



Victory Sports Complex Indoor 2007-08 Soccer Rules

Nov 2007

General Information

- United States Indoor Soccer Association rules apply, unless otherwise stated herein.
- Victory Sports Complex WILL maintain a family atmosphere. There is a Zero Tolerance Policy for inappropriate conduct, language, or actions towards any other person. All Referee decisions are final
- Any individual who threatens a referee, opponent, staff, or other person will be expelled from VSC for at least one year.
- **No soccer cleats allowed, only flat bottom shoes may be worn.**
- All players are required to wear shin guards. No jewelry allowed. No spitting or chewing gum on the fields.

Soccer Rules

A. **Number of players:**

1. Large field = 5 field players, plus the GK. Must have a minimum of 3 players and 1 goalkeeper to begin or continue a game. Penalty: Game forfeit.
2. Small field U12 and above = 3 field players, plus the GK
3. Small field U11 and under = 4 field players, plus the GK
4. "Slaughter" Rule:
 - a. If goal differential is 5 goals or more, the team losing by 5 goals may add 1 player.
 - b. If goal differential is 8 goals or more, the team losing by 8 goals may add 2 (total) players.
5. Substitutions are unlimited and are made "on the fly". Exchange must be within 1 yd of team entry point.

B. **Duration of games:**

1. All large field games: 1 period = 40 minutes
2. All small field games: 1 period = 25 minutes
3. Game clock will be run continuously for 45 min or 30 min, starting with the 2nd match of the day.
4. Team forfeits after 10 minutes, if unable to field the minimum number of players.

C. **Start of Play:**

1. The home team takes the kickoff and may play the ball into either half on a kick-off (forward or backward).
2. All opposing players are to be at least 15 feet from the ball on Free Kicks (or on the Goal Line).

D. **Ball In / Out of Play::**

1. Any ball leaving the field will result in a DFK from the spot where it left play. The ball will be placed on or near the kick-in line near the boards.
2. If the ball touches the ceiling, restart is DFK from the nearest Restart Line.
3. Any ball played out by the defense between either corner spots, will be a corner kick.
4. Ball kicked out by the attacking team between the corner spots results in a goal keeper throw-in. Ball is not in play until it leaves the penalty area by the goal keeper throw-in. Goal keeper can only handle the ball from within the penalty area.

E. **Delay of game::**

1. Teams have 5 seconds to put the ball into play on all restarts (Result: direct free kick for opponents)

F. **Goalkeeper Infractions:** Results in DFK from the top of the penalty area.

1. Goalkeeper may not hold the ball for more than 5-6 seconds. GK may NOT punt or drop kick the ball into play.
2. Goalkeeper may not pick up or touch the ball with the hands:
 - a. After it has been deliberately played to him by a teammate's foot
 - b. After he has played it into his own penalty area (regardless of who touched it last)
 - c. After he has released it, and without an opponent touching it prior to his second touch.

G. **Fouls and Misconduct:** (Blue card, Yellow Card, Red Card)

1. Holds, Handles ball, Dangerous Play, Slide tackles, Impedes, Prevent GK from releasing ball, Kicks opponent, Trips, Jumps at opponent, Charges, Strikes or elbows, Pushes. Result: Direct free kick (DFK) from spot of foul.
2. Unsporting Behavior: Encroachment, Dissent, Taunting, Jumping over boards, Leverage (using boards or teammate's body to gain advantage), or any behavior that in referee discretion does not warrant another penalty.
3. Team Violations: Leaving team bench, bench dissent, or any behavior that in referee discretion does not warrant another penalty.
4. Blue card (2 minute penalty): Boarding, Unsporting behavior, Team violation, Denying a goal or goal scoring opportunity, GK endangerment, or any foul considered serious enough by the referee to warrant a 2-minute penalty
5. 2nd Blue card = 2 min penalty, 3rd Blue card = 2 min penalty, Yellow card = (2) Blues, Red card = (3) Blues
6. Yellow card (4 minute penalty): Reckless fouling, or Provoking altercation
7. Red Card = 5 minute FULL length penalty, dismissed from game, suspension for at least 1 game, final decision by VSC, based on referee report: Striking or attempt to strike anyone, Spitting at an opponent or any other person, Foul or Abusive language, Serious Foul Play, Violent Conduct, Extreme Unsporting Behavior, Bodily contact with referee.
8. **Fighting** (Red card offense, see above): Referee will stop play and dismiss any player that strikes or attempts to strike any referee, teammate, opponent, or anyone else, as necessary. Player and/or Team may be suspended or removed from the league for a period to be determined by management, **without refunds**. The team will forfeit that game, and possibly any or all other games, based on suspension.