



# Indoor Soccer Rule Book

July 11, 2005

Revision D – 17.4.10 I

Revision E – Player Registration – Slide tackling banned – Uniforms

Revision F – Explanation of Coed scoring

Revision G – Fighting, Team change within league, various minor

Revision H – General changes and added Two Touch section

## General

### Basic House Rule:

**Slide Tackling is NOT ALLOWED IN ANY LEAGUE IN AMERICAN INDOOR.**

### Player Registration and Check-in:

**Only registered American Indoor players** may participate in leagues OR scrimmages OR practices at American Indoor.

Team Rosters are completed by American Indoor at each team's first game. Players are **REQUIRED to be in PHYSICAL POSSESSION** of their player card to be placed on any roster at any point during the season. Rosters are limited to registered players and each roster is capped at 18 players. Rosters are frozen and cannot be changed **after the start** of the last game before playoffs begin. If there are no playoffs due to league size, players can be added until the last game of the season.

To participate in a playoff game, players must have checked-in for 2 regular season games. **Players are solely responsible for ensuring that they are checked in for games.** AISF will attempt to correctly enter each player's participation. Players should review check-in after each game to ensure accuracy.

A player can be registered on multiple teams as long as those teams never compete. **A player wishing to change teams in the same division during the season MUST, AFTER REQUESTING TO CHANGE TEAMS, SIT OUT THE NEXT SCHEDULED GAME for BOTH TEAMS INVOLVED. It is not considered legal to count games not played PRIOR to requesting the roster change as meeting the "one (1) game sit rule". Count will start when a player requests the change (must sit out each team's next game (that game can be a forfeit)).**

Youth players' eligibility is determined by age on July 31<sup>st</sup> each year. Players are allowed to play up in age but never down. If two age groups are merged, the resulting league will be designated as the older of those merged.

**THERE IS NO AGE REQUIREMENT FOR ADULT PLAY. A WAIVER MUST BE SIGNED BY THE PARENT OR GUARDIAN OF ANY MINOR PRIOR TO THE MINOR PLAYING IN ANY LEAGUE. TO PURCHASE A CARD IN ORDER TO PLAY IN AN ADULT LEAGUE, VALID PICTURE I.D. MUST BE SHOWN UNLESS IT IS VERY OBVIOUS THAT THE PLAYER IS OVER 18.**



After initially getting on a roster (player card required), players check-in for games using their AI Player Card ID or alternate form of valid picture ID. As an alternative means of check in, once on a roster, a player may request that they be verified on the registration computer. Assuming that the registration computer is functioning and the player is verified, he or she may play. If the computer is down there is no recourse for picture ID for players.

**Referees:**

Only referees sanctioned by American Indoor may officiate league games.

Generally one (1) referee will be used in all games.

See Section 4.0 for more detail.

**Player I.D. Cards:**

**Youth players:**

All youth players must have purchased an American Indoor I.D. card before participating in league play or practices.

**All players below the age of 18 (at time of card purchase)** must be accompanied by parent or legal guardian to purchase a card (child need not be present at purchase).

**Once on a roster, youth players need NOT be in physical possession of their card at game time in order to participate. Players under the age of 18 playing in an Adult League must adhere to the “Card Rules” for adults.**

If, due to his or her action in a game, a player is requested by the facility or referee to present his card and the player is not in possession of his card (he actually owns one but does not have it with him) the player will be given 48 hours to produce the card. Failing to produce the card within the time period allotted will cause the player’s team to forfeit the game played and MAY bar the team from playing any further games until the card is surrendered.

Players misplacing an I.D. will be required to replace the card before starting a new season. Replacement cards may be purchased for half the cost of a new card.

**Adult players:**

All adult players must have purchased an American Indoor I.D. card before participating in league play.

All players below the age of 18 (at time of card purchase) must be accompanied by parent or legal guardian to purchase a card.



If 18 or older, players MUST present a valid picture I.D. to purchase an American Indoor Player Card.

**Once on a roster, adult players need NOT be in physical possession of their player card at game time in order to participate.**

**If a player arrives at the facility without his or her player card there are certain steps that must be satisfied in order for the player to participate:**

- 1. Player can present alternate valid picture I.D. (driver's license, passport, etc.)**
- 2. Player MUST be on the roster (and therefore have previously purchased an I.D.)**
- 3. If no ID is available, players can wait to be cross checked on the card computer. If for any reason the card computer is down and not working, there is NO RECOURSE FOR PICTURE ID.**

Players may continue using "alternate I.D." or have a cross check done for the remainder of the current season only. At the start of a "new season", in order to be placed on a new roster, each player must be in **physical possession of a valid player card**. Replacement cards can be purchased for half the cost of a new card.

**Misconduct:**

In the event a referee has to eject a player under a "RED" card, the referee will communicate the infraction to AISF management that led to the ejection. The facility manager will communicate to the player the duration of the suspension associated with the ejection. The list of infractions and subsequent possible suspensions are posted on the facility "Team Bulletin Board". The player will USUALLY only be suspended from games with the team he or her was participating when the incident occurred. In certain cases, fighting being an example, the player may be banned from further play in any league. Registered players not playing and possibly not even dressed to play that get involved in disturbances on the field, in the facility or on the grounds of the facility will be treated as a "game" player for the purpose of suspensions.

If a player makes contact with a referee in what is deemed a "fit of anger", THAT PLYER WILL BE BANNED FOR LIFE IMMEDIATELY.



## RULES of PLAY

### 1.0 The Ball

- 1.1 Home team supplies the game ball
- 1.2 Ball size: U14 and older thru adult – size 5, U7 to U13 – size 4, U6 – size 3 – Coaches mutually may decide a ball size change

### 2.0 Number of Players

- 2.1 Maximum: **Adults – Men** : 5 field players and goalie  
**Women** – 5 or 6 field players and goalie (league will determine number)  
**Coed** – 3 Men, 3 Women & goalie (women can replace Men – maximum Men – 3) – goalie is either sex and does not count in 3 – 3 mix.  
**U16:** 6 field players & goalie – league may elect to change number  
**U7 thru U15:** 7 field players & goalie  
**U6:** 5 field players & goalie – if playing across the main field
- 2.2 **Minimum – In all cases two (2) less than the maximum**

### 3.0 Player Equipment

- 3.1 Shorts – Color can vary, compression shorts under regular “soccer” shorts allowed, **but soccer shorts only must be worn**
- 3.2 Shin guards – Required but size at player discretion
- 3.3 Socks – Color can vary, must cover shin guards
- 3.4 **Jersey – Only an American Indoor logo jersey is allowed in Adult games – for youth games jersey of same to similar color are required**
- 3.5 Shoes – Cleats are allowed if molded, no plastic removable studs - “turf shoes” recommended, facility can ban any shoe that is deemed to possibly damage the turf
- 3.6 Cover-ups – For Youth leagues these can be used as alternate jersey. In special circumstances adults may be given approval for cover-up use.
- 3.7 Goalkeeper – Jersey must be easily distinguishable from other players and referee, number not required, protective head gear may be worn if acceptable to referee, gloves acceptable
- 3.8 Dangerous Equipment – Jewelry deemed dangerous to other players can not be worn, hard casts must be covered, knee braces must be padded with metal parts covered so as not to threaten safety of other players – final ruling is referees decision – no appeal



#### 4.0 Referee

- 4.1 For the most part, ALL GAMES are officiated with one (1) referee
- 4.2 Referees wear American Indoor BLACK jersey ONLY.
- 4.3 A Referee's authority to sanction players starts when a player enters the field to warm up and ceases at the termination of the game
- 4.4 A Referee's authority to sanction youth players starts at kick-off and ceases at the termination of the game
- 4.5 **Once a game is over (the horn has sounded) sanctioning can only be done by the facility manager – Management sanctioning (Red Carding) may be done until players are off AISF property**
- 4.6 Powers and responsibilities:
  - 4.6.1 Verify ball size – Coaches can mutually agree ball size
  - 4.6.2 Conduct game in accordance with "Rules of Play"
  - 4.6.3 Stop play for injury when advantage has been played
  - 4.6.4 Control play through the use of the card system (Blue, Yellow, Red)
  - 4.6.5 Halt play if game is deemed "out of control"
  - 4.6.6 Signal to score-keeper when a recordable foul is awarded

#### 5.0 Timekeeper

- 5.1 Keep score accurately
- 5.2 Maintain log of team fouls and indicate when a penalty kick is needed
- 5.3 Keep penalty time
- 5.4 Keep up with male goals in Coed games
- 5.5 Notify referee of player flagrant fouls off the ball

#### 6.0 Game Duration

- 6.1 League games – Two – 20- minute halves
  - 6.1.1 Running clock
  - 6.1.2 Two minute half time
  - 6.1.3 Two minutes between games
  - 6.1.4 Referee may add time for clock malfunctions
  - 6.1.5 Clock may be stopped for serious injury
  - 6.1.6 No team timeouts
- 6.2 Overtime Shootout
  - 6.2.1 Only used if "playoff game" results in tie – See Rule 17.2

#### 7.0 The Start of Play

- 7.1 Visiting team kicks-off first. Each team must be in their own half with the team not kicking at least 15 feet from the ball. Ball must be stationary just prior to kick-off and is in play when kicked (moved). Kick may be taken in any direction but kicker can not touch (see Two Touch Rules) ball after initial kick until it is touched by another (either team) player. **Goals can be scored from a kick-off.**
- 7.2 After a goal, same procedure except non-scoring team kicks-off
- 7.3 After intermission, same procedure except switch ends and Home team kicks-off



- 7.4 Infractions:
  - 7.4.1 Team has 5 seconds to put ball in play after referee indicates “ready for play” – failure to play ball results in “free kick” by opposition.
  - 7.4.2 Improper kick – such as ball not stationary or played before referee signal – re-kick
  - 7.4.3 Second touch by kicker – free kick to opposition at point of infraction
  - 7.4.4 If any attacking player enters the attacking half prior to the kick-off (creates an off-sides situation) the opposition will be given kick-off
- 7.5 Drop Ball Restart – Drop ball restart, although no recommended, may be used by referee for any cause not in the rules. Drop at point where stoppage occurred or at top of arc if within the penalty area. If a team has clear possession when stoppage occurs, they should be awarded possession with a free in-direct kick. **It is recommended that the referee opt to restart all stoppages with a free indirect kick (kick away from attacking end), defenders must allow unimpeded restart.**
- 8.0 Ball “In” and “Out” of Play**
  - 8.1 “In” Play:**
    - 8.1.1 Off all boards
    - 8.1.2 Off referee
    - 8.1.3 Until referee whistles ball dead
  - 8.2 “Out” of Play:**
    - 8.2.1 Ball in perimeter netting – Free kick nearest point to net contact
    - 8.2.2 Contacts either of 3 cables running across field – Free kick from nearest red line
    - 8.2.3 Contact with non-field players or coach hanging over boards – Free kick to opponent not making contact at point of touch
    - 8.2.4 Ball goes through netting or player box – same as 8.2.1
    - 8.2.5 Ball contacts ceiling netting – same as 8.2.2
- 9.0 Restarts from “Ball Out of Play”**
  - 9.1 Kick-in taken on all Rule 8.2 situations except ball out of play between corner kick spots (red lines on walls at spots) and ball contacting ceiling netting
  - 9.2 Ball out between corner spots last touched by attacker (Goal Clearance):
    - 9.2.1 Throw by goalkeeper anywhere in penalty arch (U13 and older, including adults). For youth U7 through U12 – Drop kick
    - 9.2.2 Ball is not in play until it clears the penalty arch
    - 9.2.3 Goal can score on clearance as long as 3 lines are not crossed **IN THE AIR**
      - Notes:
        - a. throw retaken if it does not clear penalty arch
        - b. opposing players must be out of penalty arch until ball clears the arch
        - c. **goalkeeper cannot play ball after it has left the arch until touched by another player**



- d. goalkeeper has 5 seconds to put ball in play from referee indication – failure to start play results in free kick at top of arch for opponent
        - e. **goalkeeper can bounce the ball prior to throw because the ball is not live until it clears the arch**
  - 9.3 Ball out between corner spots last touched by defender:
    - 9.3.1 Ball placed at corner spot nearest corner mark
    - 9.3.2 Opponents must be 15 feet from ball or at the near goal post
    - 9.3.3 Referee must whistle ball in play**
    - 9.3.4 Ball is in play when moved
    - 9.3.5 Ball must be played in 5 seconds – failure to kick results in goal clearance
  - 9.4 Ball contacting ceiling netting will be played with free kick from the center of Red Line nearest to ceiling contact.
- 10.0 Legal goal** – Complete ball must cross the goal line with time on clock if during timed play (before horn sounds – if the horn fails to sound, the goal is deemed good if it has crossed the goal line completely prior to time expiring)
- 11.0 Three Line Violation**
- 11.1 Occurs if a ball crosses 3 lines IN THE AIR without touching wall, floor, player or referee
  - 11.2 Player can pass back to own goal with no 3 line call
  - 11.3 In case of 3 line call: opponent gets free kick at center of first “RED” line crossed
- 12.0 Substitutions**
- 12.1 General: Any player entering the field must have checked-in with the office prior to taking the field. Failure to check-in will result in the player(s) being removed until those players check-in. **In the case where the legal minimum number of players is exceeded, the game will be suspended with time running until all players check-in. A total of one goal only will be awarded to the opposition if legal players (those owning a player card) are found to be playing without checking in.** Illegal players (those not owning a player card) found to be participating will receive a season ban from participation AND the game will be forfeited immediately.
  - 12.2 Play is designed for unlimited “free” substitution. Because of the location of the team boxes, players may enter the field while the player he is replacing is still on the playing area as long as the player coming on the field does not attempt to influence play before the player leaving the field exits the field there is no foul. Violation – 2 minute team penalty from point of play
  - 12.3 **Players arriving late must check-in before entering the field.**
  - 12.4 Guaranteed Substitution: 15 seconds allowed for substitutions as follows:
    - 12.4.1 After goal



- 12.4.2 When penalty awarded
- 12.4.3 Injury
- 12.4.4 Referee stoppage
- 12.4.5 Exit from penalty box – ball in netting
- 12.4.6 Note: **If play is restarted with too many players there is no penalty**
- 12.4.7 Note: Referees should not allow teams to waste time to their advantage
- 12.4.8 A verbal warning for taking more than 15 seconds to complete a substitution is required. Further delay will result in time penalty.
- 12.4.9 Injured Goalkeeper: If play is suspended for an injured goalkeeper, including removal of blood from uniform, that player must be replaced. Once play is resumed that player can immediately return.
- 12.4.10 Injured Player: If play is stopped for injury that player must be removed from the game until after restart. When the referee identifies an injured player or a player with visible blood, the referee should stop play as appropriate, stop the clock and delay restart for injured player. The player must be removed from the field and a player can be substituted. In the case of blood, the player must show the referee at a stoppage and prior to reentering the game that the open wound has been bandaged and uniform blood has been treated. An injured player serving a time penalty who goes to the bench for treatment must stay there until the penalty expires. Failure to do so will result in a 2 minute penalty.
- 12.5 Time Penalties for Substitution Violations: 2 – minute penalty
  - 12.5.1 Too many players on the field (not after a guaranteed substitution)
  - 12.5.2 Playing without a goalkeeper
  - 12.5.3 15 – second substitution delay after warning
  - 12.5.4 Play to restart with free kick at point where ball was when play stopped

### 13.0 Goalkeepers

- 13.1 Restrictions:
  - 13.1.1 Goalkeeper with ball in hand, having released the ball (put ball in play), may not touch the ball again by hand until touched by an opponent or if the ball is passed back by head, knee or chest by a teammate.
  - 13.1.2 Goalkeeper may not handle a ball INTENTIONALLY passed by foot, by a teammate.
  - 13.1.3 The goalkeeper may handle a ball kicked by a teammate but deflected by an opponent.
  - 13.1.4 In normal save situations the goalkeeper can not bounce the ball. This varies from a goal clearance where the ball can be bounced. This is due to the fact that the ball is deemed in play when released – thus a hand ball would result.
  - 13.1.5 Goalkeeper has 5 seconds to put the ball in play.
  - 13.1.6 Goalkeeper can not bring the ball into the penalty arch and handle the ball with his hands.
  - 13.1.7 The ball can not be used to strike or push an opponent.



- 13.1.8 The penalty for breach of any of these rules is a free kick from the top of the penalty arch.
- 13.1.9 While playing as a field player, the goalkeeper commits a handling violation – Foul – No time penalty
- 13.1.10 Coming out of the penalty arch and deliberately handling the ball is a mandatory Blue Card penalty UNLESS momentum carried the goalkeeper out of the area, **then it is a foul** – no time penalty.
- 13.2 **Goalkeeper Privileges**
  - 13.2.1 Charged time penalties are served by a team mate.
  - 13.2.2 Opponent can not obstruct attempt to put ball in play.
  - 13.2.3 **Opponent can not make body contact with the goalkeeper not in possession of the ball in the penalty arch unless the referee deems such contact to be inadvertent during the normal course of play.** Contact deemed non-inadvertent shall be punished with a free kick – no time penalty.
  - 13.2.4 Any serious fouls against the goalkeeper should be punished with a card penalty.
  - 13.2.5 An opponent who intentionally endangers the goalkeeper beyond what is considered normal shall be an automatic Blue Card.
  - 13.2.6 An opponent who intentionally charges the goalkeeper in a violent manner or intentionally kicks the keeper while keeper is in full possession of the ball shall be ejected under a Yellow Card for serious foul play.
- 13.3 **Goalkeeper saves:** on shots saved by the keeper, there are the options to either throw or punt (drop-kick) the ball into play. These options apply to all ages (unlike a goal clearance).

#### 14.0 Free Kicks

- 14.1 **General:** Opposing players must be at least 15' from ball. Ball must be stationary. Ball is in play when kicked and moved. Player has 5 seconds from referee's signal to play ball. Kicker can not play the ball again until touched by another player of either team.  
**Penalty: restart to opponent.**  
All kicks are direct. A team can score on itself from a "free kick".
  - 14.1.1 **Location:** Within 3' of infraction unless it gives a team unfair advantage (kick retaken)
  - 14.1.2 **In Defensive Penalty Arch:** Opposing players outside arch and 15' from ball. Ball is not in play until it leaves the penalty arch.
  - 14.1.3 **In Attacking Penalty Arch:** Taken from the top of the arch unless a penalty/shootout has been awarded. **A whistle is required for all restarts at the top of the arch.**
  - 14.1.4 **Infraction Off-Field:** Taken from spot where ball was at time infraction occurred.



14.1.5 **Substitution Violation:** Taken from spot where ball was at time infraction occurred.

14.2 **Violation/Kicker:** Second consecutive touch by the kicker (not during a shootout); free-kick to opponent at point of infraction. For 5 – second delay; restart awarded opponent.

## 15.0 Fouls/Technical Violations

15.1 **Fouls:** Player committing any of the following offenses in a careless, reckless manner or with **disproportionate force** will be penalized by a free kick from the point of infraction.

These infractions add to a team's total foul count:

- a. Kicking or attempting to kick
- b. Tripping or attempting to trip
- c. Jumping at an opponent
- d. Charging an opponent
- e. Pushing
- f. Player to player contact before playing ball
- g. Valid hand ball
- h. Dangerous play
- i. Fair charge, but ball not in playing distance
- j. Obstructing when not playing the ball

15.2 Six (6) team fouls: A team's sixth (6<sup>th</sup>) non-time penalty foul in a half will result in a penalty shootout. Fouls that result in a time penalty do not count toward team fouls.

15.3 Technical Violations: Player commits an offense that is not a foul but is a violation that results in a free kick at the point of the infraction. These do not count in team fouls:

- a. Second hand touch by goalkeeper
- b. Goalkeeper takes hand possession from a kicked pass-back
- c. Five second violation by goalkeeper
- d. Illegal handling by goalkeeper
- e. Three line violation
- f. Kick-off violation
- g. Free Kick restart violation
- h. All two touch violations

## 16.0 Time Penalties

16.1 **ALL TIME PENALTIES WILL BE INDICATED BY THE ISSUANCE OF A "CARD" (Red, Yellow, Blue).** Penalties are set at 2 minutes each.

16.2 General guidelines for time penalties:

- a. Players accumulating 3 - "Blue Cards" will be asked to leave the game voluntarily under a Yellow Card. If the player elects not leave immediately a Red Card will be issued for dissent.



- b. If a team is playing short with multiple players out due to time penalties and is scored on, the player serving a penalty with the least time remaining can rejoin play for the kick-off. **Only 1 can return.**
  - c. If each team has equal numbers of players serving penalties, when a goal is scored no player may re-enter the game. Penalty time will continue to run on all penalties. **It does not matter whether each card was given at the same time.**
  - d. If a team scores a "short handed" goal while multiple of their players are serving penalties, no players are released from their penalties.
  - e. If a player is penalized while 2 of his team mates are serving penalties, the third penalty time will not start until the first is completed. **The third carded player must be off the field and not participating even though his time does not start until the first penalty expires. A player can be added to ensure that a team is not forced to play with less than 2 down. Additional cards can be given as long as there are available players on the bench to keep the field player count at 2 less than the maximum. If no subs are the game will be forfeited – see "f" below.**
  - f. Teams must never be allowed to play with less than 2 less players than the maximum (Men – 6 max.: 4 min., Coed – 7 max.: 5 min., Youth 8 max.: 6 min.). If a player receives a time penalty that would reduce the on-field player count to fall below the minimum due to no subs being available see "e", the game is ended at that point as a Forfeit win to the team with the minimum. Play can then continue with the time remaining on the clock under the "Forfeit Rule (20.0)".
  - g. At the expiration of penalty time a player is free to rejoin play.
- 16.3 Blue Card – 2 – minute time penalties:
- a. All fouls included in Rule 15.1 may carry a Blue Card
  - b. Additionally the following result in a "Blue Card"
    1. Illegal substitution
    2. Leaving the bench and entering in a confrontation (no card for attempting break up fight)
    3. For these infractions the coach will select player to serve penalty
    4. If these offenses occur in the defensive penalty arch a "blue Card" is given and a penalty shootout is awarded.
    5. Unsportsmanlike conduct
    6. Encroachment violation – not clearing the 15' "free Kick" zone
    7. Delay of game
    8. Leaning on a team mate to head the ball
    9. Attempting to distract an opponent on a free kick
    10. Unnecessary protest of a call
    11. A free kick is awarded for all Blue Card Fouls except during shootouts.
    12. Slide Tackling in ANY league.



- 16.4 **Yellow or “Leave Now” Card:** This card is shown when a player is getting out of control and threatening to disrupt further play to the point that a fight may break out. If the player leaves without further incident no game suspension will result. If, after verbal warning, the player persists in causing a disturbance or delay in play, the referee may issue a “RED CARD”. Under a Yellow Card a player need not leave the facility unless he is causing a disturbance. He must leave the bench area. **YELLOW CARDS CARRY A 2 MINUTE PENALTY** which another player must serve. The following are examples of instances where a Yellow Card may be used:
- Violent conduct
  - Serious fouls
  - 3 Blue cards – another player will serve time penalty
  - Intentionally trying to cause harm
- 16.5 **Red Card** – When Red Card is given the player **MUST** exit the facility. Prior to leaving, the facility manager must attempt to communicate his suspension and record it on the Roster Form. The manager must indicate the games for which the player is suspended by marking “S” in the check-in box associated with the game of suspension. Any foul that has the intent of seriously injuring a player may carry a direct Red Card without a Yellow or Blue Card being issued. Fighting carries a direct Red Card. Standard penalties are in place for all instances of fighting as defined by American Indoor. Pushing an opponent in a “whistle stop” situation using the chest is a 2 (two) game suspension. Pushing an opponent in a “whistle stop” situation using the open hand is a 3 (three) game suspension. Throwing punches, kicking, head-butting or any other escalation above a “hand push” is dealt with through a season ban from all play at American Indoor. To be considered a season ban there must be at least 3 (three) games remaining in the current season. If less than three games remain the ban will carry over for the entire next season also.
- 16.6 **Play Procedure for Yellow or Red Card – Automatic 2 minute time penalty.** After the penalty is served the team is allowed to go back to full strength.
- 17.0 Penalty Shootout: Three different Penalty Shootout scenarios can exist:**
- 17.1 **Penalty Shootout:** Awarded during normal play with more than 5 seconds remaining for any of the following:
- Any time penalty from Rule 15.1 committed in the defensive penalty arch
  - Defensive player in own half fouls “from behind”, an attacker with one defender (probably the goalkeeper) between the attacker and goal given there is reasonable assurance of a goal scoring opportunity
  - Last defensive player in own half fouls, “from behind OR front”, an attacker given there reasonable assurance of a goal scoring opportunity
  - Sixth team foul in either half – **no time penalty served**
- 17.2 **Penalty Shootout Time Extension:** Awarded with less than 5 seconds remaining in game



- 17.2.1 Awarded for Rule 17.1.1 through 17.1.4
- 17.2.2 The only difference in 17.1 and 17.2 is the time remaining in the game
- 17.3 **Overtime Shootout:** Used to decide a winner in championship games only. Occurs outside the normal 40 minute game. **This is a very important note for coed teams – After the initial round where all players shoot, if the shootout is tied the SAME ROTATION IS USED in the “Golden Goal” game determination round. It is highly recommended that you always arrange your shooters from “best to “not the best” in case the “golden goal” format is needed.**
- 17.4 **Procedure for 17.1 and 17.2**
- 17.4.1 Penalized player (if applicable) is serving penalty. All other field players except goalkeeper and penalty shot taker are behind the midfield line with the defenders in the circle and attackers outside the circle
- 17.4.2 Ball is placed at the center of the Red Line nearest the attacking goal
- 17.4.3 Any attacker can take the kick, not just the fouled player
- 17.4.4 At the referee’s whistle the clock will start and all players may enter the attacking half.
- 17.4.5 The shooter must strike the ball forward and may attempt to score regardless of the number of times the ball rebounds off the wall or goalkeeper. The “kickoff two-touch or free kick rule” does not apply.
- 17.4.6 The goalkeeper must have at least one foot on or behind the goal line and not move from that spot until the whistle sounds.
- 17.4.7 All game rules apply
- 17.4.8 In the case of interference:
- Foul by goalkeeper – retake if not scored – Blue card
  - Foul by shooter ends shootout
  - Outside interference – retake if missed
- 17.4.9 **Special for Penalty Shootout Time Extension** – 5 seconds is placed on clock. The shooter has 5 seconds to score from the referee’s whistle.
- 17.4.10 **Overtime Shootout:** Only occurs in case of a tie in a championship game or playoff game where a winner is needed.
- Referee chooses goal
  - Only players on the field at the expiration of regular time are eligible for shootout and must play positions at end of regulation, ie. cannot change goalkeeper. Players in the penalty box or player box at close of regulation time cannot participate.**
  - There is NO PROVISION for the replacement of injured players during a shootout.** Players who become injured and cannot participate may NOT be replaced and will count as a miss.
  - Visiting team shoots first



- e. **Teams alternate shooting taking: 5 shots for all leagues (Youth included) except Coed, Coed – 6 shots (3 – male, 3 – female)**
- f. As soon as there is a clear winner due to shots remaining, the shootout is over
- g. Ball is placed at the center of the Red Line nearest the attacking goal (**for kids games in younger ages, referee may use the circle at top of arc**)
- h. At referee's whistle shooter has 5 seconds to score regardless of the number of times the ball is kicked
- i. All instances in 17.4.7 apply
- j. Rule 17.4.5 applies
- k. Time should be kept on the clock
- l. **If no winner after allotted kicks - shooters repeat with "Golden Goal" – any miss by a team accompanied by a score by the opposition ends the shootout.** Example: If visitor kicks and makes it, the home kicker must score to continue. If the visitor misses and the home makes the shootout is over.
- m. After all players designated have kicked **the same rotation** is repeated until a winner is determined (the order of designated kickers can not change).
- n. **In the case of a team playing with less than the allotted number of players (6 for men, 7 for coed, etc.), including situations where players have been "Red or Yellow Carded", the number of players available for the shootout will only be those eligible for game participation and on the field at the end on regulation time. Teams unable to field the requisite number for a shootout will be given a miss each time an absent player is scheduled to shoot.**

#### 18.0 Coed Exceptions:

- 18.1 Team Make-up: 6 field players (3 male and 3 female) and goalkeeper. There must be five players for a game to begin, one of which must be a woman.
- 18.2 Maximum Number of Players Each Sex: A team may consist of all women. **Maximum number of male field players** is always 3.
- 18.3 Scoring:
  - 18.3.1 Males: Men can account for 6 goals. No one man can score more than 3 in any game. Male goals scored over either limit results in goalkeeper throw-in.
  - 18.3.2 Females: All clean (non-deflected) regular play female goals (except **over time shootout** goals) count 2, SEE 18.3.4. **Balls shot by female and deflected by MALE player of same team count 1 point.**



- 18.3.3 Balls shot by female and deflected off goalkeeper count 2 points. Shots taken by a male or female players that deflect off own team female player count 2.
- 18.3.4 Shots taken by MALE or FEMALE players that deflect off opposite team member other than the goalkeeper, whether male or female, and score are treated as an OWN GOAL and count 1 point.
- 18.3.5 Own goals, whether initiated by a male or female or deflected off a male or female count as 1 goal and are allocated to and count against the “Men’s Total of 6 allowed goals”. No individual male is given credit for the goal thus not impacting the 3 goal limit for any male.
- 18.3.6 Time penalties against a male goalkeeper must be served by a male. If the goalkeeper is female either a male or female may serve the penalty.
- 18.3.7 ALL Shootout goals, except Overtime Shootout goals, by a female count 2 points. **ALL Overtime Shootout goals by females count 1 point (these goals will only occur during playoffs in case of a tie being broken).**

#### 19.0 Referee Signals:

- 19.1 Start play – Whistle
- 19.2 Goal – Two arms above head
- 19.3 Stop Clock – Crossed arms above head
- 19.4 Team Foul that counts against total – One arm straight up
- 19.5 Referees are encouraged to attempt to notify scorer of the cause of each foul – ie. Tripping, obstruction, etc.

#### 20.0 Forfeits:

- 20.1 **Procedure:** At designated game time (2 minutes after conclusion of previous game or at game time for first game of day) the clock will start. If one or both teams do not take the field to begin play before the 14:59 point is reached (5 – minutes has elapsed) the game is considered a forfeit to the team with the minimum number of players present. At this point either of three things can happen: 1. the teams leave. The roster of the team forfeiting **MUST** be marked so that the forfeit fee can be collected at the next game, 2. the remaining players decide to scrimmage; in which case the teams will play for the period remaining before the next game is scheduled to begin (if operations are behind this scrimmage will not be 40 minutes) (only registered players are allowed to scrimmage - players need not be on either team, but must be a registered player), 3. The team with the requisite number of players agrees to wait until the opposition gets enough players to start – clock continues running – once a team has elected to wait they can not change their mind – if halftime is reached the clock is reset and started again – if time expires without enough players arriving the game is a forfeit. All BLUE, YELLOW, & RED cards must be obeyed, even in



the scrimmage. Teams will not be allowed to scrimmage unless a referee is present.

**21.0 Two Touch – Infraction**

- 21.1 Illegal two touch occurs at a dead ball restart if the kicker makes contact with the ball twice before another player of either team touches the ball. The wall does not count as a player.
- 21.2 Instances where two touch may occur include:
  - a. penalty kick after foul
  - b. corner kick
  - c. kick-off
  - d. kick at red line
  - e. any spotted restart
- 21.3 Penalty is loss of possession at point of two touch.
- 21.4 Two touch does not apply to dribble up penalty kicks.