

INDOOR SOCCER: RULES OF THE GAME

1. THE GAME

Indoor soccer is played under similar rules to outdoor soccer between two teams attempting to score goals by kicking a ball into a netted goal region. The game is played inside netted courts which allows the ball to stay alive. The game is played over 2 x 20 minute halves, with a 5 minute break, with the result being determined by the team scoring the most goals.

2. FIELDING A TEAM

- a) The game is played between two teams each with 5 on-court players (soccer courts) or 4 on-court players (cricket courts).
- b) A maximum of 3 substitute players can be added to the on-court players.
- c) Teams can play short with 4 on-court players (soccer courts) or 3 on-court players (cricket courts).
- d) A team reduced to 3 players (soccer courts) or 2 players (cricket courts) will forfeit the game

3. UNIFORMS

Teams must be dressed as follows:

- a) **Shirts**
Player shirts, long or short sleeved, must be exactly the same style and colour. They must be numbered on the back (150mm in size) or sleeve (75mm in size).
- b) **Pants**
Players have the option to wear shorts or long pants. Whichever option they choose, all players must wear the same style and length of garment containing at least 80% of the same colour as their teammates.
- c) **Goalkeeper**
Goalkeepers may wear a different coloured top, shorts or trackpants to teammates. The top can be long or short sleeved.
- d) **Penalty**
The penalty for incorrect uniform is one goal per item. This penalty is to be applied at the start of the game.

4. THE TOSS

The referee shall toss a coin to determine which team will take the kick off and which end they will kick to. The visiting team will call.

5. PLAYING EQUIPMENT

a) Goals

Goals must be no larger than 1.98 metres high x 2.90 metres wide and no smaller than 1.52 metres high x 2.29 metres wide.

b) Ball

The game ball must be a Size 4 Futsal ball with a Leather surface, supplied by the home centre.

6. REFEREE

a) A referee shall be appointed to adjudicate the rules of the game with absolute impartiality.

b) The referee will interpret the rules to the best of their ability. Their decisions during the game are final.

c) The captains of both teams are the only players that may query rule applications made by the referee. Once the referee has replied, any further talking to, at or about the referee regarding a ruling may cause the team to be penalised.

7. GAME DURATION/LATE STARTS/LATE PLAYERS

a) The game is played over 2 x 20 minute halves with a five (5) minute break between halves.

b) Any game that does not start within 30 minutes of the scheduled time will be considered a forfeit.

c) Offending teams will lose 1 x Premiership point for every 5 minutes they caused a game to start late, to a maximum of three (3)

d) Players may come onto the court at any stage of the game subject to following the correct substitution procedure (refer to rule 18).

8. PLAYER SHORT

All teams that play short must have a goalkeeper.

9. COURT MARKINGS AND GOALKEEPER AREA

a) Courts must be clearly marked with:

- A half way line, and;
- A designated goalkeeper area. (This goalkeeper area will be marked as a semi circle and includes an imaginary wall rising from the semi circle).

The following rules apply to defenders and attackers entering the goalkeeper area:

i) Players may run anywhere on the court except for the goalkeeper area. A designated goalkeeper is the only player allowed in this area.

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- ii) If a defender enters the goalkeeper area, but does not come into contact with the ball, a free kick will be awarded 3 metres from the edge of the goalkeeper's semi circle and can form a wall
- iii) If a defender comes into contact with the ball whilst in the goalkeeper's area, a penalty kick will be awarded.
- iv) If an attacking player enters the goalkeeper's area, a free kick will be awarded to the goalkeeper.
- v) If the goalkeeper is out of area with no contact, a free kick will be awarded to the opposing team.
- b) The line marking the goalkeeper's area is considered in for the goalkeeper and out for all other players. The line is the inside area.

10. GOALKEEPER

- a) The goalkeeper can handle and kick the ball but only inside the goalkeeper area. The goalkeeper must not have any part of their body touching the ground outside the area. A penalty kick will occur if the goalkeeper touches the ball, even by accident, outside the area.
- b) Once the referee deems the keeper has control of the ball in the goalkeeper area, either by hand or by foot, the goalkeeper has 5 seconds to release the ball.
- c) Once the goalkeeper has taken clean possession of the ball in their hands, it can only be released with a throw or place kick. The goalkeeper can throw the ball as far as he likes, but can't pass back.
- d) If the above rules are broken, a penalty kick will result.

11. KICK OFF

To start the match, at half time and whenever a goal is scored, the ball must be brought to the middle of the court and kicked backwards to own players in defending half, and touched twice within 3 seconds, before any opponent can touch the ball.

12. HANDBALL/BALL HITS REFEREE

- a) Players are not permitted to touch the ball with any part of their arm below the shoulder whether deliberate or accidental. This will cause a free kick to be awarded to the opposition unless the referee rules the handball was to the opposition's advantage.
- b) If the ball hits the referee, the decision will be play-on as long as no team gains an unfair advantage. If the referee decides there is an unfair advantage, they will stop play and set up a "drop ball" between the two players closest to the referee at the time.

13. TACKLING

- a) To tackle or play the ball, players must be on their feet. Tackling can only be made from the front of an opponent whilst they have control of the ball.
- b) Slide tackles are not permitted.
- c) Free kicks will be awarded for any player tackling from the side or back or slide tackling.

14. FREE KICKS

- a) Free kicks will be given for the following reasons:

<ul style="list-style-type: none"> • Handball • Holding • Pushing • Tripping • Holding Nets whilst controlling Ball • Swearing and Abusive Language 	<ul style="list-style-type: none"> • Time Wasting • Net Abuse • Rough Play • Sledging • Obstruction • Raised Feet • Kicking above waist height 	<ul style="list-style-type: none"> • Entering goalkeeper area • Late tackles • Side, back or slide tackles • Backing into players whilst in control of the ball. • Dissent • Any other behaviour the referee thinks is not in the spirit of the game.
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- b) Players have 5 seconds to take a free kick. Players must wait for the whistle.
- c) Opposition players may form a wall but must stand 3 metres from the free kick spot.
- d) If a foul is committed within 3 metres of the goalkeeper area, the ball may be moved back away from the defending wall to allow more room to take the free kick. This will also apply if a free kick is given close to the nets.

15. PENALTY SHOTS AT GOAL

- a) A penalty shot at goal will be awarded for the following incidents:
 - When a defender enters the goalkeeper area and comes into contact with the ball.
 - When the goalkeeper handles the ball while outside the goalkeeper area.
 - If a foul is committed where, in the referee's mind, there is a direct chance on goal with only the goalkeeper to beat.
- b) All players when taking a penalty can take no more than a 2 step run up, ie: one step then kick.
- c) Only the goalkeeper can defend a penalty kick. The goalkeeper must stand on the goal line and can only move after the player has made contact with the ball.
- d) All players must stand behind the ball and not within 3 metres of the player taking the kick.

16. GOALS OFF THE NET

- a) Goals cannot be scored directly off the roof or side nets. However, if the ball is touched by any player in between, the goal will count.
- b) Should a goal be scored directly off the net without being touched in between, a free kick will be awarded to the goalkeeper.

17. MISCONDUCT: CARD SYSTEM

Misconduct will be monitored by applying the yellow and red card system as follows:

Yellow Card

- a) A yellow card will be given to any player playing outside the spirit of the game and the code of behaviour guidelines. The yellow card is a warning that if they continue in this manner they will be sent from the court. Reasons for being given a yellow card will include, but are not limited to, the following:

- Committing numerous fouls.
- Dangerous and / or rough play.
- Deliberate fouls, time wasting and deliberate handballs.
- Pushing.
- Disputing, arguing with referee.
- Swearing, obscene gestures.
- Intimidating, harassing opponents.
- Anything the referee feels is unsportsmanlike behaviour.

Red Card

- a) A red card, like a yellow card, will be given to any player not playing in the spirit of the game. When a red card is issued, the player is to be ordered off the court and they cannot be replaced or substituted. A player is not entitled to a warning (yellow card) for offences such as:

- Fighting.
- Spitting.
- Threatening players and / or referee.
- When the offence follows a previous yellow card.

- b) A red card offence is a minimum of a one (1) match suspension or two (2) matches if the player has previously been suspended.

18. SUBSTITUTIONS / INJURED PLAYER

- a) Substitutions can only be made when the goalkeeper has control of the ball in the goalkeeper area or when a goal has been scored. The opposing team may also make a change at the same time.

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- b) Shirts cannot be swapped during the substitution.
- c) No substitution can be called in the last 3 minutes of each half.
- d) When a player is injured, they may be substituted at anytime.
- e) The clock will not be stopped for substitutions. It will only be stopped in finals for serious injury and if an injured player needs assistance from the court.

19. COMPETITION POINTS

a) Win Points

- 4 points for a win.
- 2 point each for a draw.

b) Forfeit Points

In the event of a forfeit, the non-offending team will receive 4 points for a win.

20. LADDER POSITION

The competition points earned during the season will determine a team's position on the ladder. The following criteria will apply (in order of priority):

1. Highest total points (win points less administrative penalty points).
2. Highest number of outright wins (if equal on total points).
3. Highest difference between goals for and against (if equal on total points and wins).
4. Highest number of goals scored (if equal on total points, wins and goal difference).

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OFFICIAL RULES OF THE GAME

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