



## INDOOR SOCCER RULES

- All players must complete an AYSL registration form.
- All players must be on a Team Roster.
- A player may only play on one (1) team per division.
- The use of illegal players will result in forfeiting the match.
- Two 20-minute running halves with a two minute half-time.

### PLAY AT YOUR OWN RISK

Soccer is a **contact sport** where the contest to gain possession of the ball should nonetheless be fair and sporting. **Serious foul play and related offense of violent conduct are strictly forbidden.** They violate the spirit of the game and the referee must respond to them by stringently applying the Laws of the Game.

### GAME BALL

#### Ball Sizes

U8 and Below:	Size 3
U9-U12:	Size 4
U13 and Above:	Size 5

AYSL will provide two (2) game balls per game. Teams are responsible for game balls during the game. Teams must retrieve the balls after they have been kicked out of bounds.

If the ball becomes unsafe or flat during play, the referee must stop the game, retrieve a different ball and restart play with:

- If a team has clear position of the ball, the restart is a Direct Free Kick, where the ball was at the time it bursts.
- If neither team has clear position of the ball, the restart is a drop ball.

## **MARKINGS**

- The lines belong to the areas of which they are boundaries.
- The ball that is touching any part of a line, either on the ground or breaking the vertical plane of that line is within the area bounded by the line.

## **OUTSIDE AGENTS**

Outside Agents are anything that enters the field without the permission of the referee and plays or misdirects the ball or otherwise interferes with the game.

### **Restart:**

- If a team has clear possession of the ball, the restart is a Direct Free Kick from where the ball was at the moment of stoppage.
- If neither team has clear possession of the ball, the restart is a Drop Ball from where the ball was at the moment of stoppage.

## **PRE-EXISTING CONDITION:**

These things are on or above the field deemed safe and generally do not move. They do not affect one team more adversely than the other. EX: Outdoor field netting when blown into the field by the wind.

### **Restart:**

- According to the laws of the game (ball in or out of play).

## **TEAM BENCH:**

Friends, family and spectators in general are NOT allowed on the bench side of the rink! PLAYERS AND COACHES ONLY!! If a team refuses to clear their benches, the referees have full authority to penalize the team or terminate the game in extreme cases.

## **TEAM CAPTAIN, COACH AND MANAGER:**

- Are responsible for his/her team and fans, but have no special rights or privileges.
- They must act and behave responsibly.

### **EJECTED PLAYERS:**

Ejected players must leave the bench as soon as possible without causing trouble. If the player's behavior is not accepted, he/she must leave the building or premises.

If anybody, other than the players in the field of play, enters the field of play in an event of an altercation on the field, the game will be terminated and the result will be determined by management.

### **NUMBER OF PLAYERS:**

- 7 v 7
- Minimum of 6 players
- Teams must have a designated Goal Keeper at all times

Players are in the jurisdiction of the Referee from the moment they enter the facility until the moment they leave the complex.

### **GUARANTEED SUBSTITUTIONS:**

- After a goal
- Time penalty
- Injuries
- Between periods
- Prior to a shootout
- Unusual delay (with referee approval)

### **EACH TEAM MAY SUBSTITUTE PLAYERS FREELY; PROVIDED THAT:**

- Players must substitute using their bench doors.
- Neither the player coming into the field and the one exiting the rink can play the ball or gain an unfair advantage while both players are on the field of play.
- No substitutes are allowed during the first 3 seconds during a shootout.

### **SUBSTITUTION PENALTIES:**

#### **A two (2) minute penalty must be assessed for:**

- If, while the game is in progress, the referee finds out that any of the above violations took place.
- If, while the game is in progress, the referee finds out that a team is playing with an extra player(s) on the field.

**A four (4) minute player misconduct (team does NOT play down) must be assessed for:**

- A player returns to the field of play with equipment or blood on his/her uniform after having been warned by the referee to fix it.

**Restarts:**

- If the referee stops play for any of the above substitution violation, the restart is a Direct Free Kick next to the penalized team's bench door closer to half field.

**SAFETY:**

Players may not wear anything that can be dangerous to themselves or someone else in the game.

**JEWELRY:**

- All items of jewelry are normally considered dangerous, however, any item that is clearly religious or medical in nature can be worn if it is NOT dangerous and it does not provide a player with an unfair advantage.
- The willful refusal by a player to remove illegal equipment will result in a four (4) minute misconduct (team does not play down) penalty.

Each game with the exception of U6 games will have at least one (1) Referee.

The decisions of the Referee regarding facts (all calls made or not made) related with play and **interpretations of the Rules are final.**

**AYSL MANAGEMENT:**

- Has full authority to any disciplinary sanctions imposed to any team or player.
- Has full authority to any decisions made to the outcome of a match.

**ADVANTAGE:**

The referee applies advantage upon seeing a foul or misconduct committed if, at that moment, the team that was fouled will benefit from not stopping a play. Advantage is applied to the team, not only to the player fouled. The referee may return and penalize the original foul if the advantage does not develop after a short while (2-3 seconds). Regardless of the advantage, the referee can deal with the proper action by assessing penalties, if necessary.

## **STOPPING PLAY**

The referee has the power to stop the match for any infringement of the Laws, apply advantage, or decide the infringements are trifling or doubtful. However, he/she has the power to stop the game for other reasons like misconduct, to warn players, to issue penalties, to deal with injured players, and to terminate or abandon the match.

## **CHANGING DECISIONS**

The referee can change his/her decision in the case that the ball has not been restarted.

## **INADVERTENT WHISTLE**

If the referee mistakenly blows the whistle, the proper restart is a drop ball if neither team has position of the ball, and a direct free kick to the team that had possession of the ball. The location of the restart would be where the ball was at the time he/she blew the whistle.

## **BEHAVIOR OF COACHES AND TEAM OFFICIALS**

Coaches may provide tactical advice to their players, including positive remarks and encouragement. The referee should take action against coaches for irresponsible behavior or for actions that bring the game into disrepute. A coach or team official may be warned by showing the Yellow Card (no penalty assessed) and ejected by showing the Red Card (no penalty assessed).

The referee provides official reports of the game and any other misconduct or ejection reports.