalkeeper around inside his arch and obstructs the goalkeeper from the play. There is usually physical contact towards the goalkeeper.

**Shielding** is a legal play where a player protects the ball from an opponent using his body. Shielding is not a foul and is not obstruction. To be legally shielding a player must be within playing distance of the ball and be eligible to play the ball. A player who is not eligible or moves out of playing distance of the ball is guilty of obstruction.

A **Slide** is any intentional movement of leaving one or both feet while going down to the carpet.

A team is **short handed** when they have fewer players on the field than their opponent. A team can be playing short (have less than the maximum number of players on the field) and not be short handed.

**Two Leagues Exception** A player who receives a minimum red card suspension, (remainder of game when card is given and next game), is only suspended from playing for that team. If the player is also on a team in another league, and that team plays on the same day he receives the red card, he may stay in the building and play for the other team.

**Violent Conduct** is physical force that injures or abuses any individual or arena property. Violent Conduct is also any verbally or physically threatening demeanor towards any individual.

## **PART A ADMINISTRATIVE POLICIES AND PROCEDURES**

### **A1. PLAYER REGISTRATION**

#### **A1-1 Waivers and Id Cards**

All participants must sign a waiver of liability form. If a participant is under the age of eighteen, a parent or legal guardian must sign the waiver. Anyone entering the player bench or the field must present a Let's Play ID card. NO WAIVER, NO CARD, NO EXCEPTIONS. Players, coaches, assistants, and all others must personally pick up and present their Let's Play ID card to the timekeeper before entering the bench or field.

A team using a player who did not complete a waiver prior to playing will forfeit that game. If a player puts inaccurate information on his waiver or uses another player's card to play, his team will forfeit that game, and the player will be suspended for one year. All fees paid by a suspended player are non-refundable.

## **A1-2 Identification**

Acceptable documents for verification of age or identification are one or more of the following: driver's license, DMV ID, passport, an original birth certificate with a raised seal, green card, high school ID with birth date, or an outdoor soccer league card.

If a formal protest is made, it is the team's responsibility to re-verify the age and/or identity of the player. Also, management may request identification from a player at any time to verify age and/or identity. The only forms of identification acceptable in these cases will be one of the first four items listed above.

If the player can no longer provide proof, his team forfeits every game in which the offending player participated.

Any participant who is discovered to have lied about his age or identity to play in any league will be suspended for a minimum of one year. All fees paid by a suspended player are non-refundable.

## **A1-3 Player Eligibility**

- a) A player must be at least eighteen years old to play in any adult league.
- b) A youth player may play in a youth age group older than he is eligible for, but never in a younger age group.
- c) If a player has been paid to play professional (indoor or outdoor) soccer within the last six months, or is currently playing professionally, he is only eligible to play at the highest level in each league available in that facility.
- d) A facility may restrict advanced players from playing in leagues more than two levels down. Ask for your facility's policy.
- e) Persons with physical or mental impairments of a serious nature that may put them or others at risk will be restricted from play. Pregnancy and heart problems are conditions that put persons at risk.

## **A2. TEAM REGISTRATION**

### **A2-1 Roster Restrictions**

The maximum number of players per roster is unlimited. Players may be added to the roster throughout the season, with the exception of playoff or Championship games. Everyone playing in a playoff or a Championship game must have participated in at least two prior games for that team in that season.

No one may play on two teams in the same Division. No one may switch teams after having played for one team in the same season.

## **A2-2 Next Season Registration**

Teams currently playing in any league will have the first priority to re-register by placing a deposit before a deadline set by the facility. (Usually after the third week of the current season; check with your facility.) The deposit is non-refundable.

## **A3. PAYMENT**

### **A3-1 Team Deposits/Payment Schedule**

Every team must pay a non-refundable deposit before the deadline established by the facility in order to be registered and put on the game schedule. Each facility has a schedule for teams to pay off their registration fees. If a team's registration fees are not paid according to schedule, the team may be prohibited from playing or dropped from the league, without a refund.

### **A3-2 Individuals Payment Schedule**

At each facility, there is an established fee and payment schedule for an individual player who would like to join an "individuals" team. Players whose fees are not paid according to the schedule will be prohibited from playing.

### **A3-3 Refunds**

No refunds are given to suspended players. If a player who joined a team which registered as a "regular team" wants a refund, he must arrange to get the payment from the team's authorized Contact Person. If a team deliberately forfeits two games in a season or decides to drop out of a league, they may be replaced and no refund given.

### **A3-4 Returned Checks**

If any player's or team's check is returned, that player or team will be suspended from playing until payment is made. A \$25 returned check charge is assessed in addition to the amount of the original check.

## **A4. LEAGUES**

### **A4-1 Schedules and League Formats**

Facilities usually run eight or ten game seasons. If there are enough teams, a league may be broken into two or more divisions. Formats for a league may change from season to season, depending on the number of teams in a league. Please check with your facility for the format of your league. Schedules are available for each player on a team. The home team is the first team listed on the league schedule or is designated H on the team schedule.

### **A4-2 Standings and Tiebreakers**

Usually, leagues are set up on a Best Record system. A team's record is the total number of points earned per game: 10 points for a win, 5 points for a tie, plus 1 point for each goal scored (up to 5 maximum) - win, lose or tie. Occasionally, the winner of a league is the winner of a playoff Championship game. Please check your league's format.

Tiebreakers proceed in this order:

- 1) If two or more teams are tied, the head to head results (win/loss record of the game(s) between the tied teams) determines the winner.
- 2) If two or more teams are still tied, the head to head goal differential between the tied teams determines the winner.
- 3) If two or more teams are still tied, the winner is the team with the fewest goals scored against them in all league games.

### **A4-3 Forfeits**

A team will forfeit if there are not at least four players ready to play within 5 minutes of a game's scheduled start time.

A team will forfeit if they lose enough players in the course of a game that they are unable to field four eligible players.

A team will forfeit if they are not paid up to the amount due by that game. Forfeits are recorded in the standings as a 5-0 loss for the forfeiting team.

A forfeit is given to a team if a player on the team has deliberately broken any rules regarding registration or eligibility, or a team causes a game to be terminated.

If a team deliberately forfeits two games in a season or decides to drop out of a league, they may be replaced and no refund given.

If your team is in danger of forfeiting due to a lack of players, please tell the facility manager and he will attempt to find more players.

#### **A4-4 Suspended Games**

Any game which is suspended at or after half time is final. A game which is suspended before the end of the first half because of a rainout or blackout will be rescheduled.

#### **A4-5 Reschedules**

If your team has a scheduling request and you make sure it is on your Team Registration Form before the league schedule is made, we will try hard to accommodate. After the schedule is made, a reschedule is only possible if there is an available time slot, and if the team complies with facility policies. Please check with your facility to find out their policy on reschedules.

Some facilities charge a reschedule fee, because of the amount owed to the referee.

#### **A4-6 Rulebooks**

One rulebook per team is free. Additional rulebooks are available for \$1.

#### **A4-7 Awards**

Each player on the team which wins a league has the choice of a trophy or a T-shirt. A player must play in at least three games to get a trophy or T-shirt.

### **A5. DISCIPLINE**

#### **A5-1 Red Card Suspension**

The referee or management has the right to eject a player, coach or spectator before, during or after a game. That person must leave the property immediately (possible tournament or two leagues exception). If an ejected player(s) fails to leave the premises, the game will be terminated and the victory awarded to the opposing team. If, after receiving a red card misconduct continues, additional red cards may be issued.

If a player, coach, or spectator is issued a red card, he is ejected for a minimum of the remainder of that game and the team's next league game, or that player's next game if it is the last game of the season and the team is not returning. His team will play short for 5 minutes, or until scored upon if short handed. The length of the red card suspension will be determined by the facility manager.

### **A5-2 Mandatory Red Cards**

Foul and abusive language is a mandatory red card; the offending player, coach, or spectator must be ejected.

Leaving the bench, or coming in to the bench or field from the stands to join an altercation is a mandatory red card.

Fighting is a mandatory red card, and any player, coach, or spectator given a red card for fighting shall be guilty of violent conduct and ejected from all Let's Play facilities for not less than one year and up to permanently.

Any player, coach, or spectator who touches, bumps, physically contacts or threatens a game official or facility staff shall be guilty of violent conduct and ejected from all Let's Play facilities for not less than one year and up to permanently.

Also, elbowing, tackling from behind, and striking are usual red card offenses. See Red Card Offenses, section B15-5b.

### **A5-3 Multiple Red Cards**

Any player, coach, or spectator receiving a second red card in a one year period will be suspended for eight weeks from entering the property of any Let's Play facility as a player, coach, or spectator, starting from the date of the second red card.

Any player, coach, or spectator receiving a third red card within one year of the first will be suspended for one year from entering the property of any Let's Play facility as a player, coach, or spectator, starting from the date of the third red card. If, after returning from a one year suspension, any player, coach, or spectator receives another red card, he may be suspended from all Let's Play facilities permanently.

## A5-4 Terminated or Abandoned Games

If the referee terminates a game, the outcome of the game and any disciplinary action will be decided by the facility manager. See Referee Powers, section B5-1c. If any player, coach, or spectator involved with a particular team gives the referee cause to terminate a game, the victory will be awarded to the opposing team.

## A5-5 Protests

A protest must be submitted in writing and be accompanied by a \$50 bond. It is nonrefundable if the decision goes against the protesting team.

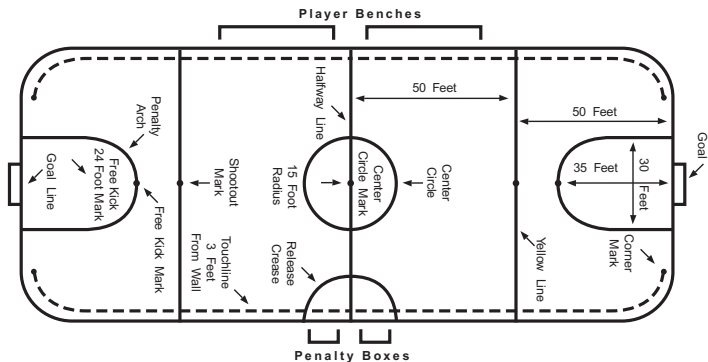
## **A6. ALCOHOL POLICY**

No alcoholic beverages are allowed on the premises. Anyone suspected of consuming alcohol or illegal substance before, during, or after the game will be removed from the playing field and/or bench area and, depending on conduct, the premises. They will be given a red card and a suspension dictated by the facility manager.

The only exception to this rule are the facilities where beer is sold in the snack bar. In those facilities, players and others must abide by the rules governing drinking on the premises.

## **PART B PLAYING RULES**

### **B1. DIAGRAM OF FIELD**



## **B2. BALLS**

The facility will furnish balls for league games and warm ups. No other balls are allowed in the facility.

## **B3. PLAYERS**

### **B3-1 Number of Players**

Each team plays with a maximum of five field players and a designated goalkeeper on the field. A team can play with a minimum of three players and a goalkeeper but will forfeit if it then loses a player; for example, to a penalty or an injury. See Roster Restrictions, section A2-1.

Youth leagues and mini field leagues may have varying team sizes. A facility may run a tournament or an occasional special league with a variation of the number of players.

### **B3-2 Coed Leagues Number of Players**

In Coed leagues, there are two variations of the rule governing the number of players. Please check your facility's rules.

A team plays with a maximum of five field players and a designated goalkeeper, of which:

- 1) each team may have a maximum of three male players on the field at one time, including the goalkeeper or,
- 2) each team may have a maximum of four male players on the field at one time, including the goalkeeper.

The minimum number of players on the field is four, one of which must be female. See Coed Rules, section B7.

### **B3-3 Goalkeeper**

A team must have a designated goalkeeper on the field at all times. The goalkeeper must wear a jersey color that distinguishes him from all other field players and from the referee. A team may never have more than one goalkeeper on the field at one time. See Goalkeeper Substitutions, section B3-4d.

The goalkeeper may play the ball with his hands, if the ball is not intentionally passed to him by a teammate's foot pass. Except for a throw-in or free kick restart, the goalkeeper may distribute the ball by rolling, throwing, punting, or drop kicking. He may drop the ball to his own feet and kick or dribble the ball. See Goalkeeper Restarts, section B13-4 and Goalkeeper Violations, section B15-2.

A goalkeeper may have only one possession with his hands per team possession. A player on the opposing team must touch the ball before the goalkeeper can use his hands again. The goalkeeper cannot bounce the ball or throw it in the air and catch it again.

## **B3-4 Substitutions**

### **B3-4a Substitutions During Play**

During the game unlimited substitutions of players may be made, provided that the player substituted for is within the touch line in front of his team's bench or off the field before the replacement steps onto the field.

Neither the substitute entering the field nor the player leaving may play the ball while the other is on the field.

### **B3-4b Guaranteed Substitutions**

A team is guaranteed the right to take up to 30 seconds to substitute eligible players at the following times:

- 1) after a goal is scored,
- 2) on an injury, official's or team time-out.

Guaranteed substitutions can take place anywhere on the field.

If play is inadvertently started with too many players on the field after any guaranteed substitution occasion, no penalty shall be assessed.

### **B3-4c Shootout Substitutions**

No substitutions are allowed on a shootout until the referee's whistle starts the shootout.

### **B3-4d Goalkeeper Substitutions**

- 1) On a guaranteed substitution, a goalkeeper can substitute for any player on his team, including players on the field, within the 30 second limitation. The departing goalkeeper must receive acknowledgment from the referee when a goalkeeper change is made during a guaranteed substitution.

- 2) On any other substitution, the goalkeeper must be replaced by a player from his team's bench, who cannot leave the bench until the goalkeeper is within the touch line in front of his bench or off the field. The goalkeeper must enter the bench to remove his goalkeeper jersey.
- 3) When a goalkeeper receives a time penalty, the offending team has 30 seconds to get another designated goalkeeper onto the field and ready to play. A violation results in a two minute bench penalty to the offending team, and the team will play an additional player short.

### **B3-4e Illegal Methods of Entering the Field**

Players may not jump over the wall, use a door on the opponent's bench, or substitute out the back of the goal.

### **B3-4f Substitution Violations**

Violations of the above substitution rules will result in a two minute penalty. Play is restarted with a free kick where the ball was when the whistle (or horn) sounded.

### **B3-5 Injuries**

The referee shall send any player off the field who requires treatment for injury or blood (regardless of whether the blood is his own or another's or is on his body or uniform). For treatments of blood, the player must obtain the referee's approval before he may re-enter the field.

Play shall stop when the referee decides

- 1) an injury is critical,
- 2) the injured player's location is likely to interfere with play, or
- 3) the injured player's team has control of the ball.

When play is stopped for an injury, the injured player must leave the field, except the goalkeeper. The second time play is stopped because of an injury to the same goalkeeper, he must leave the field. An injured player may re-enter the field after play is restarted. If play is stopped for an injury, anyone entering the field to assist the injured player must wait for the referee's signal.

## **B4. PLAYERS' EQUIPMENT**

### **B4-1 Uniforms and Equipment**

All the field players of a team must wear the same color jersey, or everyone must wear a bib. The goalkeeper will wear a jersey color that distinguishes him from all other field players and from the referee. The home team changes in case of a color conflict.

Shin guards are mandatory. Shin guards must be an appropriate size for the player.

### **B4-2 Jewelry, Footwear, and Headwear**

No jewelry or watches are allowed.

Players must wear flat-soled shoes or other shoes designed for the playing surface. No screw-in cleats allowed.

No hats are allowed except for goalkeepers or referees at outdoor facilities. Other, non dangerous headwear must be approved by the facility's management.

A player who loses a shoe or headwear during the normal course of play will receive a warning from the referee for the first offense and a two minute penalty for the second offense.

### **B4-3 Braces and Casts**

Knee braces must be inspected and approved by the referee prior to the start of the game. Only hand or arm casts are allowed. Casts must be padded and must be inspected and approved by the referee prior to the start of the game.

### **B4-4 Equipment Violations**

The referee or timekeeper can order a player to remove any unauthorized or dangerous equipment. A two minute penalty shall be issued to the player who fails to comply with the adjustment ordered. The player is prohibited from play so long as he is not in compliance with the order.

## **B5. THE REFEREE**

### **B5-1 Referee's Powers**

The referee's power to assess penalties and maintain control of the game includes violations committed during play, during stoppages, and as the players and others proceed to and from the field. The referee has the power to:

- a) Warn/Penalize/Caution/Eject - From the time the referee enters the property he has the power to penalize any player, coach, or spectator for fouls or misconduct as stated in these Rules and to give warnings or time penalties, including blue, yellow, or red cards, regardless of whether the ball is in play.
- b) Declare an Advantage - The referee allows play to continue when the team against which an offense has been committed could benefit from such an advantage.
- c) Stop, Suspend, or Terminate the Game - The referee has the discretionary power to stop the game for any violation and to suspend or terminate the game because of the elements, interference by spectators, extreme misconduct, or other situation which he deems unsafe or unacceptable. In the case of a terminated game, the outcome of the game and any necessary disciplinary action will be determined by the facility manager.
- d) Prohibit Entry onto the Field - The referee ensures that no unauthorized persons enter the field.
- e) Halt Play Due to Injury - The referee may stop the game if a player has been injured and have the player removed from the field.
- f) Signal Restarts - The referee signals the restart of the game after all stoppages.

### **B5-2 Referee's Report**

The referee will file a report with the facility manager, giving all pertinent information about any red card incident.

## **B5-3 Referee's Decisions**

The decisions of the referee regarding facts connected with play and interpretation of the rules are final. The referee may change a decision prior to restart, upon his own reconsideration.

## **B6. THE TIMEKEEPER**

The timekeeper shall be positioned at the halfway line, outside the field, adjacent to the referee's crease. His responsibilities include:

- 1) ensure that every person entering the bench or the field - for whatever reason - presents his own ID card,
- 2) collect officials' fees before the game can start,
- 3) start the clock at the scheduled start time and keep the time for the duration of the game,
- 4) record fouls and time penalties, goals scored and player statistics,
- 5) sound the horn to indicate illegal substitutions,
- 6) inform a player when his time penalty will expire,
- 7) sound the horn or otherwise inform the referee about any fouls or misconduct on the bench, in the stands, or on the field behind the referee's back,
- 8) assist the referee by watching for and indicating
  - a. 3 line violations,
  - b. ball out of bounds, and/or
  - c. anything else requested by the referee,
- 9) in case of an altercation on the field, make every attempt to prevent players from leaving the bench to join in; observe and record violations which happen during the altercation,
- 10) in case of an injury, fill out an incident report,
- 11) in case of a red card, fill out a red card report.

## **B7. COED LEAGUES**

Coed Leagues have three unique rules:

- 1) The number of male players is specified. There are two variations of the rule governing the number of male players. Please check your facility's rules.

- a. Each team may have a maximum of three male players on the field at one time, including the goalkeeper. or,
  - b. Each team may have a maximum of four male players on the field at one time, including the goalkeeper
- 2) Female goals are worth two points; male goals are worth one point. (In cases where an own goal is scored by the defense, the last of fensive player to have touched the ball is credited with the goal. In coed games, if it was a female the team is awarded two points accordingly.)
- 3) Male players may only touch the ball three times consecutively. If a male player touches the ball a fourth time the opposing team will be awarded a free kick at the point of infraction.

This “three touch rule” is in effect for shoot outs.

The minimum number of players on the field is four, one of which must be a female. (If a team is playing with at least five players - at least two are females - and a male player receives a time penalty, he must leave the field, but the team may choose to substitute one of the female players for a different male player.)

In some Coed Leagues, there is a goal differential rule in effect. In those leagues, a team behind by six goals is allowed to add a player. When behind by eight goals, another player may be added. Two added players are the maximum allowed. Players must be subtracted by the trailing team as the team catches up to a seven and five goal differential, respectively. Please check your league’s format.

## **B8. YOUTH LEAGUES**

Three unique rules are in effect for Youth Leagues:

- 1) In Youth Leagues, there is a goal differential rule in effect. A team which is behind by five goals is allowed to add a player. The team may add another player at two more goals, with a maximum of two player additions. Players must be subtracted by the trailing team as the goal differential returns to six or four goals.
- 2) Youth teams may have a maximum of two coaches or non-players on the team bench during a game.
- 3) There are no time outs in Youth League games.

## **B9. DURATION OF THE GAME**

### **B9-1 Game Length, Time Outs, Extension of Regulation Time**

Games will consist of two equal halves ranging from 20 to 25 minutes. Please check your facility's rules.

Most facilities do not allow team time outs. Where allowed, only adult teams may take one 30 second time out per game. A time out can only be called by 1) a player on the field when his team is in possession of the ball on a dead ball situation, or 2) in his own arch, by a goalkeeper who has possession of the ball with hands or feet and is not being challenged by an opponent. Calling a second time out may result in a two minute bench penalty at the referee's discretion. The restart is a free kick where the ball was when play was stopped.

The referee may call an official's time out for an injury or any unusual circumstance.

The only instance when regulation time will be extended is insufficient time on the clock to conduct a shootout. In that case, 5 seconds is set on the clock, and the clock is started at the referee's whistle.

### **B9-2 Suspended Games**

Any game which is suspended at or after half time is final. A game which is suspended before the end of the first half because of a rainout or a blackout will be rescheduled.

### **B9-3 Terminated or Abandoned Games**

If the referee terminates the game, the outcome of the game and any disciplinary action will be decided by the facility manager. See Referee Powers, section B5-1c. If any player, coach, or spectator involved with a particular team gives the referee cause to terminate the game, the victory will be awarded to the opposing team.

If a team abandons a game, the outcome of the game and any disciplinary action will be decided by the facility manager.

## **B10. START OF THE GAME**

### **B10-1 Starting the Clock**

Balls must be off the field immediately after the referee or the time-keeper calls for them. Offending team will receive a two minute penalty. If both teams are involved, the clock will start and ball removal done under a running clock.

The clock will begin running at game time. A team must have at least four players ready to play for the game to begin. If a team is unable to start the game after two minutes have elapsed, their opponent will be awarded one goal. If a team is four minutes late, their opponent will be awarded a second goal. If a team is not prepared to play after five minutes have elapsed, the game is forfeited and the opponent is credited with a 5-0 victory (for standings purposes).

The winning team may accept the forfeit and leave. Or if, after the forfeit has been given, more players for the losing team arrive or are recruited, the winning team may:

- 1) Accept the 5-0 forfeit and play a scrimmage game. (Referee fees must be paid in order to have a scrimmage game.) or,
- 2) Play a counting game with the time remaining and an opening score of 2-0.

The final score will be recorded on the standings.

### **B10-2 The Kickoff**

The guest team kicks off the first half. The player kicking the ball may not touch the ball a second time until it is touched by another player (a “double touch”). Players may not cross the mid line until the ball is kicked (“offside”). The kickoff does not have to go forward. A goal may be scored directly from a kickoff. If offside is called or the kicker takes longer than 5 seconds to play the ball, the opposing team is awarded a free kick at the mid line center spot. (Because this restart is a free kick, the players can be anywhere on the field, if they do not encroach.) If a double touch is called, the opposing team will be awarded a free kick at the point of the infraction.

After each goal, the game is restarted with a kickoff by the team just scored upon, except when a goal is scored at the end of the half.

Prior to the second half, the teams change defensive ends. The home team kicks off the second half.

## **B11. THE BALL IN AND OUT OF PLAY**

### **B11-1 Ball in Play**

The ball is still in play

- 1) when it rebounds from a goalpost, crossbar or wall and remains in the field,
- 2) when it rebounds off a referee on the field, or
- 3) in the event of a supposed violation, until stoppage is ordered by the referee.

### **B11-2 Ball Out of Play**

#### **B11-2a Ball Out of Bounds**

The ball is out of bounds when it goes over the perimeter wall or touches the netting above the wall or the ceiling netting.

If the referee judges that a ball was intentionally kicked out of bounds, the restart will be taken at the point where it crossed the perimeter wall or hit the netting, and the offending player may be subject to a two minute penalty.

Any ball kicked out of the field will be replaced with another; players should not leave the field to retrieve the ball.

#### **B11-2b Ball Out of Play**

The ball is out of play when it is out of bounds, when it crosses the goal line, or when the game is stopped by the referee's whistle. A ball out of play is restarted with a kick off, free kick, or a goalkeeper throw. See Restarts, section B13.

## **B12. SCORING**

### **B12-1 Scoring Goals**

A goal is scored when the whole ball crosses the whole of the goal line, between the goalposts and under the crossbar, provided that no violation of the rules has been committed by the team scoring the goal. A goal cannot be scored once the horn has begun to sound; the whole ball must cross the whole line before the start of the horn. The team scoring the greater number of goals is the winner.

A goal may be scored directly from a kickoff or any restart, including but not limited to: goalkeeper throw ins, corner kicks, kick ins and other free kicks, except in the case of a violation of the rules recognized by the referee.

### **B12-2 Interference**

No goal is allowed if an outside agent alters the path of the ball on its way over the goal line. The restart is a free kick to the defending team.

## **B13. RESTARTS**

### **B13-1 Definitions and Procedures**

A restart is the procedure for resuming play after a stoppage. Restarts are kickoffs, free kicks (including kick ins and corner kicks) and goalkeeper throw ins. Once the referee signals a restart, a player has 5 seconds to play the ball and may not touch the ball again until it has been touched by another player. For a 5 second violation, the opposing team is given a free kick at the same spot; for a double touch, the opposing team is given a free kick at the point of infraction. The ball must be stationary; if it is not, the kick is retaken. Opposing players may not encroach. See Encroachment, section B15-4c.

A whistle is not required for a restart after a foul, unless it is taken at the top of the arch. A whistle is not required for a kick-in, a corner kick, ceiling out of bounds, or a goalkeeper throw in. The following restarts require the referee to signal the restart with a whistle:

- a) a kickoff,
- b) a free kick taken at the top of the opponent's arch,

- c) a shoot out,
  - d) when a player requests that opponents are 15 feet from the ball,
  - e) a restart after a time out,
  - f) after a time penalty is given, or
  - g) after a referee's stoppage.
- If the player taking the kick does not wait for the whistle, the kick is retaken.

### **B13-2 Kickoffs**

The guest team kicks off the first half. The player kicking the ball may not touch the ball a second time until it is touched by another player (a "double touch"). Players may not cross the mid line until the ball is kicked ("offside"). The kickoff does not have to go forward. A goal may be scored directly from a kickoff. If offside is called or the kicker takes longer than 5 seconds to play the ball, the opposing team is awarded a free kick at the mid line center spot. (Because this restart is a free kick, the players can be anywhere on the field, if they do not encroach.) If a double touch is called, the opposing team will be awarded a free kick at the point of the infraction.

After each goal, the game is restarted with a kickoff by the team just scored upon, except when a goal is scored at the end of the half.

Prior to the second half, the teams change defensive ends. The home team kicks off the second half.

### **B13-3 Free Kick Restarts**

Specific free kick restarts include:

- a) Free Kick in Own Penalty Arch - When a player takes a free kick in his defensive penalty arch, all opposing players must be a minimum of 5 feet from the ball until the ball is in play.
- b) Free Kick in Opponent's Penalty Arch - When a team is awarded a free kick in their opponent's penalty arch, the kick takes place at the top of the arch. Defensive players must be 15 feet away from the ball, and the kicker must wait for the referee's whistle.

- c) Delayed Blue Card - The location of the restart after a delayed blue card is
  - 1) at the center spot of the mid-line if a goal is scored,
  - 2) at the point of the original foul if a defensive player touches the ball,
  - 3) at the point of the infraction if another foul occurs before the defensive team touches the ball.
  - 4) See Delayed Blue Card, section B15-4b.
- d) Shootouts - The restart for a shootout is taken in accordance with section B16-2.
- e) Three Line Pass Violation - The restart after a three line pass shall be taken at the offending team's defensive red line center spot.
- f) Pass Back to Goalkeeper Violation - The free kick awarded after an illegal pass back to the Goalkeeper. The kick is taken at the top of the offending team's arch. The defending team must provide a minimum distance of 15 feet and the play is restarted with the referee's whistle.
- g) Ceiling Out of Bounds - A ball which hits the top netting shall be restarted directly beneath the spot it struck the netting, unless it is kicked into the netting above either arch by a defending player, when it shall be restarted at the top of the arch.
- h) Kick Ins - When the ball goes over the wall or touches the netting above the wall, a kick in is awarded to the opposing team, and play is restarted on the touch line or between the line and the wall, even with the point where the ball went out. If the ball touches a player or other person on the bench who is inadvertently extending into the field, or if the ball exits through an open bench door, a kick in shall be awarded to the opposing team.
- i) Corner Kicks - When the ball is last played by a defending player and crosses over the wall or hits the netting between the corner marks, the opposing team takes a free kick from the corner mark nearest to where the ball went out.
- j) Referee Stoppage - When the play is stopped by the referee's whistle for any unusual circumstance, play is restarted at the place it was stopped with a free kick by the team that was in possession when the whistle was blown. If possession was not clear, the ball is given to the defensive team.

## **B13-4 Goalkeeper Restarts**

If a player from the opposing team intentionally obstructs the goalkeeper or prevents or hinders him from releasing the ball into play, the offending player receives a time penalty for unsportsmanlike behavior.

### **B13-4a Goalkeeper Throw Ins**

When the ball is last played by an attacking player and crosses over the wall or hits the netting between the corner marks, the opposing goalkeeper restarts play with a throw in. At facilities which allow adult team time outs, after a time out called by the goalkeeper, he restarts play with a throw in.

The throw in shall be taken by the goalkeeper from any point within the penalty arch.

The goalkeeper has 5 seconds to throw the ball, and he may not play the ball again until it is touched by another player.

### **B13-4b Goalkeeper Free Kicks**

The goalkeeper may also restart play with a free kick; for example, after an out of bounds or an injury time out.

## **B14. PROCEDURAL VIOLATIONS**

Procedural violations do not result in two minute penalties, are not recorded as fouls and are not added to a team's foul count. A free kick is awarded to the opposing team.

### **B14-1 Three Line Pass**

A ball kicked or thrown over all three lines in the air towards the opponent's goal without touching another player, the perimeter wall, or the referee is an illegal three line pass. The ball will be brought back to the center spot of the first red line it crossed, and a free kick awarded to the other team.

## **B14-2 Illegal Pass Back to Goalkeeper**

The goalkeeper may not play the ball with his hands if the ball is intentionally kicked to him by a teammate's foot pass. The goalkeeper may use his hands to play the ball if it is deflected off a teammate, or if the teammate plays the ball with another part of the body, e.g.; his head, chest, or knee.

A violation results in a free kick to the opponent at the top of the arch.

A player may not circumvent this rule by playing the ball from his foot to his head and then passing it back to the goalkeeper. A violation results in a two minute penalty to the offending player.

## **B14-3 Others**

Other procedural violations include:

- a) goalkeeper brings the ball in the arch and picks it up,
- b) player takes longer than 5 seconds to put the ball into play,
- c) male Coed player touches ball more than three times consecutively,
- d) player double touches ball on a restart.

## **15. FOULS AND PENALTIES**

### **B15-1 Fouls**

#### **B15-1a Offenses and Restarts**

Fouls include: tripping, kicking, holding, pushing, charging violently, charging away from the ball, jumping at, handling the ball, obstruction, and dangerous play. Examples of dangerous play include: high kicks, playing the ball while sitting or lying on the ground, playing the ball while placing a hand or knee on the ground, or attempting to kick the ball when held by the goalkeeper.

The restart after a foul is called will be a free kick at the point of the infraction, or a free kick at the top of the arch if it is a defensive foul in the arch. A whistle is not required for a restart after a foul, unless it is at the top of the arch, or the kicker asks for 15 feet.

## **B15-1b Six Foul Accumulation**

Every accumulation of six fouls by one team results in a penalty shootout awarded to the opponent. (Procedural violations and time penalties do not count toward the six foul total). The foul count carries over from the first half to the second half. For a six foul accumulation no two minute penalty is given, and the team is not shorthanded. No substitutions are allowed until the referee's whistle starts the shootout.

See Conduct of a Shootout, section B16-2.

## **B15-2 Violations Involving the Goalkeeper**

### **B15-2a By the Goalkeeper**

- 1) The goalkeeper may only possess the ball within the arch for a maximum of 5 seconds (hands or feet). He can move anywhere in the arch in that 5 seconds. If the goalkeeper exceeds that time, the opposing team is given a free kick at the top of the arch. The defending team must provide 15 feet minimum distance for the kick. The kicker must wait for the referee's whistle.
- 2) The goalkeeper may not play the ball with his hands if the ball is intentionally kicked to him by a teammate's foot pass. The goalkeeper may use his hands to play the ball if it is deflected off a teammate or if the teammate plays the ball with another part of the body; e.g.: his head, chest, or knee. A teammate of the goalkeeper may not circumvent this rule by playing the ball from his foot to his head and then passing it back to the goalkeeper. A violation results in a two minute penalty to the offending player.
- 3) The goalkeeper has only one possession with his hands per team possession. The goalkeeper cannot bounce the ball or throw it in the air and catch it again.
- 4) The goalkeeper cannot bring the ball into the box and then pick it up.

Violations of rules 1-4 above are procedural infractions and are not added to the six foul count. For any goalkeeper violations in the arch, the opposing team is awarded a free kick at the top of the arch. The defending team must provide 15 feet minimum distance for the kick. The kicker must wait for the referee's whistle.

- 5) A goalkeeper may slide within the arch, but may not play the ball outside the arch while on the ground (dangerous play). A violation is a free kick at the point of infraction.
- 6) If the goalkeeper either intentionally strikes an opponent by throwing the ball violently at him, or pushes him with the ball while holding it, he shall be cautioned or ejected, as deemed appropriate by the referee, and the opposing team awarded a shootout if the offense is initiated within the arch.
- 7) An intentional handball by the goalkeeper outside the penalty area must result in a two minute penalty.

To clear up any confusion about goalkeeper handballs around the arch we offer the following explanation. The key point is the location of the ball. If the ball is inside the arch (lines are inside) at the moment of contact, it is not a handball, even if any other part of the goalkeeper's body is outside the arch.

When a goalkeeper receives a time penalty, the offending team has 30 seconds to get another designated goalkeeper onto the field and ready to play. A violation results in a two minute bench penalty to the offending team, and the team will play an additional play short.

## **B15-2b Against the Goalkeeper**

1) If a player from the opposing team intentionally obstructs the goalkeeper or prevents or hinders him from releasing the ball into play, the offending player receives a time penalty for unsportsmanlike behavior.

2) During play or on a restart, if a player follows a goalkeeper around inside the arch, obstructing him from the play, he is guilty of "shadowing the goal keeper". A foul will be called and the ball awarded to the goalkeeper's team at the point of infraction.

3) Charging the goalkeeper or attempting to play the ball when he has possession of the ball is a foul. The goalkeeper is said to have possession of the ball when either the goalkeeper has at least one hand on the ball, or the goalkeeper is covering up the ball and no play can be made on the ball without striking the goalkeeper.

## **B15-3 Time Penalties (Cards)**

### **B15-3a Definitions and Restarts**

If in the referee's opinion any foul is serious, a two minute personal penalty (blue card) or a three minute personal penalty (yellow card) or an ejection (red card) may be given.

A player can be given a yellow or a red card without first receiving a blue card or warning.

(Blue, yellow, and red card offenses are described in B15-4 and B15-5.)

After a time penalty for a hard foul is given, play is restarted at the point of the infraction with a free kick by the opposing team.

### **B15-3b Short Handed Play**

When a player receives a time penalty, the time begins with the referee's whistle to restart play, and his team plays short until the time expires or the opposing team scores, unless both teams are at even strength. As long as both teams are even, a time penalty will only end when the penalty time has expired. When time penalties (blue, yellow, or red cards) are given to a player or players on each team at the same time – simultaneous penalties - both teams will play short.

Regardless of the number of players from one team serving time penalties, a team may not have fewer than four players on the field. Consequently, should a player receive a time penalty while two or more teammates are already penalized, his team continues to play with four players. The time of his penalty is added to the time at which the first penalty would have expired. Because an offending player cannot return to play until his penalty is served, a team that does not have enough substitutes to field at least four eligible players must forfeit the game.

## **B15-3c Accumulation of Blue, Yellow and Red Cards - Personal Penalties**

Multiple blue cards:

- 1) 1st blue card = player is penalized two minutes.
- 2) 2nd blue card after serving 1st blue = player is penalized two minutes, and is recorded as being at yellow card status.
- 3) 2nd blue card concurrent with the 1st = player is penalized two times two minutes and is recorded as being at yellow card status. (If his team has fewer players than the opposing team and the opposing team scores, his first penalty ends and the second one begins.)
- 4) 3rd blue card after serving 1st and 2nd blues = player is recorded at red card status and is ejected from the premises for the rest of the game and the team's next game. His team is penalized two minutes.
- 5) 3rd blue concurrent with 2nd = same as 4 above for player; his team is penalized two times two minutes.
- 6) 3 blue cards at one time = player is recorded at red card status, is ejected from the premises for the rest of that game and the team's next game, and his team is penalized for five minutes.

Multiple yellow cards:

- 1) 1st yellow card = player is penalized three minutes, and is recorded at yellow card status.
- 2) 2nd yellow card after serving 1st yellow = player is recorded at red card status and is ejected from the premises for at least the remainder of the game and the team's next game. His team is penalized three minutes.
- 3) 2nd yellow card concurrent with first = player is recorded at red card status and is ejected from the premises for at least the remainder of the game and the team's next game. His team is penalized 5 minutes.

Accumulating a blue and a yellow card:

- 1) Player receives a blue card, sits out two minutes, then receives a yellow. The player is recorded at red card status and is ejected from the premises for at least the remainder of the game and the team's next game. His team is penalized three minutes.

- 2) Player receives a yellow card, sits out three minutes, then receives a blue. The player is recorded at red card status and is ejected from the premises for at least the remainder of the game and the team's next game. His team is penalized two minutes.
- 3) Player receives a yellow concurrent with a blue or a blue concurrent with a yellow. (Player receives second card before serving first penalty.) Player is recorded at red card status and is ejected from the premises for at least the remainder of the game and the team's next game. His team is penalized five minutes.

Red card:

If a player, coach, or spectator receives a red card, that person is ejected from the premises for at least the remainder of the game and the team's next game. His team is penalized for five minutes.

### **B15-3d Bench Penalties**

The following violations can result in a bench penalty, which is a time penalty during which the team plays short but no player is recorded as serving the penalty.

- 1) Illegal substitutions.
- 2) Abusive language or persistent misconduct from the bench area.
- 3) Abusive language or persistent misconduct by spectators in the stands.

A team can receive an unlimited number of bench penalties with or without an initial warning.

Play restarts with a free kick by the opposing team where the ball was when the whistle (or horn) sounded.

### **B15-4 Two Minute Penalties**

#### **B15-4a Blue Card Offenses**

Infractions that usually result in at least a two minute penalty include: sliding, boarding, encroachment, dissent, unsporting behavior, bicycle or scissors kicks, diving headers, misconduct, and illegal substitution. Spitting anywhere but in a garbage can is a two minute penalty.

## **B15-4b Delayed Blue Card**

In instances where the referee would issue a blue card, but chooses to apply the advantage rule, he shall acknowledge the offense by holding the blue card above his head until either:

- 1) the team of the offending player gains control of the ball (possesses the ball for more than one second, deflects the ball into open space, or directs the ball toward a teammate or the goal), or
- 2) the referee stops play for any reason.

Once play is stopped, the offense is recorded and the penalty served, unless a goal is scored against the offending team, in which case the penalty is recorded, but not served. The location of the restart after a delayed blue card is:

- 1) at the center spot of the mid line if a goal is scored, or
- 2) at the point of the original foul if a defensive player touches the ball, or
- 3) at the point of the infraction if another foul occurs before the defensive team touches the ball.

## **B15-4c Encroachment**

For all free kick restarts:

- 1) The defender must provide a minimum of 5 feet for the taking of a free kick. If a defensive player makes any movement toward the ball to block the free kick and crosses into the 5 feet minimum space, he is guilty of encroachment and will be assessed a two minute penalty. The defender may move from side to side to play the ball but not forward.
- 2) If the player taking the free kick asks the referee to enforce the 15 feet distance, he must wait for a whistle restart. If a defensive player makes any movement toward the ball to block the free kick and crosses into the 15 feet space, he is guilty of encroachment and will be assessed a two minute penalty. The defender may move from side to side to play the ball but not forward.
- 3) If the referee asks a defensive player to move 15 feet from the ball, and the player does not immediately comply, a two minute delay of game penalty shall be assessed.

- 4) If the player taking the free kick chooses to ‘quick kick’ the ball and it strikes the defender attempting to provide the minimum space, then there is no encroachment.
- 5) When a team is awarded a free kick in its opponent’s penalty arch, the kick takes place at the top of the arch. Defensive players must be 15 feet away from the ball, and the kicker must wait for the referee’s whistle.

On a kickoff, the defending team must be on their side of the mid line and outside of the center circle. Stepping into the center circle before the ball is kicked is encroachment. The kickoff is retaken.

### **B15-4d Dissent/Entering the Referee’s Crease**

Dissent is words or actions directed by a player, coach, or spectator at a referee in dissent of any call. Dissent will result in at least a two minute penalty. If the penalty is given to the coach or the bench, the team must play short, but no player is recorded as receiving the penalty.

Only the authorized team captain or coach may discuss a call with the referee, at a stoppage of play, with the agreement of the referee.

There is a referee’s crease (half circle) in front of the timekeeper’s bench. During discussions between the referee and the timekeeper, it is illegal to enter the crease; players who step into the area will be given a two minute penalty.

### **B15-4e Unsporting Behavior**

The referee issues a blue card for the following unsportsmanlike offenses:

- 1) yelling at or waving arms at an opponent,
- 2) calling for the ball when an opponent has possession,
- 3) failure to respect the encroachment rule,
- 4) trickery when passing the ball to his own goalkeeper,
- 5) inappropriate celebration after a goal is scored,
- 6) illegal re-entry of a player onto the field,
- 7) player(s) illegally entering the referee’s crease,
- 8) delay of game,
- 9) equipment violation,
- 10) audible obscene language,

- 11) delay in entering the bench to serve a penalty or re-entering the field before the penalty expires.
- 12) on a restart, intentionally kicking the ball into a defender to draw an encroachment penalty on the defender.

## **B15-5 Extreme Misconduct**

### **B15-5a Yellow Card Offenses (Cautions)**

Behavior which warrants a minimum of a yellow card includes:

- 1) fouls which the referee considers reckless,
- 2) initiating physical contact short of fighting,
- 3) a tackle from behind,
- 4) persistent infringement of the rules.

### **B15-5b Red Card Offenses (Ejections)**

Behavior which warrants a mandatory red card includes:

- 1) intentionally elbowing a player above the shoulder,
- 2) a tackle from behind which endangers the safety of an opponent,
- 3) striking or attempting to strike an opponent with the intent to injure,
- 4) any form of fighting or violent conduct,
- 5) spitting at an opponent,
- 6) leaving the bench to join an altercation on the field,
- 7) abusive language or behavior toward a referee, timekeeper or facility staff,
- 8) touching, bumping or any physical contact with a referee, timekeeper, or facility staff.

A player, coach, or spectator who is issued a red card is ejected for a minimum of the remainder of that game and that team's next game, or that player's next game if it is the last game of the season and the team is not returning. The length of a red card suspension is determined by the facility manager. See Red Card Suspensions, section A5-1.

The referee or management has the right to eject a player, coach, or spectator before, during, or after the game. That person must leave the premises immediately (possible tournament or two leagues exception). If an ejected player(s) fails to leave the premises, the game will be terminated, and the victory awarded to the opposing team. If after a red card is given misconduct continues, additional red cards may be awarded.

## **B15-5c Suspensions for Fighting or Threatening of Officials or Staff**

Any player, coach, or spectator given a red card for fighting is guilty of violent conduct and ejected from the premises from all Let's Play facilities for not less than one year and up to permanently.

Any player, coach, or spectator who touches, bumps, physically contacts or verbally threatens a game official or facility staff member shall be guilty of violent conduct and ejected from the premises from all Let's Play facilities for not less than one year and up to permanently.

## **B16. SHOOTOUTS AND OVERTIME SHOOTOUTS**

### **B16-1 Shootout Fouls**

A shootout shall be awarded for any of the following fouls committed by a defending player in his defensive half of the field:

- a) a foul within his defensive arch or inside the goal for which a time penalty is issued,
- b) a foul from behind against an attacking player who has control of the ball and has one or no defensive players between himself and the goal, or
- c) any foul where he is the last player on his team between an attacking player with the ball and the goal.

A shootout is awarded when one team has accumulated six fouls.

## **B16-2 Conduct of a Shootout**

- a) The designated shooter must set the ball on the center spot of the opponent's red line. The goalkeeper has at least one foot on his goal line and may not move off it until the referee whistles the start of the shootout.
- b) The defensive team must be behind the mid line inside the midfield circle, and the offensive team behind the mid line outside the circle. When the referee blows the whistle, play is restarted. The player taking the shootout can play the ball forward using any legal manner to score, including direct shot, dribble and shoot, playing the ball off the boards, passing to a teammate, etc.
- c) For a shootout other than a six foul penalty, the penalized player must be off the field.
- d) In Coed leagues, all Coed rules apply, including the three touch rule and two points awarded for women's' goals.
- e) A player cannot circumvent the rules to gain an advantage. A violation is unsportsmanlike conduct; a warning will be issued, and a two minute penalty may be given. (An example is entering one door and your player exiting the other door during a shootout). Play is stopped for the warning and/or card, and the shootout is retaken.
- f) Should game time expire before the taking of the shootout, the clock shall be reset at 5 seconds and the shootout retaken.
- g) During a shootout if a goalkeeper commits a dangerous foul, a two minute penalty will be issued, and a shootout will be awarded.
- h) Offsides on a shootout: If any player crosses the mid line before the whistle, the horn will sound and play will be stopped. The referee will give a verbal warning to all the players. If one or more players is off sides again, his team receives a bench penalty and will be one player short. (If both teams are offsides, both are one player short.) If one or more players is offsides again, another bench penalty is given and the team is short one more player.

### **B16-3 Sixth Foul Shootout**

For a six foul accumulation, no two minute penalty is given. No substitutions are allowed until the referee's whistle starts the shootout. Only the players on the field when the horn is sounded to indicate the sixth foul are allowed to line up for the shootout.

### **B16-4 Playoff Shootout**

For league or tournament formats in which some playoff games can not end in a tie and must have a winner, the game will be decided with a playoff shootout. (E.g., the winner advances, or winner takes all.)

Conduct of a playoff shootout is as follows:

- a) Each team chooses five players to take the first five shootouts, and states the order in which they will shoot. The five shooters can be anyone on the team including the goalkeeper. Players can participate in the playoff shootout even if they were on the bench at the end of the game.
- b) The chosen five players for each team remain in the circle at midfield. The remainder of the teams return to their designated players' boxes.
- c) Playoff shootouts are one on one between the shooter and the goal keeper. No one else from either team is lined up at midfield or involved in the shootout. Opposing goalkeepers take turns defending one goal.
- d) Five seconds are put on the clock, and at the whistle the clock is started. The shooter must score within the five seconds for the goal to count. The whole of the ball must cross the whole of the line before the horn starts to sound.
- e) The designated shooter must set the ball on the center spot of the opponent's red line. The goalkeeper has at least one foot on his goal line and may not move off it until the referee whistles the start of the shootout.

- f) In Coed leagues all Coed rules apply, including the three touch rule and two points awarded for womens' goals.
- g) If at the end of the five shooters the score is still tied, each team chooses one more shooter, they each take a shootout, and this continues until one team scores and the other misses.  
No shooter may shoot twice in the second round until the initial 5 players have taken a shot.
- h) During a shootout if a goalkeeper commits a dangerous foul, a yellow card will be given, and a shootout will be awarded.
- i) During a shootout if a goalkeeper commits a second dangerous foul inside his arch, a second yellow card (which results in a red card) will be given, and a shootout will be awarded. A new goalkeeper must be chosen for the remainder of the playoff shootout. The red-carded goalkeeper may not participate and must leave the premises.

If you have any questions please see  
your facility's manager.

Now, ladies and gentlemen

***LET'S PLAY!***

## TEXAS

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