

# East Tennessee Soccer Federation Indoor League Rules

*(Revised 10/31/199)*

## **1 FIFA Rules**

All FIFA rules apply unless specifically stated otherwise in the ETSF Indoor Soccer Rules.

## **2 Number of Players**

**U9 thru U12:** Six (6) field players plus a clearly marked goal keeper. A team must have at least four (4) field players plus a clearly marked goal keeper in order to start and/or continue play.

**U13 thru Adult:** Five (5) field players plus a clearly marked goal keeper. A team must have at least three (3) field players plus a clearly marked goal keeper in order to start and/or continue play.

If a team is unable to field the minimum number of players for any reason (including two minute penalties and player ejection's), that team will forfeit the game.

## **3 Duration of Game**

Games will consist of two (2) eighteen (18) minute halves with a two (2) minute half time period. Teams must be ready to play at the scheduled time for their games.

## **4 Substitutions**

All players except for the goal keeper may be substituted at any time. Mass substitutions are permitted in dead ball situations. Goal keepers may be substituted once each half and/or at half time. In case of injury to the goal keeper, additional substitution will be permitted, but the player will not be permitted to return to the game during the same half of the game.

Players may not enter the field until the player that they are replacing is within 10 feet of the gate for his/her team. A player who is being replaced may not continue to participate in the game once the gate; has been opened for the substitution. The gate must not be opened for the substitution until the player who is being replaced is within 10 feet of the gate.

Infractions of this rule will result in an indirect free kick for the opposing team from the point where the ball was when the infraction occurred. Repeated and/or blatant infractions will result in a two (2) minute penalty,

## **5 Ball In and Out of Play**

The ball shall be deemed only out of play at any time when it goes over the side or end walls, touches the ceiling or any fixture or netting over the field or becomes unplayable due to any imperfection in the field of play. When the ball is played out over a side wall, an indirect free kick will be awarded to the opposing team at the point nearest to where the ball went out of play and 3 feet from the side wall. The defending team must give the player ten (10) feet clearance from all sides to put the ball back into play.

Once a team has been given possession of the ball after it has been out of play, that team has 5 seconds to put the ball back into play. Delays will result in indirect kick for the opposing team.

When the ball is played out over an end wall by the defending team, a corner kick will be awarded to the attacking team from the spot marked on the field. The defending team must give the player ten (10) feet clearance for the corner kick.

When the ball is played out over an end wall by the attacking team, a goal kick will be awarded to the defending team. Goal kicks must be taken from inside the goal area or on any point on the goal box line. The ball is not in play and may not be played by any player until the ball has cleared the penalty area. All members of the opposing team must remain behind the first line beyond the penalty area until the goal kick is taken. Any infraction of this rule results in a goal kick being retaken.

## **6 Fouls and Misconduct**

### **6.1 Direct Free Kick**

Direct kicks will be awarded per FIFA rules. The following additional infractions will also result in a direct free kick for the opposing team.

1. Intentionally charging an opposing player into a wall (boarding).
2. Using the hands to push off the wall in order to shield the ball.

When a direct kick is awarded outside of the opponents' penalty area, the player must be given 10 feet to put the ball back into play. When a penalty kick is awarded, all players except the goal keeper and the player taking the kick must remain outside of the penalty area and behind the penalty area until the kick is taken.

### **6.2 Indirect Free Kick**

Indirect kicks will be awarded per FIFA rules. The following additional infractions will also result in an indirect free kick for the opposing team.

1. Goal Keeper keeps possession of the ball with their hands for more than 5 seconds.
2. Goal Keeper punts or drop kicks the ball.
3. Violation of substitution rule. (see rule #4).
4. Violation of 5 second rule. (see rule #5)
5. Violation of the three line rule (see rule #9).
6. Sliding play (treated as dangerous play) - except keeper in box.

When an indirect kick is awarded to the attacking team within the opponent's penalty area, the kick will be taken at the point outside of the penalty area which is closest to the point where the infraction occurred.

Sliding play is defined as an attempt to play the ball with a foot and leg in contact with the turf. Note that this applies to both offensive and defensive touches on the ball.

## **7 Uniforms**

Player will wear matching uniforms. No two players on the same team may wear the same number. In the case of a color conflict, the home team will change before the scheduled start time for the game.

## **8 Three Card System (Blue/Yellow/Red)**

FIFA rules for cautions (yellow card) and ejection's (red card) will apply.

A blue card will be shown and the player will be sent off the field for 2 minutes (without replacement) for the following infractions.

1. Flagrant fouls
2. Reckless play
3. Spitting on the playing surface
4. Playing the ball over the arena netting
5. Playing the ball and hitting the ceiling or any fixture attached to the ceiling.

The following infractions will result in a Red Card and immediate player ejection.

1. Deliberate attempts to strike any fixture attached to the ceiling.
2. Deliberate attempts to inflict damage on any part of the arena.

If a player receives two (2) blue cards or one (1) blue card and 1 yellow card during the course of a game, the player will not be permitted to return to the field for the remainder of the game. That player may be replaced by another player once any outstanding two (2) minute penalty has been served.

When a goal keeper receives his/her first two minute penalty, at the referee's discretion, the coach may designate another player to serve the two minute penalty. If the goal keeper is required to leave the game, another player must be designated and clearly identified as the new goal keeper.

At the referee's discretion, players may be required to serve a two (2) minute penalty for yellow card infractions. Players who are serving a two (2) minute penalty may not reenter the field of play until they receive permission from the referee or official score keeper.

Two (2) minute penalties will expire whenever the opposing team scores.

When a two (2) minute penalty is given with less than two minutes left in the first half of a game, the remainder of the penalty will be served at the beginning of the second half.

Players who are ejected from a game (Red Card or Double Yellow) must remain in the team bench area for the remainder of the game and they must also sit out their next game. After reviewing the referee's game report, ETSF tournament and/or league officials may suspend the player for whatever time period or number of games in ETSF facilities that they deem to be appropriate.

Any adult player receiving a red card ejection (single red or two yellows in the same match) will be assessed a \$20 fine. Neither the player nor the team that the player was playing for at the time the infraction occurred will play any further games until the fine has been paid to the Indoor Director.

Coaches who are ejected from a game must immediately leave the building. They must also sit out their next game. After reviewing the referee's game report, ETSF tournament and/or league officials may suspend the coach for whatever time period or number of games in ETSF facilities that they deem appropriate.

## **9 Three Line Rule**

The playing surface is divided into four quarters by 3 lines that run across the entire field. Whenever the ball is played in the air over all three lines, an indirect free kick will be awarded to the opposing team from the point on the line nearest to where the ball was played by the opposing team.

## **10 Start of Play and Kickoffs**

Play starts with a place kick from the center mark by the home team. The ball may be played in any direction. A goal may not be scored directly from a kickoff.

## **11 Offside**

There shall be no offside penalties.

## **12 Scoring**

Points awarded per game:

- 3 points for a win
- 1 points for a tie
- 0 points for a loss

### **12.1 Forfeitures**

Forfeited games will be scored a 5-0 for the winning team.

### **12.2 Resolving Ties at the End of the Season**

If two teams are tied at the end of the season then start at (1). If more than two teams are tied at the end of the season then start at (2).

1. Head to Head competition.
2. Add 1 point for each goal scored up to a maximum of 5 per game. Subtract 1 point for each goal allowed against the team up to a maximum of 5 goals per game. If a team lost 5-0 the winning team would get (5) bonus points and the losing team would get (5) bonus points.
3. Most goals scored by the team maximum of 5 per game
4. Most shutouts
5. Fewest goals scored against the team.
6. Coin toss.