

INTERSTATE SPORTS ACADEMY

RULES FOR INDOOR SOCCER

HOUSE RULES

It is important that we respect the rights of others and extend an atmosphere of sportsmanship and good behavior both on the soccer fields and off.

- Fighting will result in immediate ejection at the discretion of the Event Director. Bench clears will result in forfeiture of the game and further disciplinary action at the discretion of the Event Director.
- Anyone found defacing or destroying the property of others will be asked to leave the premises immediately.
- DON'T LITTER! Please be sure to collect your trash and dispose of it properly before leaving the facility.
- Smoking is prohibited.
- Alcoholic beverages and beer are also prohibited.
- **IMPORTANT: OUR GAMES USUALLY START PROMPTLY AT GAME TIME! ADVISE YOUR PLAYERS TO BE AT THE FIELD AND READY TO PLAY AT LEAST 15 MINUTES PRIOR TO START TIME.**
- **Should you be unable to field for a particular game and plan to forfeit, please advise Lorraine at greatsoccer@optonline.net or 631-286-2255 as soon as you know so that we can invite a guest team to play your opponent. DO NOT CALL THE OTHER COACH AND CANCEL HIS GAME/FIELD TIME!**

RULES OF THE GAME

The rules of FIFA will be enforced except as modified herein for indoor play. All calls are at the discretion of the referee and the decision of the referee is final.

The Event Directors, or their designated representatives, reserve the right to decide all matters pertaining to this event including interpretation, review and revision of all rules contained herein. In all cases, determination of the Directors will be final.

Only players, coaches, managers, and event staff will be permitted on the field and in the player bench areas. All others must remain in the spectator area.

Coaching staff will be limited to a **MAXIMUM** of two coaches plus one paid professional trainer.

Coaches are responsible for all players and spectators associated with their respective team and are eligible for caution/ejection.

Eligibility

- To be eligible to play, a player must be in good standing. The Event Director will determine which players, managers and teams are not in good standing due to past actions.
- A player may register with only one team in a division.
- Rosters will be deemed official when presented to the Event Director along with appropriate age ID. It is the responsibility of the coach/manager to be sure a roster is on file. Any roster challenge that is upheld will result in a forfeit of the game successfully challenged. An illegal player must take the field during playing time in order to be challenged.

Dress Code

- Molded cleats or indoor soccer shoes/sneakers. **NO METAL CLEATS.**
- Teams should have matching uniforms.
- Shin guards are required.
- Athletic supporter/cup for boys is optional, but is highly recommended.
- Goalkeeper pants/knee padding are optional, but are highly recommended.
- No jewelry may be worn during play.
- No player will be allowed to play with a hard cast on.

Equipment

- Ages U12 and under will use a size 4 ball.
- Ages U13 and older will use a size 5 ball.

Number of Players

- Ages U7 through U10 and Ages U12-U15: The maximum number of players on the field per team is seven (including the goalie). The minimum number of players is four.
- Age U11: The maximum number of players on the field per team is eight (including the goalie). The minimum number of players is four.
- Ages U16 and up: The maximum number of players on the field per team is six (including the goalie). The minimum number of players is four.

Substitutions

- Substitutions (including goalkeepers) are allowed "on the fly" during play or when a stoppage occurs. "On the fly" substitutions require that the player coming off the field be within two feet of the player's bench BEFORE the new player can enter the field, as long as no advantage is gained by either player until the substituted player leaves the field. If a team or player violates this rule, an illegal substitution/caution will be administered.

Home Team

- The Home Team is listed first on the schedule and will be responsible for change of shirt in the event of a color conflict. If necessary, pinnies are available from the Scorekeeper.

Start of Play

- The designated Home Team shall kick off.

Offside

- There will be **NO OFFSIDE** in indoor play.

Indirect and Direct Kicks

- FIFA Laws apply.

Restarts

- Balls hitting the ceiling are considered in play.
- Balls hitting the mezzanine overhang above the field are considered outside interference, and restart will be a drop ball.
- Restarts of balls out of play, including throw-ins, will be taken as an indirect kick from the point the ball went out.
- Restarts may be taken on the field – one to two feet off the line.
- The distance a defender must be from a free kick is five yards.

Corner Kicks and Goal Kicks

- Corner Kicks and Goal Kicks are awarded according to FIFA Laws. Goal kicks are taken anywhere within the penalty area.

Delay Of Game

- If in the judgment of the referee the game is intentionally being delayed, a stoppage of the clock will occur, and action will be taken against the player/coach at the referee's discretion.

Abusive Language

- Abusive language will not be tolerated. Violators are subject to a misconduct penalty.

NO Slide Tackles

- There will be no slide TACKLES in indoor play. An indirect kick will be awarded at the point of the infraction.
- The Goalkeeper may slide if inside their own penalty area in the act of making a save.

Forfeits

- If a team is not prepared to take the field at game time, the unprepared team will forfeit the game.
- **Should you be unable to field for a particular game and plan to forfeit, please advise Lorraine at greatsoccer@optonline.net or 631-286-2255 as soon as you know so that we can invite a guest team to play your opponent. DO NOT CALL THE OTHER COACH AND CANCEL HIS GAME/FIELD TIME!**

Point System

- A forfeit will be recorded as a 2-0 score and a three-point win.

POINT SYSTEM
 WIN = 3 POINTS
 TIE = 1 POINT
 LOSS = 0 POINTS

Tiebreakers

- The team with the most points in a single division or group will win the division or group.
- In the event of a tie, the following tiebreaker system shall apply to determine the standings:
 1. Winner of Head to Head Competition
(This criteria not used if more than two teams are tied.)
 2. Most Wins
 3. Least Goals Against
 4. Most Goals For
 5. Most Shutouts
 6. Goal Differential
 7. Toss of the Coin
- If more than two teams are tied in points, head to head is eliminated. Beginning with Point 2, the Tiebreaker System above will be followed until a winner is determined. The remaining teams will then continue the sequence until the tie is broken.
- In divisions holding **semi-final** and **final matches**, if the match ends in a tie, immediately following the game:
 1. Penalty Shots, one for one (sudden death)
 - Only players on the field at the end of the match, including the goalkeeper, are eligible to shoot. All other players must remain in the bench area.
 - The designated Home Team shoots first.