

Westampton Youth Indoor Soccer Rules

Printed November 23, 2009. *Subject to further revision.*

The officiating will be done by the referee and he/she is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players, or coaches can result in assessment of an ejection or forfeiture of the game. Spectators must also remain in the areas designated for viewing the game (bleachers, stage area, or behind the mesh nets) and should never approach the playing field. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules.

1 Equipment

- 1.1 Game balls and nets will be provided by the Westampton Indoor Soccer League. No other ball will be allowed to be used in the gyms. In addition, practice balls will be supplied for participants to warm up.
- 1.2 Each team is required to wear the team shirt assigned by the league or if lost can substitute with another shirt the same shade of the same color. Goalkeepers must wear the black shirt assigned by the league or substitute with another black shirt.
- 1.3 All players must wear non-marking shoes. The shoes must be rubber-soled, athletic shoes. No cleats, street shoes, or boots allowed.
- 1.4 Equipment that may be dangerous to another player (such as hats and bandannas) is not allowed. The league officials/referee will determine if an article is dangerous and will ask the player to remove the article. If the player refuses, he/she will be not be allowed to play in the game.
- 1.5 Injured players are allowed to wear braces, soft casts, and protective coverings provided they are covered with 1/2-inch high-density padding or wrapped with a similar material with the same minimum thickness. However, the referee shall not allow a player to wear anything which he/she deems dangerous (i.e., hard casts and splints are not allowed or anything the league deems as unyielding material/no give).
- 1.6 Religious medallions, jewelry, rubber bands, chains, rings, or hanging earrings may not be worn. Small earrings may be covered with tape.
- 1.7 Shin guards must be worn at all times and should be covered by socks. Players without shin guards will not be allowed to participate.

2 Players and Substitution

- 2.1 A regulation team on the floor consists of 6 players (one of whom will be the goalkeeper). The keeper may be removed for a 6th field player during the last 2 minutes of a game. At the point the keeper becomes a field player he/she gives up the right to return to play goalie for the remaining time in regulation play. If he/she returns to the goal area and uses his/her hands a penalty kick will be awarded.

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- 2.2 A team may substitute “on the fly.” The player leaving must be off the court of play before the substitute is permitted on. If any irregularities occur on the substitution, a direct kick will be awarded to the team that did not commit the irregularity, from the spot where the ball was at the time the referee blew the whistle. If at any time during a substitution the new player enters and starts to play and the player that was being removed continues to play, the result will be a penalty kick for this infraction.
- 2.3 Goalie substitutions can only be made after a goal is scored by either team or after a time-out is called.
- 2.4 No team shall be permitted to schedule any practice time, outside of the times given by the league.
- 2.5 A Mercy Rule will take effect once a team is down by 5 goals. The team that is behind may add an extra player on the field until the goal differential is 4, then the teams go back to even strength. The extra player can stay on the court as long as they are down by 5 or more goals.

3 The Game

- 3.1 PEEWEE & BANTAM division games will be played in four quarters – 10 minutes each with a continuous clock. There will be a 5-minute half time and 2 minutes between quarters. MIDGETS, JUNIORS, MAJORS, & SENIORS division games will be played in two halves – 25 minutes each with a continuous clock. There will be a 5-minute half time. The clock will only stop during time-outs and for serious injury.
- 3.2 Time-outs are allowed, one per half. Time-out can only be called once the goalkeeper has possession of the ball, after a goal is scored by either team, or after an injury.
- 3.3 A coin toss will determine the start of the game. The winner of the coin toss will choose to kick off in the beginning of the first half or the start of second half. The team that did not kick off the 1st half will kick off the 2nd half.
- 3.4 The referee will whistle the ball into play. The kickoff must be taken from the center of the court. Each team must be on its own half, and the defensive team must be back a minimum of 3 feet. For a legal kickoff, the ball must roll forward at least one full revolution. The player who initially kicked the ball may not touch the ball until another player has touched it.
- 3.5 All kickoffs are direct. If a kickoff is directed straight into the opponent’s goal without a second player’s touching, the result is a goal.
- 3.6 To score a goal, the ball must completely cross the goal line and be acknowledged by the referee. After the goal, the ball is returned to the center of the court for another kickoff. The team that was scored upon will kick off.

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- 3.7 Teams will change ends at half time. The exception is, if both coaches agree prior to start of the game and notify referee, then teams can stay on the same sides throughout the game. (PEEWEE & BANTAM divisions are not required to change sides during game)
 - 3.8 The ball is always in play; use walls, backboard etc. The ball entering the spectator area will be played as it is returned to the playing area. Balls going under the bleachers or not returned quickly will result in a drop ball. A drop ball will be called anytime a ball is returned to the playing area and gives one team an advantage.
 - 3.9 A drop ball will be called when play is stopped due to an inadvertent whistle or as stated above. A drop ball is when the referee drops the soccer ball between a player from each team. The ball has to touch the ground before either player touches it.
 - 3.10 All kicks are direct.
 - 3.11 No player may place his/her hands on the walls or pads for more than three consecutive seconds while playing the ball. Result is a direct kick for the opposing team.
 - 3.12 During the regular season, tie games will stand. During playoffs ties will be broken using the following rule: one sudden death overtime will be played. The first team to score is the winner. Teams will have one time out, with no other stoppage of play (except injury).
 - 3.13 There is no off-sides in indoor soccer.
- 4 Fouls and Misconduct
- Repeat offenders of any fouls or misconduct will be warned.
 - Second warning in the same game will result in a suspension for the remainder of the game plus the next game.
 - Second offense will result in a suspension for the remainder of the season.
 - Any fighting or confrontations will not be tolerated; this is an automatic ejection for remainder of game and 2-game suspension.
 - Unsportsmanlike manner and/or objecting by word of mouth or action to the decision given by the official or abusive language is an automatic ejection for remainder of game and 2-game suspension.
 - Referees will report all infractions to the league officials.
- The following will result in a direct kick:
- 4.1 Kicking-Striking-Tripping-Jumping
 - a. A player who intentionally attempts to kick, strike, or jump at an opponent.
 - b. A goalkeeper who intentionally strikes or attempts to strike an opponent by throwing the ball at the opponent.
 - c. A player who intentionally trips an opponent.

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4.2 Handling

- a. Intentionally carrying, striking, or propelling the ball with hand or arm. Infraction by a player in own penalty area will result in a penalty kick.
- b. Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball. This shall not be penalized.
- c. A player who holds, pushes, or impedes an opponent with hands or arms extended from the body.

4.3 Charging

- a. A player who intentionally charges an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent, does not have arms and elbows close to the body, at least one foot on the ground, and the ball within playing distance.
- b. A player having one or both feet on the ground who charges into an opponent who has no feet on the ground.
- c. A player who charges into the goalkeeper in the penalty area.

4.4 Dangerous Play

- a. In the opinion of the referee, all high kicks above the waist in a dangerous manner will be prohibited.
- b. No sliding - field players must remain on their feet at all times.
- c. Playing the ball while on the ground is not permitted.

4.5 Obstruction

- a. Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, or running between an opponent and the ball or using the body as an obstacle.
- b. The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball or attempting to throw the ball.

5 Goalkeeper

5.1 Goalkeeper release

- a. From the moment the goalkeeper takes control of the ball with his/her hands in the penalty area, the goalkeeper has five seconds to release the ball into play.
- b. The goalkeeper may not dribble the ball outside the key area without the ball being touched first by another teammate.
- c. A goalkeeper is permitted to throw the ball only. However, due to the court's small size, the ball must touch another player, wall, or the ground before it crosses the midfield/center line. Violations will result in a direct kick for the opposing team at half court.

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- d. The goalkeeper may not use his/her hands outside the key or designated taped penalty area. Such use results in a penalty shot for the offensive team.
- e. In the final 2 minutes of the game the goalkeeper may not cross the midfield/center line. Violations will result in a direct kick for the opposing team at half court unless the goalkeeper was removed. - Then rule 2.1 is enforced.

- 5.2 The goalie can slide in an effort to make a play as long as the following apply:
 - a. He/she is in the goal box. Any goalie leaving the key area loses his/her privileges as goalie and is considered a regular field player.
 - b. He/she is making an attempt on the ball.

6 Kicks

- 6.1 All kicks shall be classified as "Direct" from which a goal may be scored against the offending team at any time.
- 6.2 All kicks may be taken in any direction and by any player of the offending team.
- 6.3 Any infraction by the defense, which takes place in the defending team's penalty area, resulting in a free kick shall be a penalty kick. The penalty kick will be taken from the penalty mark by a player who is already on the court as a player. A penalty kick can be awarded regardless of the position of the ball, if the infraction by the defending team is committed in the penalty area.
- 6.4 Opposing players must be at least 5 feet from the ball until it is kicked, unless standing on his/her own goal line. The ball must be stationary prior to the kick. The ball is in play when it is kicked and moved. After the kick, the ball may next be played by any player except the kicker.
- 6.5 Penalty Kick: How Taken
 - a. The penalty kick is taken from the spot the referee places the ball on the penalty mark line. When it is taken, all players (except for the kicker and the opposing goalkeeper) shall be within the field of play but outside the penalty area and at least ten feet from the penalty mark (outside the 3 point arc). The opposing goalkeeper must stand on his/her own goal line until ball is kicked. The player taking the kick must kick the ball forward in order for it to be in play. If the ball is not put into play properly, the kick must be retaken. If the ball hits the goalpost or the crossbar and returns to play the kicker may play the ball again even though no one from the opposing team touched it. The goalie may not be substituted on a penalty kick unless he/she was injured during the infraction. The kicker must wait for the referee to start the play.

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7 End-of-Time Variation

- 7.1 The ball is dead at the moment the whistle sounds to end either half. A goal cannot be scored if the ball was in the air when the whistle was blown; the ball must have completely crossed the goal line. If necessary, time of play will be extended at the end of either half to allow a penalty kick to be taken. If a penalty kick is taken after the expiration of time, only the kicker may play the ball, with no follow-up shot.

8 Game Report

- 8.1 The referee shall oversee the goal totals, keep game record, and submit the game record to the league officials at the end of the game, including any pertinent information. (i.e., penalties, injuries)
- 8.2 The coaches will verify the score at the end of the game and initial the score card if correct.

9 Point System

- 9.1 To determine league standings the following point system will be used:
Win = 3 Tie = 1 Loss = 0
- 9.2 Four top teams from each division will play in playoffs in the following divisions:
MIDGETS, JUNIORS, MAJORS & SENIORS
- 9.3 Criteria if 2 or more teams are tied at the end of the regular season:
- 1 Total wins (most)
 - 2 Total losses (least)
 - 3 Head to head
 - 4 Coin flip (if both teams qualify for playoffs) or High Card
 - 5 Playoff game to determine team that goes to playoffs

10 Ejected Coach Restrictions

- 10.1 An ejected coach must exit the facility immediately and may not, from the time of the ejection until the conclusion of the game, have any communication with the team's players in the facility. No contact will be made with the referee once ejected. An ejected coach must serve an automatic 1-game suspension at the minimum, depending on severity of the ejection. Upon return, coach will serve a probationary period for the remainder of the season. If problems persist, that coach will be asked to relinquish his/her coaching duties.