

INDOOR SOCCER RULEBOOK



All rules written below are written as guidelines and are meant to guide behaviour as opposed to naming every specific situation that may arise. In the case of unsportsmanlike behaviour or situations that are not specifically described below, the decision of the referee is final during the game and rule changes can be discussed with the commissioner and the referees after the game is complete.

1. Field of play: Bouncing the ball off walls or the floor is acceptable but if the ball comes to rest on a stage, bleachers, or corners it is deemed out of play out of play.
2. Ball: A size 4 indoor specific soccer ball will be used.
3. Nets: Nets will be positioned away from the wall, with the basketball baseline acting as the goal line.
4. Players:
 - a) Teams will have 5 players playing at a time, including the goalkeeper.
 - b) During overtime periods, teams will have 4 players including the goalkeeper.
 - c) At least one female player from each team needs to be on the court at all times.
 - d) Teams will forfeit the game if they do not have any female players able to play.
 - e) A team may play shorthanded if only 4 players including the goalkeeper are available.
 - f) Less than 4 eligible players present will result in an automatic forfeit.
 - g) Players can only play for one team during the playoffs. Once a playoff game as been played by a player, they are considered on that team's roster and cannot be utilized by any other team in any game. An automatic forfeit will be issued to a team that fields a player who has previously played on another team.
 - h) Players may be shared to avoid forfeits during the regular season at the consent of both coaches.
 - i) Players are only eligible for playoff games if they have played a minimum of two regular season games for their team.
 - j) Players must be at least 18 years old.
5. Substitutions: Players may substitute at any time. The player rotating off must be out of play before the player rotating in may enter the field of play. Failure to do so will result in a free kick for the opposing team. Goalkeepers can only be replaced at any time that it does not affect game play and must inform the referee of the change.
6. Equipment: Shoes are required in order to play. Shin guards are not required but are recommended. No other equipment will be allowed. Goalkeepers must be identified by a shirt or bib that differentiates them from other players.

7. Referee: The decisions of the referee are final.
8. Duration of the game: There will be a 5-minute warm up period, two 30-minute halves with a 5-minute break in between. If necessary there will be a 5-minute, sudden death overtime period. If no goal is scored, the game will be declared a tie.
9. Switching sides: The two teams will switch sides at halftime. The winner of a coin flip gets to choose either first possession or side, with the opposite team having the second half kick off.
10. Running Clock: Unless there is an unusual delay or event, the clock will continue to run through each half.
11. Starting and restarting play:
 - a. Each half will begin with a kickoff from the centre mark. The kickoff is indirect, meaning it must be a pass to another player and not an attempt at scoring.
 - b. A free kick must begin with a stationary ball on the ground and all opposing players 6 feet from the ball or halfway to their goal, whichever is closer. Free kicks are direct, meaning they can be a pass or a legal goal can be scored from the free kick.
 - c. A kick in will occur when the ball leaves the field of play at the location closest to the point where it left by the team opposing the player whom the ball last touched.
 - d. Superstructure Violation: If the ball strikes the roof, clock, or a part of the building which is not a wall or climbing rails, a kick in will occur from the place beneath where the ball struck the superstructure. Exceptions to be explained by ref prior to game.
12. Handling the ball: Only the goaltender may handle the ball with their hands or arms, and only when both feet are fully within the goal crease. They may reach out of the crease as long as both feet remain in the crease. They must not hold the ball for more than 5 consecutive seconds unless an opposing player is preventing them from setting it down safely. The goalkeeper cannot use their hands when a teammate intentionally passes the ball to them; doing so will result in a free kick from where the goalkeeper handled the ball.
13. Goals: When the ball fully crosses the goal line. Any ball thrown into play by a goaltender must be touched by a player on their own team before it may be counted as a goal. Goalies may score directly with a normal kick, but drop kicks are indirect (must be touched by a player on their own team before it may be counted as a goal).
14. Fouls: Fouls will result in a free kick for the opponent at the location of the ball at the time of the foul. If the opponent has control of the ball at the time of the foul, the free

kick can be delayed or cancelled in order to continue their advantage. Fouls will be assessed for the following reasons:

- a. Holding the opponent
 - b. Intentionally handling the ball with hands or arms with the exception of rule 12
 - i. A deliberate hand ball will be awarded with a direct free kick to the opposition, except when done so to prevent a scoring opportunity (see rule 14.e). At the referee's discretion, "Play On" may be called when an accidental handball does not significantly alter the flow of play. An accidental hand ball that benefits the offending team will be awarded as a direct free kick to the opposition, while "Advantage, Play On" will be called if the opposing team gains advantage as a result.
 - c. Plays in a dangerous way, including but not limited to:
 - i. Kicking an opponent
 - ii. Tripping
 - iii. Charging
 - iv. Strikes or elbows
 - v. Pushing
 - d. Impeding the progress of an opponent when the ball is not within playing distance of either player.
 - e. Interfering with the goaltender in their box
 - f. When a net is dislodged as the accidental result of a defending player's actions, a free kick will be awarded to the opposition from beside the net.
 - g. Referee abuse
 - h. Unsporting behaviour, including but not limited to:
 - i. Taunting
 - ii. Foul language
 - i. Too many players on the field of play
15. Penalty kicks: Penalty kicks occur in the situations described below. A penalty kick is taken from the top of the basketball key (not the free throw line). All other players on both teams must be behind the player taking the penalty kick in the field of play. The goaltender must be on their own goal line. Once the kick is taken, play is live and players may move as normal.
- a. Any of the fouls listed above, if committed within your own team's goaltender box.
 - b. Any foul from behind the attacking player when they have a breakaway
 - c. Any foul where they are the last defender between the attacking player and the ball
 - d. Any foul that is deemed to be malicious and deliberate
 - e. Deliberate handball used to prevent a scoring opportunity
 - f. When a net is dislodged intentionally by a defending player or goalkeeper
16. Time Penalties: Time penalties are taken for the situations listed below. They are 2 minutes in length unless otherwise stated. The player taking the penalty will stand out of

play, away from their own team bench for the whole length of time. That player's team will continue to play with one less player until the penalty concludes. If that team already has 2 players currently serving time penalties at that time, they will forfeit the game. If the opposing team scores during a time penalty, the player with the least amount of time remaining in their penalty is released from the remainder of their time. If a single player receives multiple penalties at the same time, those times will add up to a maximum of 5 minutes. Time penalties are paused and continue after half time. All time penalties expire at the end of the game. If two players from different teams receive penalties at the same time, both are cautioned, but neither one need serve a time penalty.

- a. Goalkeeper endangerment
- b. Boarding
- c. Extreme, repeated, or malicious committing of any foul listed above in section 13; a-g.
- d. Unsporting behaviour towards non-player persons
- e. Provoking an altercation by making physical contact or striking the ball at another person
- f. Being ejected from the game (5-minute penalty)

17. Ejectionable Offenses: As noted above, a summary ejection (not due to 3 time penalties) results in a 5 minute time penalty, to be served by another player on the team. The player ejected cannot play for the remainder of the game. All ejections will be reviewed by the commissioner for the possibility of further sanctions. Ejections will happen for the following reasons. Any team who does not have enough players to continue to play (all bench players and two on field players are ejected), shall forfeit the game.

- a. 3 time penalties in a single game
- b. Intentional elbowing
- c. Vicious slide tackles
- d. Fighting
- e. Leaving the bench to join a confrontation
- f. Extreme unsporting behaviour:
 - i. Spitting on someone
 - ii. Extreme abusive language
 - iii. Bodily contact with a game official in dissent

18. Further Sanctions: Situations not resulting in a summary ejection are still reviewable by the commissioner. Further discipline including suspension(s) or expulsion from the league without refund may be required in cases of severe offenses, such as violent conduct, or in response to repeat offenders who engage in persistent violations of league conduct.