

# Rockdale Youth Soccer Association

## Indoor Playing Rules

### U10 through U19

Revised 1-27-12

#### 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. 6 players are required to start the game and a minimum of 5 are required to continue and finish the game.

##### Under 11 Division:

It is preferred that the 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. 6 players are required to start the game and a minimum of 5 are required to continue/finish the game. **If there are not enough players to warrant 7 on the field, the U12 and older rules of 6 players will apply for both teams.**

##### Under 12 and older Divisions:

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

##### All coed divisions:

There must be a minimum of 2 girls on the field at all times. If a team does not have at least two girls to play, they will play a man short. 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 time outs allowed. All players must enter and leave the field through their own team gates. Going over the wall is a 2 minute penalty. The exiting player must be within the dash line and 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 2 minute penalty. An unattended open team gate is a 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 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 will check the teams in five minutes before the game is scheduled to start. The referee 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.

Teams in U15 and above in the competitive division and teams in the U16 and above coed division will be required to submit photo rosters.

#### Equipment

All players must wear the same, league issued, colored jersey (**No Exceptions**). All players must wear shin guards (**No Exceptions**).

#### Start of Play

There is no grace period allowed, game time is forfeit time. A team which is not ready to play at the scheduled game time 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 in between the two red lines, the opposing team will take a free kick at a point “straight down” from where the ball hit the net. If the ball is played into the top net outside either red line, the opposing team will take a free kick from the nearest red line. If the ball hits the side net (above the tape or glass), 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 forward over three lines by the goalkeeper 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**

In all age groups, any goal scored by any player regardless of gender will count as 1 point.

## **No Slide Tackling-No Exceptions**

No slide tackling – leaving both feet in a sliding, horizontal motion - **No exceptions.** The result is a two minute penalty. The only player that is allowed to slide is the goal keeper 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.

## **Absolutely No Spitting**

Spitting is not permitted anywhere in the facility. Spitting on the field or 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 ejections shall be indicated by a Red Card.

**Team Time Penalties:** A Team penalty is a blue card offense and results in a 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 Referee's 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 6 foul total.**

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

- \* Deliberate Handball by field player or goalkeeper;
- \* Goalkeeper Endangerment;
- \* Boarding or driving a player into the boards -- whether intentional or unintentional.
- \* Persistent fouls, a player committing 4 fouls in one half will be given a 2 minute penalty on the 4<sup>th</sup> foul and will be given a 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 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, and for the following:

- \* Second Blue Card;
- \* 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.
- \* Flagrant fouls as listed below

Yellow card offenses result in a 2 minute penalty to be served in its entirety. The player serving penalty must serve the entire two minutes and must wait until the next stoppage of play after the expiration of the two minutes before reentering the field.

**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 Blue Card after Yellow Card.
- \* 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 him;
- \* 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 toward 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 must wait until the expiration of the penalty and the next stoppage of play before reentering the field.

**Flagrant Fouls:** A Shootout is awarded for the following Fouls committed by a defender in his or her defensive half of the field:

- \* A Foul within the Penalty Arch or Goal for which he receives a Time Penalty;
- \* A Foul from behind against an attacking player, having control of the ball and one or no defensive players between himself and the Goal; and
- \* Any Foul where he or she is the last player on the team between the attacking player with the ball and the Goal.

## Goalkeepers

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

The goalkeeper 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 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 a field player.

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 hand ball outside the box by the goalkeeper is an automatic 2 minute penalty and may result in a live shoot out, depending on the situation.

A field player may serve the keeper's time penalties, except for serious foul play.

### **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 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.

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