



BucksMont Indoor Sports Center Modified touchline indoor Soccer Rules

Specific Elements of the Game:

- The game is comprised of two (2) equal 20 minute halves with a two minute halftime break.
 - THERE WILL BE NO OVERTIME. Note: Tournaments may have differing time periods.
 - The clock will run at all times. Games will have a 2 minute warm-up, and a 1 minute halftime.
 - A goal can be scored directly from a kick-off. NOTE: ALL FOULS ARE DIRECT FREE KICK FOULS!
 - U11/12 - size 4 ball
 - U14 thru Varsity - size 5 ball
 - Modified touchline rules. The painted sidelines are out of bounds. All balls played over or across the lines will result in a free direct kick-in for the opposing team. The high boards at the ends of the field from the touchline to touchline are IN PLAY. The nets above the boards and goal area remain out of play. The recessed goals will be used for ALL age group leagues.
 - If the ball strikes the ceiling or lights, kick in awarded to team opposing the team who last touched the ball taken from the spot nearest the spot on touch line. An Indirect kick is awarded.
 - The ball is out of play: when it has made contact with the net – the opposing team receives a direct kick from the point of contact, when it makes contact with any part of the building superstructure above the field and end boards of play - a free kick will be awarded to the opposing team at the center of the nearest red line.
 - Intentionally hitting the ball hard enough to hit the superstructure, ceiling, or lighting will be cause for a red card issued by the referee and deemed as an intent to destroy property of BucksMont Indoor Sports Center, a five (5) minute penalty will be assessed to the offending team and a direct kick awarded to the opposing team.
 - A team cannot lead by more than 8 goals (if a goal is scored it is given to the goalie and the goalie plays the ball from the goal box). If a team is leading by 4 or more goals, the losing team may add an additional player to the field as long as there is a four goal differential.

Kick-off:

- All players must be in their own half
- Defenders must be outside the center circle
- The ball must be stationary in the center
- The referee gives a signal (whistle or verbal “play”)
- The ball may go forward or backward.
- A goal may be scored directly from a kick-off in

Kick-ins:

- Kick-ins must be taken on the Touchline at the point where the ball crossed the line
- The kicker must have part of each foot either on the touch line or on the ground outside the touch line at moment of kicking the ball
- The ball may be played to the goalkeeper, but he/she may not play it with the hands

Goal Clearance:

- The goalkeeper may throw or roll the ball. He may also kick a ball out of his goal area that has touched the ground twice. No punts or dropkicks allowed.
- The ball must leave the penalty area before it's touched by a player from either team
- Has only 5 seconds to place the ball into play
 - You may throw or kick past the halfway line
 - The goalkeeper must be given the opportunity to distribute the ball by throwing, rolling, or kicking the ball after 2 bounces. A player may not impede that kick.

Goalkeeper:

- May NOT play the ball with the hands when intentionally passed back from the foot of a teammate.
- May dribble the ball into his/her own penalty area and pick it up, unless he/she receives it from a teammate.

Soccer Rules Continued

FreeKicks:

- Opponents must be a minimum of 15 feet (5 yards/meters) from all direct free kicks, kick-in and corner kick restarts. Any player purposely encroaching in the 5 yard space to deliberately slow the re-start of play will be given one warning. The second offense will result in a yellow card and two minute penalty.

Fouls:

- ALL OUTDOORS FOULS APPLY, plus also considered a foul;
 - Any "charge" (including shoulder to shoulder). All other shoulder to shoulder contact is acceptable.
 - Slides in an attempt to play the ball when it is being played or attempted to be played by an opponent (except for the goalkeeper in his/her own penalty area)

NumberofPlayers:

- U12 thru Varsity shall play 5v5 (+GK). 6 players per side.

Substitutions:

- Substitutions may be made at any time on an unlimited basis during the game, provided the player substituted for is within one yard of the bench door and does not interfere with play at the time the replacing player enters the field of play. A team with too many players on the playing field will be penalized with a two (2) minute penalty not designated to any one specific player.

PlayersEquipment:

- Shinguards, All players MUST wear regulation shin guards during play. Under no circumstances may a player participate without shinguards. Socks must completely cover the shinguards.
- Dangerous Equipment, Players shall not be permitted to wear anything deemed dangerous by the referee.

RefereesAuthority:

- A one or two man system will be used at the discretion of BISC. The authority and exercise of the powers granted to referees by this official rulebook commence when they enter the premises. The referees are responsible for the record of the game.

FoulsandTimePenalties:

Fouls: A player who commits any of the following offenses while the ball is in play shall be penalized by the referee awarding a direct free kick to the opposing team.

- Kicks, or attempts to kick, an opponent;
- Trips an opponent (Throwing or attempting to throw an opponent by use of the legs or by stooping in front of or behind him);
- Jumps at an opponent;
- Charges an opponent from behind unless the latter is obstructing;
- Charges an opponent in a violent or dangerous manner;
- Strikes, elbows, attempts to strike or elbow, or spits at an opponent. A time penalty must be assessed for any of these offenses. Spitting calls for immediate ejection;
- Holds an opponent;
- Pushes an opponent;
- Handles the ball, (i.e. carries, stripes or propels the ball with his arm or hand). This does not apply to the goalkeeper within his own penalty area;
- Boarding (i.e. propelling an opponent into the perimeter wall) in a violent or dangerous manner. A penal time penalty must be assessed for boarding;
- Dangerous play - Playing in a manner considered by the referee to be dangerous, i.e. attempting to kick the ball while held by the goalkeeper; sliding into a goalkeeper.
- Charging fairly at an improper time (i.e. playing with the shoulder, when the ball is not within playing distance of the players concerned);

- Obstruction - When not playing the ball, intentionally obstructing an opponent, i.e. running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent;
- Charging the goalkeeper - Body contact in the goal area between an attacking player and the opposing goalkeeper not in possession of the ball.
- Slide-tackling. Sliding is acceptable in attempt to save a ball from going out of bounds.
- Players shouting at players during the game will be assessed a foul and a free kick given to the opposing team from the spot of the foul.
- Any foul on the defensive team inside the penalty area that would be an indirect free-kick outdoors will result in a free-kick taken from the top of the penalty area line. This kick may be defended.

Time Penalties: Any technical two minute time penalty assessed against the goalkeeper may be served by another member of his/her team. The goalkeeper will serve all time penalties assessed because of goalkeeper misconduct. All the penalties so served shall be charged against the goalkeeper. This includes instances whereby the goalkeeper has been substituted by a field player.

- YELLOW CARD – 2 minute penalty (referees discretion).
- RED CARD - 2 minute (referees discretion) plus ejection and at least a one game suspension is mandatory. Suspension does not include the game from which you were suspended. It is the next game or games.

All time penalties are to be served in full.

SOCCKER RULES