

**NEW MEXICO YOUTH SOCCER ASSOCIATION
INDOOR SOCCER MANUAL**

Table of Contents
NMYSA Indoor Soccer Manual
Adopted March 23, 1997

7.01 LEAGUES3

7.02 PLAYING FACILITY.....3

7.03 REGISTRATION3

7.04 INDOOR PASS CARDS AND INSURANCE3

7.05 SEASONAL YEAR.....3

7.06 AGE GROUPING FOR PLAY.....3

7.07 COACHES / VOLUNTEERS3

7.08 REFEREES4

7.09 GENERAL RULES4

7.10 RULES FOR REGULATION INDOOR SOCCER5

 7.10.1 *The Field of Play.....5*

 7.10.2 *The Ball.....6*

 7.10.3 *Number of Players6*

 7.10.4 *Player’s Equipment.....8*

 7.10.5 *Referees.....9*

 7.10.6 *Assistant Referee and Other Game Officials.....9*

 7.10.7 *Duration of the Game10*

 7.10.8 *The Start of Play11*

7.10.9 *Ball In and Out of Play* 11

7.10.10 *Method of Scoring*..... 12

7.10.11 *Three-Line Violation*..... 12

7.10.12 *Fouls / Misconduct / Penalties*..... 12

7.10.13 *Free Kicks* 17

7.10.14 *Penalty / Shootout*..... 17

7.10.15 *Restarts – Ball Over Perimeter Wall* 19

7.11 RULES FOR GYM SOCCER 21

7.11.1 *The Field of Play*..... 21

7.11.2 *The Ball*..... 22

7.11.3 *Number of Players* 22

7.11.4 *Players’ Equipment*..... 22

7.11.5 *Referees*..... 22

7.11.6 *Assistant Referee and Other Game Officials* 22

7.11.7 *Duration of the Game* 22

7.11.8 *The Start of Play* 22

7.11.9 *Ball In and Out of Play* 22

7.11.10 *Method of Scoring*..... 23

7.11.11 *Three-Line Violation*..... 23

7.11.12 *Fouls / Misconduct / Penalties*..... 23

7.11.13 *Free Kicks* 23

7.11.14 *Penalty / Shootout*..... 23

7.11.15 *Restarts – Ball over Perimeter Wall*..... 23

ATTACHMENT A..... 24

NMYSA INDOOR SOCCER MANUAL

This manual is enacted to govern indoor soccer play at NMYSA affiliated youth soccer leagues as provided in section 3.19 of NMYSA General Procedures and Rules

7.01 LEAGUES

Any League affiliated with NMYSA may apply to NMYSA to be allowed to sanction indoor soccer play, and must receive approval from NMYSA prior to commencing play.

7.02 PLAYING FACILITY

A playing facility can be either a regulation indoor soccer field or a gymnasium, and separate rules will apply as set out in Section 7.10 or 7.11 *et seq.*

7.03 REGISTRATION

Only players registered for indoor play shall be permitted to play and compete. Each indoor player shall register with NMYSA by completing an NMYSA Registration form and paying the appropriate fee to NMYSA. Each League may charge whatever additional amount necessary to conduct indoor league play. Indoor soccer play is separate from regular outdoor soccer, and players must register separately for indoor soccer.

7.04 INDOOR PASS CARDS AND INSURANCE

Each indoor player/coach will be issued an approved player/coach indoor pass card, and shall be valid for one seasonal year. Each player shall pay a fee at the time of registration that will include insurance coverage. Players' and coaches' indoor pass cards shall serve as verification of insurance coverage.

7.05 SEASONAL YEAR

The seasonal year for indoor soccer will run from November 1 through the end of February of the next calendar year. (*e.g.*, November 1, 2003 thru February 29, 2004).

7.06 AGE GROUPING FOR PLAY

Age grouping for play will be the same as that set out for regular outdoor soccer.

7.07 COACHES / VOLUNTEERS

Coaches and other adult volunteers will also register with NMYSA and complete an

NMYSA Disclosure Statement and comply with all rules and regulations of NMYSA.

7.08 REFEREES

USFF/NMYSA registered referees will be used to officiate all indoor youth soccer league games and tournaments.

7.09 GENERAL RULES

If there is no specific rule written for indoor soccer, then the NMYSA general procedures and rules for regular outdoor soccer will apply, including but not limited to: proof of age, playing up, transfers, ejection procedures, suspensions, travel, referee abuse/assault, etc.

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7.10 RULES FOR REGULATION INDOOR SOCCER

7.10.1 The Field of Play

7.10.1.1 Dimensions

Approximate length of 200'; approximate width of 85' (see Attachment A).

7.10.1.2 Markings

Distinctive lines not more than 4"; 9" center spot; center circle with 15' radius.

7.10.1.3 Penalty Arch

30' wide; 35' to the top of the arch (20' + 15' arch).

7.10.1.4 Free Kick Mark

9" mark at the top of the penalty arch.

7.10.1.5 Red Lines

50' from goal lines.

7.10.1.6 Shootout Mark

At center of each red line.

7.10.1.7 Halfway Line

Equally divide the field in half.

7.10.1.8 Touch Line

Dashed line 3' inside the perimeter wall between corner marks.

7.10.1.9 Corner Mark

9" circle placed 12" from penalty arch; 3' corner flag at perimeter wall and undrawn extension of goal line.

7.10.1.10 Goals

Width 14' x height 7'6"; nets with minimum depth of 5'; (goals 12' wide x 6'6" high are allowed).

7.10.1.11 Goal Lines

4" width line between goal posts.

7.10.1.12 Goal Lights

(As available) Green light at expiration of time; red light signaling goal; decision of Referee supersedes.

7.10.1.13 Referee Crease

15' semi-circle at perimeter wall and halfway line; Assistant Referee stands outside field adjacent to crease.

7.10.1.14 Player Benches

Identical areas with 2 doors; opposite side from penalty boxes and Assistant Referee.

7.10.1.15 Penalty Boxes

Adjacent to Assistant Referee; opposite from team benches; protected from spectator area.

7.10.1.16 Carpet

Affixed to playing surface; Referee to stop play if dangerous.

7.10.1.17 Perimeter Wall

There shall be a perimeter wall surrounding the playing field. If playing against building walls, a "high line" shall be designated as the top of the perimeter wall. If the perimeter wall is constructed of Plexiglas and the Plexiglas is broken, the referee must stop play immediately; restart at center mark by team in possession. The height of the perimeter wall shall be 4' to 6' high on the sides, 8' to 10' high in the corners and 12' high behind the goals.

7.10.2 The Ball

7.10.2.1 Approved Ball Specifications

Size 4; spherical; leather or approved material; 25 ¼"-26 ¾" circumference; 13 ¼ - 15 ounces; 7 – 9 lb/sq. inch pressure.

7.10.2.2 Ball Change

Change only with Referee's permission

7.10.2.3 Defective Ball

During the game, restart with drop ball; during stoppage, restart with appropriate restart.

7.10.3 Number of Players

7.10.3.1 Teams

Maximum 6 players; minimum 4; one must be a goalkeeper; maximum 13-player rosters. Maximum number of players may be increased for youth teams, with the minimum number to be two players less than the maximum.

7.10.3.2 Official Line-Up

To Referee at least 15 minutes before game; no changes after submitted; the Referee

must check player pass cards.

7.10.3.3 Substitutes

All bench personnel and players listed on the line-up are subject to the Referee's authority.

7.10.3.4 Unlimited Substitution

Unlimited substitution may be made at any time provided: Substituted player is within touchline at own bench area; neither player may participate while both are on the field. Violation: 2-minute team penalty.

7.10.3.5 Illegal Substitution on Free Kick or Corner Kick

Play will not be delayed to permit substitution on Free Kicks or Corner Kicks. Free Kicks include restarts from fouls, 3-line passes, top of the arch, 5-second violation, ball hitting superstructure. Warning issued for first violation; team time penalty for each violation thereafter.

7.10.3.6 Guaranteed Substitution

Restart delayed to allow substitutions at following times:

- a. Goal
- b. When time penalty awarded
- c. Injury time out
- d. Unusual stoppage signaled by Referee
- e. Called time out
- f. Between periods

If play restarted with too many players, no penalty assessed. In a "clock running" game there is no guaranteed substitution and restart is not delayed to allow substitution. Referees should, however, not penalize unless an advantage occurs.

7.10.3.7 Timed Substitutions

Warning issued to team for taking more than 30 seconds to complete substitutions during a guaranteed substitution. Team time penalty assessed for further violation. (Warning and subsequent time penalty applies to tactics to delay restart.)

7.10.3.8 Injured Goalkeeper

If play suspended more than 1 time for injured goalkeeper, the goalkeeper must be removed and may not return until the next guaranteed substitution or the ball over the perimeter wall.

7.10.3.9 Goalkeeper Warm-Up

When a goalkeeper is being tended to on the field, another goalkeeper may warm up in the team bench area.

7.10.3.10 Injured Player

When a coach is called on to field by the Referee to tend to an injured player, the player must be removed from the field until the next guaranteed substitution or ball over the perimeter wall. Penalty: 2 minute Unsportsmanlike conduct.

Bleeding is treated as an injury. If player does not immediately go to bench, Referee must stop game and call trainer on field. Player cannot reenter until guaranteed substitution or ball over perimeter wall and must show referee the wound has been covered and blood cleaned from uniform.

7.10.3.11 Time Penalties for Substitution Violations

Two-minute team time penalty for following offenses. Play restarted where ball was when play was stopped:

- a. Too many players
- b. Playing without a goalkeeper
- c. 30-second substitution delay after warning
- d. Illegal substitution on free kick or corner kick after warning
- e. Illegal substitution on shootout

7.10.3.12 Team Captain

A captain must be identified for each team. When invited by the Referee, the captain alone shall have privilege of discussing questions of interpretation with the Referees.

7.10.4 Player's Equipment

7.10.4.1 Equipment

Required: Shinguards, shirt (tucked in), shorts, socks (pulled up over shinguards), indoor soccer footwear; numbers on back of shirts. Nothing visible over the usual equipment. Optional: mouthpieces and safety glasses (eye protection) are recommended, but not required.

7.10.4.2 Footwear

Flat-soled or shoes designed for artificial surface.

7.10.4.3 Goalkeeper

Colors which distinguish from other players and the Referee. Field players playing as goalkeeper must wear goalkeeper jersey. Approved protective headgear and gloves allowed.

7.10.4.4 Dangerous Equipment

A player shall not be permitted to wear anything considered dangerous by the Referee.

7.10.4.5 Infringement

Player sent off; may not play until approved by the Referee. Penalty for returning to game early: 2-minute unsportsmanlike conduct.

7.10.5 Referees

7.10.5.1 Referees' Authority

Three-referee system: 2 Referees on the floor with equal power and authority and an Assistant Referee off the floor. Authority begins as soon as they enter the field of play. Responsible for: record of game, control over timekeeper, adding for lost time.

7.10.5.2 Powers

Power continues when play is suspended or ball is out of play. Referees' decisions are final concerning the result of the game. Referees shall:

- a. Enforce the rules. When a player commits two offenses, penalize the more serious offense.
- b. Allow advantage.
- c. Stop the game for any infringement. Suspend or terminate the game as necessary (send in a detailed report to the league).
- d. Penalize or caution any player or non-playing team personnel (send in report to the league).
- e. Prevent illegal entry onto the field.
- f. Stop the game for an injury.
- g. Eject any player or non-playing personnel.
- h. Restart play.
- i. Approve the ball(s).
- j. Caution or eject any coach or non-playing personnel for illegally entering the field of play (send report into the league). No time penalty will be served.

7.10.6 Assistant Referee and Other Game Officials

(The following are all optional)

7.10.6.1 Assistant

Subject to the Referees' decision, signal violations with a whistle:

- a. Illegal substitutions
- b. 3 line violations
- c. Supervise timekeepers
- d. Keep record of game
- e. Control penalty boxes; insure correct posting of penalties
- f. Call trainer on for an injured player during stoppage
- g. Check line-ups
- h. Signal official time-out
- i. Signal misconduct penalty with flag
- j. Signal unsportsmanlike conduct penalty with blue card
- k. Signaling the release of player from penalty box

7.10.6.2 Reserve Official

Assists the Assistant Referee; confirms foul count.

7.10.6.3 Timekeeper

Operate official clock and scoreboard.

7.10.6.4 Goal Judges

One at each end. Signal goal with red light or flag. Subject to Referees' decision.

7.10.6.5 Penalty Box Attendants

In each box to assist administration of time penalties.

7.10.7 Duration of the Game

7.10.7.1 Duration

Two 30-minute halves:

- a. Clock stopped when ball is out of play. Ball not in play until it travels $\frac{1}{2}$ its circumference or outside the penalty arch on a defensive kick.
- b. Time extended to take a penalty kick.
- c. Referees may add or subtract time for malfunction or timekeeper error.

(OPTIONAL: Two 20-minute halves with a running clock. Clock may be stopped by the Referee at his/her discretion.)

7.10.7.2 Intervals Between Periods

Three-minute half time. All players must go to bench area. Arena horn/buzzer to signal 30 seconds remaining in the interval.

7.10.7.3 Time Outs

One 1-minute time out per team per half, requested by signaling a "T" sign to a field Referee. Must be requested during a stoppage by a player (on the field) of the team with the restart or the goalkeeper in possession in the penalty arch and unchallenged (restart with a Goal Clearance). Referees may call a time out at their discretion for situations they deem appropriate. [No time outs allowed in "running clock" game.]

7.10.7.4 Overtime Period

If score is tied at end of game:

- a. Visiting team calls the toss, winner gets choice of goals or kickoff
- b. 10 minute sudden death (OPTIONAL: No overtime period, game ends in tie)

7.10.8 The Start of Play

7.10.8.1 Beginning the Game

Visiting team calls the coin toss. All players in own half. Opposing team at least 15' from the ball. Ball in play after traveling ½ its circumference in a direction. Kicker may not touch the ball until it is touched by another. A goal can be scored from a kickoff.

7.10.8.2 After a Goal Has Been Scored

Restarted by opposing team as in Section 7.10.8.1.

7.10.8.3 After the End of Half-Time

Teams change ends and alternate kick-offs.

7.10.8.4 Infraction

Kickoff retaken. Exception: second touch by kicker; free kick by opposing team at point of infraction.

7.10.8.5 Drop Ball Restart

Ball dropped by Referee for any cause not in the Rules. Dropped where ball was when play was stopped or at top of arch if stopped while in penalty arch. If team has clear possession when play is stopped, the team will retain possession on the restart.

7.10.8.6 Failure to Play Ball

Team has 5 seconds to put the ball in play as signaled by Referee. Penalty: turnover to opponent.

7.10.9 Ball In and Out of Play

7.10.9.1 Ball in Play

From start to finish, including when:

- a. Rebounds off post, bar, flag post or perimeter wall into the field
- b. Rebounds off Referee into the field
- c. A supposed infringement until decision is made by the Referee

7.10.9.2 Ball Out of Play

Ball out of play:

- a. Completely crossed the perimeter wall or "high line".
- b. Game stopped by Referee.
- c. Contacted the building superstructure above the field. Restart: opposing team at center of nearest red line.
- d. Ball becomes stuck between sections of the perimeter wall. Restart with drop ball.

- e. Ball contacts wall or net above the “high line” designating the top of the perimeter wall.

7.10.10 Method of Scoring

7.10.10.1 Legal Goal

Whole of the ball passes over the goal line, between the posts and under the crossbar. Team with the greater number of goals is the winner.

7.10.10.2 Outside Interference

No goal, game restarted with a drop ball.

7.10.11 Three-Line Violation

7.10.11.1 Definition

Player cannot pass (or last touch) ball across 3 lines in the air toward opponent’s goal.

7.10.11.2 Punishment

Free kick to the opponent at the center of first red line that the ball crossed.

7.10.12 Fouls / Misconduct / Penalties

7.10.12.1 Fouls

Player intentionally commits any of the following will be penalized by a free kick from the point of infraction:

- a. Kicking
- b. Tripping
- c. Jumping at opponent
- d. Charging from behind unless opponent is legally shielding ball
- e. Violent or dangerous charging
- f. Striking, elbowing or attempting to; or spitting at opponent (mandatory time penalty)
- g. Holding
- h. Pushing
- i. Handling the ball
- j. Boarding (mandatory time penalty)
- k. Dangerous play
- l. Fair charge at an improper time
- m. Obstructing when not playing the ball
- n. Charging the goalkeeper except outside penalty arch

7.10.12.2 Goalkeeping Restrictions

Free kick at top of penalty arch:

- a. Hand to hand; goalkeeper having released possession by his hands may not handle it again until it is touch by an opponent. Goalkeeper may not bounce the ball.
- b. Passback: if a team intentionally kicks the ball to their goalkeeper, the goalkeeper may not handle ball.
- c. Deflections are permitted.
- d. Passbacks using the head, chest or knee are permitted. A two-minute unsportsmanlike conduct time penalty will be assessed against any player using trickery to get around the restriction.
- e. 5-second distribution; possession with hand or foot in penalty arch more than 5 seconds.
- f. Illegal procedure / handling; goalkeeper bringing the ball into the penalty arch may not handle it.
- g. 10-second advance; delay outside penalty arch
- h. Handballs outside area; mandatory time penalty unless momentum carried goalkeeper out.
- i. Striking or pushing opponent with the ball; caution or ejection.

7.10.12.3 Goalkeeper Privileges

- a. Goalkeeper Time Penalties are charged to the goalkeeper but served by a teammate.
- b. Opponent may not intentionally obstruct the goalkeeper's attempt to put the ball in play.
- c. Opponent cannot intentionally make body contact in the penalty area against the goalkeeper.
- d. Referee may penalize inadvertent fouls committed by an opponent against the goalkeeper.
- e. An opponent who intentionally endangers the goalkeeper beyond what is considered normal shall be cautioned for ungentlemanly conduct.
- f. An opponent who intentionally charges the goalkeeper in a violent manner or who intentionally kicks the goalkeeper in full possession of the ball shall be ejected for serious foul play.

7.10.12.4 Time Penalties

After the start of the game, time penalties may also be awarded for offenses committed when play is not in progress.:

- a. Team, penal, misconduct and unsportsmanlike conduct time penalties shall be indicated by the Referee showing a blue card; Cautions by a yellow card; ejections by a red card.
- b. The Referee may apply the advantage and caution or issue a time penalty after play stops.

- c. Powerplay: If a team has fewer players due to time penalties and is scored against, the penalized player shall return to play.
- d. A player must leave the box when penalty has expired, subject to restrictions.
- e. Misconduct by non-players: Reported to the league; no time penalty is served.
- f. Equal number of penalties for each team. If a goal is scored, no player shall be released from either team.
- g. When a goal is scored while a team is serving two time penalties, the player having the least amount of time shall be released.
- h. Multiple penalties: If a player is penalized while 2 teammates are serving penalties, the 3rd player's time will not start until the first time has elapsed.
- i. Minimum of 4 players on field. A 3rd player penalized must go to the penalty box but will be replaced on the field by a substitute. Misconduct penalties commence as soon as ball is put in play.
- j. When a team has 3 or more players serving time penalties, no one shall leave the penalty box until a guaranteed substitution time or the ball has gone over the perimeter wall. If two penalties will expire at the same time, the players will be released in the order in which the penalties were assessed.
- k. An ejected coach may not have any communication with the team.
- l. A player may not leave the penalty box except:
 - 1. Expiration of time penalty.
 - 2. During a time out or between halves.
 - 3. Power play goal scored against his team.
 - 4. Players serving misconduct penalties shall not be released until the first guaranteed substitution occasion or when the ball has gone over the perimeter wall after the conclusion of the Misconduct Penalty.
- m. Misconduct Following Conclusion: Referee shall not display card but will notify the person the misconduct will be reported to the League.

7.10.12.5 Time Penalties

Player serving the penalty will be chosen by the captain and will not be charged. Two-minute time penalty for the following:

- a. Illegal substitution
- b. Leaving bench for confrontation (team)
- c. Subsequent violations after team warnings
- d. Referee's crease violation (team)
- e. Second bench misconduct (where offender is not identifiable)
- f. A team's 6th non time penalty foul [sec. 7.10.12.1] in a half will result in a shootout (no time penalty is served) (4th non-time penalty for running clock).

7.10.12.6 Penal Time Penalties

Two-minute penalty for severe, tactical or blatant offenses listed in 7.10.12.1 committed while ball is in play. Penalty / shootout if offense occurs in defending penalty arch.

7.10.12.7 Unsportsmanlike Conduct Time Penalties

- a. Referees' Discretion: to any player guilty of unsportsmanlike conduct that does not warrant a caution.
- b. Encroachment: Referee requests 15' and the player refuses (or) a player within 15' intentionally interferes with restart.
- c. Circumventing passback rule.
- d. Referees' crease violation
- e. Equipment adjustment: player reenters play without making equipment adjustment as ordered by Referee.
- f. Delaying restart: delaying tactics or intentional time wasting.
- g. Leaning on shoulder: leaning on a teammate to head the ball.
- h. Gesticulating: attempting to distract an opponent on a free kick.
- i. Intentionally playing the ball over the perimeter wall after a stoppage.
- j. Illegal substitution of an injured player.
- k. Persistent infringement: for every fifth non-time-penalty foul (10th, 15th, etc.) by the same player per half or third in the overtime periods.

7.10.12.8 Cautionable Time Penalties

For ungentlemanly conduct. If play is stopped for these offenses, a free kick is awarded to the opponent. Cautioned player must serve a two-minute penalty.

- a. Cumulative penalty: 2nd time penalty (if the player has not already received a caution).
- b. Second penal during delay: guilty of a 2nd time penalty offense while playing under a delayed blue. A 2nd time penalty must be assessed.
- c. Exit during a delayed penalty: guilty player leaving field while playing under a delayed blue.
- d. Serious penal offense: fouls (Sec. 7.10.12.1) which are serious.

7.10.12.9 Ejectionable Time Penalties

- a. Violent conduct or serious foul play
- b. Second caution
- c. Third time penalty - If play is stopped to eject the player, a free kick is awarded to opposing team.
 - a. Duration of penalty: a teammate will serve 5 minutes for violent conduct or serious foul play; 2 minutes for other ejections (no time served for misconduct). Ejected player must retire to the dressing room, or leave the facility.
 - b. Simultaneous ejections: equal numbers of simultaneous ejections will negate each other on a one-for-one basis.
 - c. Maximum time/single incident: maximum 5 minutes for a single incident (from the original stoppage until play is restarted).
 - d. Violent charge of goalkeeper/serious foul play against the goalkeeper in full possession of the ball.
 - e. Unseemly behavior, including spitting at other persons.

- f. When Referee is about to caution, the player commits a 2nd cautionable offense.
- g. After a player has been ejected, play shall not be restarted until the player has left the field.

7.10.12.10 Misconduct

Definition: visible or verbal misconduct directed at an official in dissent at or anyone other than an opponent.

Administration: No powerplay. No time is posted. Player may not leave penalty box until the next guaranteed substitution or when the ball has gone over the perimeter wall after the 2 minutes have elapsed.

Goalkeeper exemption: The goalkeeper is the only player exempt from serving a misconduct penalty but may only play as a goalkeeper during the time of the penalty. No one will serve the penalty for the goalkeeper.

- a. Misconduct / dissent
 - 1. 2 minutes for visible or verbal dissent.
 - 2. 4 minutes (2 + 2) for dissent following a time penalty. A player who disputes the Referee's ruling and does not go immediately to the penalty box will be assessed a 4-minute misconduct penalty. A teammate shall serve the original powerplay time penalty.
 - 3. Unauthorized penalty box exit.
- b. Game Misconduct: Guilty player is ejected; no Powerplay is awarded.
 - 1. Foul or abusive language or behavior to an official.
 - 2. Physical contact with an official in dissent of a call.
 - 3. Unseemly behavior directed at officials or spectators.
 - 4. Leaving penalty box to engage in dissent or confrontation. Substitute will serve remainder of any Powerplay time penalty.
 - 5. Violent conduct toward a teammate or other non-player personnel.

7.10.12.11 Delayed Time Penalty

A Referee wishing to apply the advantage and delay issuing a time penalty shall raise a blue card and maintain the signal until:

- a. Opponent gains possession (clear control for more than 1 second): Referee signals foul, penalizes player and restarts from the point of the original foul
- b. Goal: Offense is recorded. No time penalty served.
- c. Other stoppage: Penalize player, restart according to how play was stopped.

7.10.13 Free Kicks

7.10.13.1 Free Kick Regulations

Opposing players must be at least 15' from the ball. The ball must be stationary. Ball is in play when it has traveled ½ its circumference. Player has 5 seconds to play the ball after Referee's signal. Penalty: restart is awarded to opponent. Player cannot play the ball again before it has been touched by another player.

A goal may be scored directly against either team. A whistle is required for all restarts at the top of the arch.

- a. Location: from the point of infraction or within 3' unless it gives a team an unfair advantage (kick taken).
- b. In defensive penalty arch: Opposing players outside penalty arch and 15' from ball. Ball not in play until it leaves penalty arch.
- c. In attacking penalty arch: Taken from the top of the arch unless a penalty/shootout has been awarded.
- d. Penalty/shootout: See Section 7.10.14.
- e. Penalty kick: Awarded for penalty/shootout that occurs with less than 5 seconds in any period (see Section 7.10.14.4).
- f. Infraction off field: taken from where the ball was when play was stopped.
- g. Substitute violation: taken from where the ball was when play was stopped.
- h. Intentionally propelling ball over the perimeter wall or into the ceiling during play: Taken from the top of the arch.

7.10.13.2 Encroachment

When a team taking a free kick requests compliance with encroachment rules, the Referee shall delay the taking of the kick until the player complies. A player who does not comply or while within 15' of the ball intentionally interferes with the free kick shall be assessed a 2-minute unsportsmanlike conduct penalty.

7.10.13.3 Gesticulation / Unsportsmanlike Conduct

A player who attempts to distract an opponent taking a free kick shall receive a 2 minute Unsportsmanlike Conduct Penalty.

7.10.13.4 Violation / Kicker

2nd consecutive touch by the kicker; free kick to opponent at point of infraction. Five-second delay; restart awarded to opponent.

7.10.14 Penalty / Shootout

7.10.14.1 Definition

Awarded for the following infractions, irrespective of the position of the ball:

- a. Foul (Section 7.10.12.1) which warrants a time penalty committed by the

- defensive team in their penalty arch or in the goal.
- b. Defensive player in own half fouls from behind, an attacker with one defender between attacker and goal and has a reasonable goal-scoring opportunity.
- c. Last Defensive player in own half fouls, from in front or behind, an attacker with a reasonable goal-scoring opportunity.
- d. A penalty/shootout can be awarded following a delayed blue.
- e. Cumulative 6th foul; no time penalty served. (Cumulative 4th foul, for running clock).

7.10.14.2 Application

- a. The penalized player shall be in the penalty box. All other players except the shooter and goalkeeper shall be behind the halfway line; defending players in the center circle, attacking players outside the center circle. (No player in penalty box for a 6th foul shootout.) [4th foul for running clock.]
- b. Ball placed at the center of the red line nearest the attacking goal, or ball placed 50' from goal line.
- c. The Referee's whistle signals the start of play at which time all attempt must play the ball forward and may try to score regardless of the number of times the ball is played off the walls, goalkeeper, by the shooter or a teammate. No substitutions may be made by either team for 3 seconds after the Referee's whistle.
- d. The game clock starts when the ball has traveled $\frac{1}{2}$ its circumference.
- e. Goalkeeper must have at least one foot on the goal line and not move until after the Referee signals.
- f. All game rules apply during the shootout.

7.10.14.3 Outside Interference

Shootout retaken.

7.10.14.4 Penalty Kick Infraction

Any foul resulting in a shootout with less than 5 seconds left in any period will result in a penalty kick.

- a. Penalized player in the penalty box. All other players behind the halfway line; defending team in the center circle, attacking team outside the center circle.
- b. Ball placed at the top of the arch.
- c. Referee's whistle starts the attempt. All players may move into the attacking half.
- d. Kicker must play the ball forward and may not play it a second time until it has been touched by another player.
- e. Game clock starts when the ball has traveled $\frac{1}{2}$ its circumference.
- f. Goalkeeper must have at least one foot on the goal line and may not move until the ball has been kicked.
- g. All game rules apply during the penalty kick.

7.10.14.5 Overtime Shootout Application

If a winner has not been decided in the overtime, the game will be decided by shootouts.

- a. The Referee will choose the goal.
- b. Visiting team will call the coin toss. Winning team takes the first shootout attempt.
- c. Teams will alternate taking 5 shootout attempts.
- d. If, before both teams have taken their 5 kicks, a team scores more goals than the other could, the shootout will cease.
- e. All other players must be on the player benches.
- f. Ball placed at center of red line nearest attacking goal.
- g. From the Referee's whistle, the shooter has 5 seconds to score regardless of the number of times the ball is played off the walls, goalkeeper or the shooter.
- h. Any foul committed by the goalkeeper will result in a penalty kick. Any technical infraction by the goalkeeper shall end the attempt.
- i. Goalkeeper shall have at least one foot on the goal line and not move until the Referee whistles.
- j. Game clock shall be reset to act as official shootout clock.
- k. If no winner is decided after 5 kicks, teams shall continue alternate kicks until a winner is decided.
- l. All players on the lineup are eligible to take part.
- m. Not until 5 eligible players of a team have made an attempt may a player of the same team take another kick.

7.10.15 Restarts – Ball Over Perimeter Wall**7.10.15.1 Kick-In**

Kicked in from the touchline where it crossed perimeter wall. If ball exists through open bench door or inadvertently touches a substitute or bench personnel extending into field, restart taken by opponent. Deliberate interference shall be penalized according to 7.10.12.4. If intentionally played over the perimeter wall or into ceiling, free kick to be taken from the top of the arch. Ball may be kicked in any direction. In play after it has traveled $\frac{1}{2}$ its circumference. A goal may be scored directly.

7.10.15.2 Goal Clearance

A throw taken by the goalkeeper from any point within the penalty arch. Ball not in play until it has left the penalty arch. A goal may be scored directly.

- a. If the ball does not go beyond the penalty arch, the throw must be retaken.
- b. Opposing players must be outside the penalty arch until the ball leaves the penalty arch.
- c. Goalkeeper taking the goal clearance cannot play the ball after it has left the penalty arch until it has been touched by another player.
- d. Referee does not need to hand ball to goalkeeper prior to ball being thrown into play, but must whistle start of play.

7.10.15.3 Corner Kick

- a. Placed on the corner mark at the nearest corner flagpost.
- b. Referee's whistle is mandatory.

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7.11 RULES FOR GYM SOCCER

All Rules for Regulation Indoor Soccer, 7.10.1 through 7.10.15 apply unless specifically noted hereafter. The following Rules need to be read simultaneously with the Regulation Indoor Soccer Rules and the Gym Soccer Rules only supersede the Regulation Indoor Soccer Rules where indicated.

7.11.1 The Field of Play

7.11.1.1 Dimensions

Basketball-size gymnasium.

7.11.1.2 Markings

Markings as available. Halfway line replaces the red lines.

7.11.1.3 Penalty Arch

30' wide, 15' length.

7.11.1.4 Free Kick Mark

Mark placed 35' from center of goal.

7.11.1.5 Red Lines

No red lines. Halfway line used in most cases.

7.11.1.6 Shootout Mark

At center of halfway line.

7.11.1.8 Touchline

As available

7.11.1.9 Corner Mark

Mark placed at intersection of touchline and undrawn extension of goal line. No corner flags.

7.11.1.10 Goals

12' x 6'6" extending 3-4' from wall.

7.11.1.12 Goal Lights

No goal lights.

7.11.1.13 Referee Crease

As available. No Assistant Referee.

7.11.1.16 Carpet

No carpet. Gym floor.

7.11.1.17 Perimeter Wall

No plexiglas. Boundary lines or partial walls may substitute for perimeter walls.

7.11.2 The Ball

7.11.2.1 Approved Ball Specifications

Felt-covered #5 size ball preferred; #4 size for under-12 and younger.

7.11.3 Number of Players

7.11.3.1 Teams

Maximum 5 players; minimum 3 players; one must be a goalie; maximum 11 player rosters

7.11.4 Players' Equipment

7.11.4.1 Footwear

Tennis or basketball shoes compatible with facility surface restrictions; no color restrictions.

7.11.5 Referees

No changes. Same as Regulation Indoor Soccer.

7.11.6 Assistant Referee and Other Game Officials

No changes. Same as Regulation Indoor Soccer.

7.11.7 Duration of the Game

No changes. Same as Regulation Indoor Soccer

7.11.8 The Start of Play

No changes. Same as Regulation Indoor Soccer.

7.11.9 Ball In and Out of Play

7.11.9.2 Ball Out of Play

Ball out of play:

- a. Completely crossed the perimeter wall or “high line”.
- b. Game stopped by Referee.
- c. Contacted the building superstructure above the field. Restart: opposing team at center of nearest red line.
- d. Ball becomes stuck between sections of the perimeter wall. Restart with drop ball.
- e. Ball contacts wall or net above the “high line” designating the top of the perimeter wall.
- f. Ball gets caught behind or in side of goal net.

7.11.10 Method of Scoring

No changes. Same as Regulation Indoor Soccer.

7.11.11 Three-Line Violation

7.11.11.1 Definition

Player cannot pass or clear the ball a long distance across center line in the air toward opponent’s goal and goalkeeper cannot pass the ball in the air into the opponent’s half.

7.11.12 Fouls / Misconduct / Penalties

No changes. Same as Regulation Indoor Soccer.

7.11.13 Free Kicks

No changes. Same as Regulation Indoor Soccer.

7.11.14 Penalty / Shootout

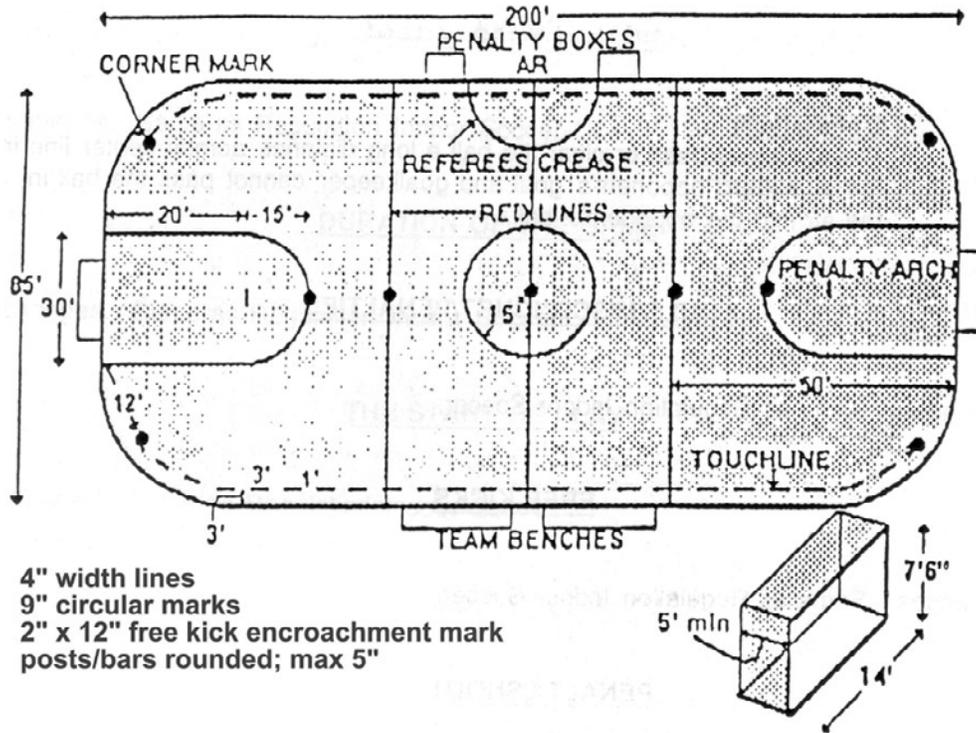
No changes. Same as Regulation Indoor Soccer.

7.11.15 Restarts – Ball over Perimeter Wall

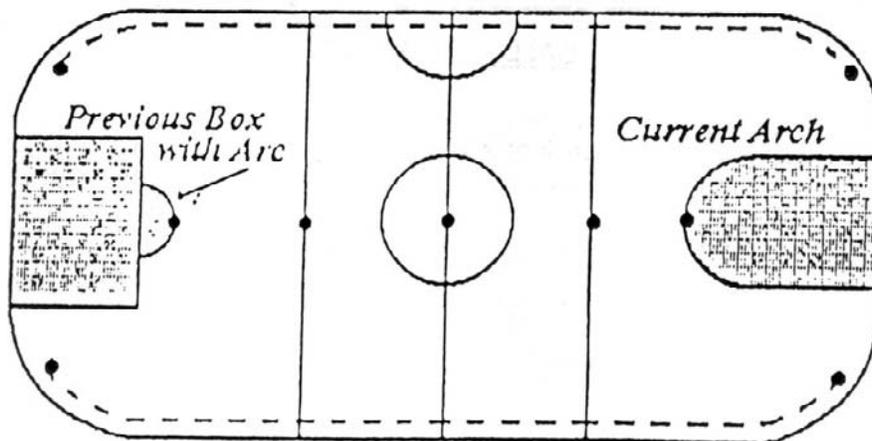
No changes. Same as Regulation Indoor Soccer.

ATTACHMENT A

INDOOR SOCCER FIELD



ADAPTATION OF PENALTY BOX TO PENALTY ARCH



Until a facility is able to remark their field to correspond to CISL markings, the *Penalty Box* will be used as the *Penalty Arch*. This would include the penalty *Arc* as part of the *Arch*.

Consequently, fouls committed within the *Arc* would be treated the same as committed within the *Arch*. Likewise, goalkeepers may use their hands inside the *Arc*.