

# Summary of Youth Indoor Rule Changes effective Winter Indoor 2020

Currently: There must be a minimum of two (2) females on the field at all times. If a team does not have at least two (2) females to play, they will play a man short.

Change: Due to low numbers of girls on rosters, teams do not have to play a female on the field at all times.

U10 age group: No heading the ball – No headers allowed.

Currently: The net on the players bench below the pink tape the ball is in play.

Change: The net for the entire playing area is out of play. The net is in disrepair and all balls hitting the net on that side get caught up in the netting. All other indoor facilities play the net as out of play.

Currently: Goal keepers must serve all time penalties.

Change: Goal keepers must serve time penalties for their own yellow card.

Currently: Three line violation is worded as kicked by the goal keeper.

Change: Three line violation worded as kick by any player.

Currently: All corner kicks restarted with referee whistle.

Change: No whistle necessary for restart on corner kick. Allows attacking team to take a quick restart.

Currently: All players must wear the same league issued, colored jersey (No Exceptions). Competitive teams will provide their own jersey's and all players are required to wear the same team color (matching jersey's is preferred).

Change: All coed rec players must wear the blue and gray t-shirt kit or their outdoor blue and gray rec uniform kit (No Exceptions). Youth competitive teams will provide their own jersey's and all players are required to wear the same team color (matching jersey's is preferred).

## Rockdale Youth Soccer Association Indoor Playing Rules U10 through U19 Revised 11/24/20

### Players

#### Under 10 Division:

Teams will consist of a maximum of 7 players on the playing field, one of whom will be clearly designated as the goalkeeper, at all times. Six (6) players are required to start the game and a maximum of five (5) are required to continue and finish the game.

#### Under 11 Division:

It is preferred that the teams will consist of a maximum of seven (7) players on the playing field, one of whom will be clearly designated as the goalkeeper, at all times. Six (6) players are required to start the game and a minimum of five (5) are required to continue and finish the game. **If there are not enough players to warrant seven (7) on the field, the U12 and older rules of six (6) players will apply for both teams.**

#### Under 12 and older Divisions:

Teams will consist of a maximum of six(6) players on the playing field, one of whom will be clearly designated as the goalkeeper, at all times. Five (5) players are required to start the game and a minimum of four (4) are required to continue and finish the game.

**All coed Divisions:**

In the youth divisions all coed players shall play at least one-half of the game.

**Substitutions:**

Substitution is free and may be done while play is in progress, including goalkeeper substitution. There will be no guaranteed substitution times (except for goalkeepers at an appropriate stoppage in play) and no timeouts allowed. All players must enter and leave the field through their own team gates. Going over the wall is a two (2) minute penalty. The exiting player must be within the dash line and two (2) steps of the gate before the substitution may come on the field. The player gate must be closed except when substitution is in progress. When play is in front of a team's gate, an open gate is a two (2) minute penalty. An unattended open team gate is a two (2) minute penalty.

**Game Card:**

A completed game card must be submitted to the referee prior to each match. Game card must include the team name, coach or captain's name, players names, date and time of game.

**Check In Procedure:**

Team rosters-Each team will submit a final roster to RYSA. The rosters will be kept by the referees in the scorer's box. Referees or Board Member on Duty will check the teams in five minutes before the game is scheduled to start. The referee or board member will verify each player against the roster and photo id before each game. If a player is not on the roster they will not be allowed on the field.

All teams in the competitive division and teams in the U16 and above coed division will be required to submit photo rosters.

If a team plays a non-rostered player they will forfeit the game. Any coach that plays an unregistered player will be suspended for the remainder of the season and must appear before the Disciplinary and Protest Committee.

All coaches in the U16 and above divisions must be at least 21 years of age. A coach must be present with the team at all times during the match.

**Equipment:**

All coed rec players must wear the blue and gray t-shirt kit or their outdoor blue and gray rec uniform kit (No Exceptions). Youth competitive teams will provide their own jerseys and all players are required to wear the same team color (matching jerseys is preferred).

**NO CLEATS**, Turf or tennis shoes ONLY for all age groups.

**Start of Play:**

There will be a five (5) minute grace period. The clock will start and after 5 minutes if a team still doesn't have enough to play then they will forfeit the game. If a game is forfeit, designated players may use the floor for the scheduled time period. Coaches and/or captains are responsible for team conduct on the floor.

A Kickoff from the center mark starts play at the beginning of each half and after every goal. The ball does not have to be played forward. A player who starts play may not play the ball again until it touches another player. A goal may be scored directly from the kickoff.

**Duration of Play:**

A match will consist of two (2) – 25 minute halves.

**Direct and Indirect Kicks:**

On the Large Floor, all restarts are direct.

**Ball In and Out of Play:**

If the ball is played into the top net between the two red lines, the opposing team will take a free kick “straight down” from where the ball hit the net. If the ball is played into the top net inside either red line, the opposing team will take a free kick from the nearest red line. If the ball hits anywhere on the side netting, the opposing team will take a free kick from the white dashed line at that point. If the ball hits the end net, the opposing team will take a goal kick or corner kick, as appropriate.

### **Three Line Violation:**

Large Field: a ball kicked or thrown over three lines by any player without touching anything between the red lines will result in a free kick by the opponent from the first red line that it crossed.

### **Scoring:**

U10 – U19: In these age groups any goal scored by any player regardless of gender will count as 1 point.

U10 – U19: In the spirit of sportsmanship, the score board will reflect no more than a seven (7) goal differential.

### **No Slide Tackling – NO Exceptions:**

No slide tackling – leaving both feet in a sliding, horizontal motion – NO Exceptions. The result is a two (2) minute penalty. The only player that is allowed to slide is the goalkeeper in order to make a save while inside the penalty box. The referees in charge of the match will make the determination on whether a play constitutes a slide tackle, and the referees ruling is final. **An accidental slide by a player will be considered by the referee and if the referee feels that it is dangerous he will call it as such.**

### **U10 - No Heading the Ball – No headers allowed.**

### **Absolutely No Spitting:**

Spitting is not permitted anywhere in the facility. Spitting on the field or anywhere in the player boxes will result in a red card offense and ejection from the game. This is an indoor facility, if you must spit, use the trash cans.

### **Penalties:**

Team, Player and Unsportsmanlike conduct time penalties shall be indicated by the referee showing a Blue Card. Cautionable time penalties shall be indicated by a Yellow Card. Penalty for ejection shall be indicated by a Red Card.

**Team Time Penalties:** a team penalty is a Blue card offense and results in a two (2) minute penalty. The referee issues a team penalty to be served by a player designated by the coach/captain for any of the following violations by a team or unidentified person affiliated with that team:

- Illegal substitutions
- Leaving the bench to join a confrontation with players or referees out on the playing field.
- Situations in which players congregate around the referee in order to dissent against or dispute decisions made by the referee.
- Bench misconduct, this shall be defined as physical or verbal abuse of the referee or players when the offender is not identifiable.
- Other: Unsporting behavior which, in the referees’ discretion, does not warrant another category of penalty.
- Every sixth foul committed by a team in one half. **Fouls which warrant a time penalty do not count toward the six (6) foul total.**

**Blue Card Offenses:** Unless otherwise provided below, the referee issues a Blue Card for the following:

- Deliberate handball by a field player or goalkeeper outside their penalty area.
- Goalkeeper endangerment.
- Unintentional boarding or driving of a player into the boards.

- Persistent fouls, a player committing four (4) fouls in one half will be given a two (2) minute penalty on the 4<sup>th</sup> foul and will be given a two (2) minute penalty for each foul thereafter through the rest of the half of play. Each half will start a new foul count.
- The use of foul language. Subsequent offense will result in ejection.
- Visible or Verbal dissent.
- A foul committed by a defender in his own penalty area. A shoot out will be given as well.
- Team Violations.

Blue card offenses result in a two (2) minute penalty. Player serving penalty may re-enter the field after the expiration of 2 minutes or a goal is scored by the opposing team, whichever occurs first.

**Cautionable Offenses:** The referee issues a Yellow Card for reckless fouls, dissent to the game officials and offenses described in the FIFA Laws of the Game.

- Second Blue Card.
- Taunting – which is intended to embarrass, ridicule or demean others.
- Unsporting behavior by any non player bench personnel.
- Provoking altercation, making physical contact with an opponent (e.g. pushing or poking), short of fighting or using the ball in so doing.
- Intentionally driving a player into the boards.
- Flagrant fouls as listed below.

Yellow card offenses result in a two (2) minute penalty to be served in its entirety. The player serving the penalty may re-enter the field after serving the entire two minutes.

**Ejectionable Offenses:** A person receives a red card for fouls and offenses described in the FIFA Laws of the Game, which the referee considers violent or use of excessive force, and for:

- Third Blue Card, second Yellow Card, or Third overall card. (3 card limit)
- Elbowing intentionally, elbowing an opponent above the shoulder.
- Vicious slide tackling, a tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering them.
- Violent conduct or serious foul play.
- Leaving team bench or penalty area to engage in a fracas or confrontation with the opposition or a game official.
- Extreme unsporting behavior, committing particularly despicable behavior, including:
- Spitting at an opponent or any other person.
- Persistent use of extremely abusive language or behavior towards a game official.
- Bodily contact with a game official in dissent.

Red card offenses result in the offending player ejected from the game and another player from his or her team serving a 5 minute penalty. The player serving penalty may re-enter the field after serving the entire 5 minutes.

If a player is issued a Blue, Yellow or Red card then that team will play down a player until the penalty time is served base on the color of the card.

### **Goalkeepers:**

A team must have a keeper on the field at all times.

The goalkeeper (including adult divisions) will be penalized for handling the ball intentionally passed to him from the feet of a teammate in line with FIFA rules. The keeper may not dribble the ball into his box and then use his hands. The keeper may use his hands on a ball received from the head of a teammate.

The goalkeeper has 5 seconds to put the ball into play or 10 seconds if it is dribbled outside of the box.

The goalkeeper may take unlimited steps inside the box.

The goalkeeper may cross the midfield line with the ball; however, if it is determined by the referee that the goalkeeper is doing so to unfairly run up the score in the game, it shall be deemed unsporting conduct and shall result in a two minute penalty to be served by the goalkeeper.

All fouls by the keeper inside the box are taken from the center of the arc outside the box, except for a live shoot out. An intentional handball outside the box by the goalkeeper is an automatic two (2) minute penalty and may result in a live shoot out, depending on the situation.

Goalkeepers must serve time penalties for their own yellow cards.

### **Penalty kick v. Kick from Arch**

Any foul committed inside the goal box that would be awarded a direct kick according to the FIFA Laws of the Game shall result in a penalty kick. Any foul committed inside the goal box that would be awarded an indirect kick according to the FIFA Laws of the Game shall result in a kick from the top of the arch and defending team shall be allowed to form a wall. Each shall require a second whistle to restart.

### **Ejection:**

A player or coach ejected from a game will automatically sit out the next game unless the ejection is for violent conduct. If the ejection is for violent conduct, the player or coach will sit out a minimum of the next two (2) games. A RYSA Disciplinary and Protest Committee hearing will be held and depending on the circumstances leading to the ejection, the coach may be suspended for the remainder of the season.

A player that is required to “sit out” a game, may not play in any division until they have served the game suspension with the team they were playing with when they received the penalty.

Disciplinary action may be taken against the coach/captain or the team for misconduct by the fans and parents.

### **Overtime/Tiebreaker Rules – Competitive Divisions:**

#### Tiebreakers

In the event two teams have an equal number of points, the following tiebreaker rules apply if needed:

1. Head to head competition (wins/losses/ties)
2. Goal Differential
3. Most Goals Scored
4. Fewest Goals Allowed
5. Coin Toss

#### Semi-Final or Final Tiebreakers

If a semi-final or final is tied at the end of regulation, the following penalty kick procedure will be followed:

Each team picks three (3) players

All others behind half line

1 on 1 with keeper from red line, keeper can come off his/her line once whistle blows

5 seconds (referee counts) to take a shot – off your foot towards the goal within 5 seconds

If tied after 3 players, then go through rest of players on team, golden goal

**All decisions by RYSA Management are final and their interpretations of all rules are official.**