

**Rules for 2017 Indoor Men's League
@ Midland Civic Arena**

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Law 1 – Field & Facility:

The field of play includes the surrounding walls, glass, the turf, and the referee(s). The surrounding protective net and ceiling are considered out of play when the ball touches them resulting in an indirect kick.

NO smoking, alcoholic beverages, or drugs are allowed inside of the facility.

Gum on the carpeting is a serious issue. Please advise your players to dispose of their gum in the garbage cans.

Law 2 - Game & League Format:

The teams will use a regular size 5 ball. Either Team can provide Game Ball. The teams will play with 6 players on the field (5 + a goalkeeper).

There will be two 26 minute halves with a two (2) minute half time. There will be two (2) minutes for warm-up prior to game. The clock is a running clock which starts at the assigned game time.

Teams will be awarded 3 points for a win, 1 point for a tie and no points for a loss. The league winner will be determined by total points obtained during the season. In the case of a tie, the following tiebreakers will be used:

1. Winner of head to head competition (Tie between 2 teams).
2. Most wins.
3. Goal Differential + (Goals for - Goals against = Goal Differential).
4. Least goals against.
5. Most goals scored.

Law 3 – Player Eligibility:

All players must be 18 years of age (or turning 18) during the year in order to be eligible to play. All players MUST be on the roster for the team they are playing for.

Teams found to be in violation of the player eligibility requirements will incur the following penalties.

1st offense: Game forfeit

2nd offense: Team suspension of 1 game

3rd offense: permanent expulsion from the league with NO REFUND

Law 4 – Player Equipment:

Teams are required to wear the same colored shirt. Numbered shirts are recommended but not required. In the event that both teams have the same colored shirts, the home team (listed first on the schedule) is required to change colors.

Goalies must wear a different colored jersey than either team and does not need to have a number.

All players are required to wear shin guards. No guards= No play. Socks must cover the shin guards completely.

Turf shoes, flat-soled shoes and cross trainers are permitted. Molded cleats are permitted provided the studs on the soles are no longer than 1/8". Cleats may not have toe cleats or removable studs.

No jewelry, with the exception of medical tags, headware, or caps are permitted to be worn during games.

Field players may wear leggings under shorts but will be asked to remove legging if player slidetackles during game.

Goalkeepers may wear long pants.

Law 5 – Referees:

A one person system will be used for all games. The referee has full authority to enforce the rules and policies in connection with the match to which they have been assigned. The decisions of the referee are final. Verbal abuse of the referees players or spectators will not be tolerated.

The referee is responsible for keeping time, recording the scores, and timing penalties. The referees also report any ejections (note player name on back of game sheet), injuries and submit the game report.

Law 6 – Game Rules - normal FIFA standards with the following exceptions

General Rules:

Any team failing to field a team of at least 4 players by the start of the game will automatically forfeit. Under no circumstances may a team borrow players from a different team in order to prevent a forfeit. In the event of a forfeit, the players present may use the rest of the scheduled time.

Kickoffs are direct and can be played in any direction and a team may score directly from a kickoff.

Players may not put hand(s) on boards to gain advantage. Violations will result in an indirect kick for the opposing team.

Players may not intentionally shove an opponent into the boards (boarding).

Violations will result in a direct kick for the opposing team and possibly a yellow card at the discretion of the referee.

There are NO off sides or throw-ins.

Slide tackling is NOT allowed by any field player. Slide tackles are direct fouls, except in the box where the ball is to be placed on the top of the arc as a direct kick. Goalkeepers are permitted to slide inside the box, if they leave the box while sliding they will be penalized. The resulting penalty will be a direct free kick for the opposing team outside the penalty box at the point where the goalie left the box sliding.

There is a Mercy Rule where teams may add a player for every 5 goals the opponent leads by with a limit of 2 extra players.

Substitutions are on the fly where field players and goalies may be substituted at any point in time as long as the ball is in play. The entering and exiting players

must be immediately involved the play and must be within 5 yards of the team bench area. Failure to complete a proper substitution will result in too many men on the field and an indirect free kick will be awarded to the opposing team. Subbing is permitted before the restart after a goal is scored. Players with open wounds or visible blood on their body or uniform will not be permitted to play until the wound is properly covered and the uniform changed to the satisfaction of the referee. The advantage rule will be used where the referee shall refrain from penalizing offenses when doing so would result in an advantage being gained by the offending team.

Free Kicks:

An indirect free kick shall be awarded if the ball leaves the field of play at the point where the ball crosses the line.

A cornerkick shall be awarded if the ball hits the netting above the goalline when last touched by the defending team.

If the ball touches the ceiling and changes direction, the netting above the sideline glass or is out of play along the sidelines, the game shall be restarted with an indirect kick-in at the point where the ball crossed the line.

If the ball brushes the ceiling net and does not change direction, then play continues.

Kicks must be taken within five (5) seconds. All opposing players must remain at least seven (7) feet away until ball is kicked. Any restart along the boards shall be taken one yard in to the field of play.

Penalty Fouls: A direct kick is awarded for kicking, tripping, jumping at opponent, holding, pushing, charging violently, striking, and spitting, slidetackling, or boarding.

Timed Penalties:

A timed penalty (card) may be assessed at referee discretion. The time for all penalties will start at the moment the game has been legally restarted. A field player MAY serve a goalies penalty time. This does NOT apply when there is an ejection assessed to the goalie.

Yellow Cards: (minor penalties)

All cautions (yellow cards) are a 2 minute penalty. Teams may **NOT** replace player on the field. If a goal is scored while the player is in the penalty box, the player can resume play. However, if equal number players from both teams are in the penalty box, no one will be allowed to return to field as both teams were at equal strength.

If a player receives a second caution within a given game incurs a 4 minute penalty and the offending player's team will play short for the full 4 minutes regardless of how many goals are scored.

If a team is playing 2 men down and a third player receives a yellow card, the third player's penalty time will not start until the first player's penalty time has expired. However the guilty player must be substituted. The guilty team will have to play 2 men down until the second player's penalty time expires.

Straight Red Cards: (major penalties)

A straight red card is a 4 minute penalty with the team playing short for the full 4 minutes regardless of how many goals are scored.

Ejections:

A player is ejected if he accumulates four yellow cards or 2 red cards during a single game and requires a 5 minute penalty time. The penalty time must be served by a teammate and must be served in full regardless of how many goals are scored.

Any ejected player must leave the facility in a timely manner and may be suspended for future games depending on the seriousness. Any player ejected for fighting and/or retaliation as well as any player ejected for leaving the bench area to join a fight will automatically be suspended for the remainder of the season.

Goalkeeper Restriction:

After the goalkeeper has full possession of the ball, he may not play the ball with his hands a second time without an opponent playing the ball. He may not catch the ball and then throw it against or kick it against the wall then catch or pick it up again. He may not roll the ball to the edge of the penalty area then pick it up again and throw it to a teammate. A teammate receiving the ball from the goalkeeper may pass the ball back to him however the goalkeeper may not touch the ball with his hands.

Goalkeepers have five (5) seconds to distribute the ball after recovering from making a save. If the goalkeeper maintains possession of the ball for longer than five (5) seconds, an indirect free kick shall be awarded from the top of the arc. The goalkeeper may play the ball with his hands on any pass back from a teammate off the chest or head (not by foot or hand).

Goalkeepers are NOT allowed to punt the ball. The goalkeepers can throw the ball the entire length of the field, however the ball cannot go directly into the opponents penalty area or goal. If this offense occurs, a goalkick will be awarded to the defending team.