***MAITLAND INDOOR SPORTS CENTRE SOCCER RULES***

**1. THE GAME**

Indoor soccer is played under similar rules to outdoor soccer between two teams attempting to score goals by kicking a ball into a netted goal region. The game is played inside netted courts which allows the ball to stay alive. Our competition offers both men’s and mixed soccer.

**2. FIELDING A TEAM**

a) The game is played between two teams with 5 on-court players.

b) A maximum of 3 substitute players can be added to the on-court players.

c) Teams can play short with 4 on-court players.

d) A team reduced to 3 players will forfeit the game.

**3. THE TOSS**

The referee shall give the first team on court ready to play the kick off and which end they will kick to.

**4. PLAYING EQUIPMENT**

A) Goals - Goals must be no larger than 1.98 metres high x 2.90 metres wide and no smaller than 1.52 metres high x 2.29 metres wide.

b) Ball - The game ball must be a Size 5 Indoor ball, supplied by the centre.

c) Bibs – Bibs are supplied by the centre in the case of teams wearing similar colored clothing.

**5. REFEREE**

a) A referee shall be appointed to adjudicate the rules of the game with absolute impartiality.

b) The referee will interpret the rules to the best of their ability. Their decisions during the game are final.

c) The captains of both teams are the only players that may query rule applications made by the referee. Once the referee has replied, any further talking to, at or about the referee regarding a ruling may cause the team to be penalised.

**6. GAME DURATION/LATE STARTS/LATE PLAYERS**

a) The game is played over 2 x 13 minute halves.

b) Any game that does not start within 5 minutes of the scheduled time will be considered a forfeit.

c) Players may come onto the court at any stage of the game subject to following the correct substitution procedure.

**7. PLAYER SHORT**

All teams that play short must have a goalkeeper.

**8. COURT MARKINGS AND GOALKEEPER AREA**

a) Courts must be clearly marked with:

• A half way line, and;

• A designated goalkeeper area. (This goalkeeper area will be marked as a semi circle and includes an imaginary wall rising from the semi circle).

The following rules apply to defenders and attackers entering the goalkeeper area:

i) Players may run anywhere on the court except for the goalkeeper area. A designated goalkeeper is the only player allowed in this area.

ii) If a defender comes into contact with the ball whilst in the goalkeeper’s area, a penalty kick will be awarded.

iii) If an attacking player enters the goalkeeper’s area, a roll out will be awarded to the goalkeeper.

**9. GOALKEEPER**

a) The goalkeeper can handle and roll the ball out inside the goalkeeper area but can only roll out the ball in the goal third. The goalkeeper must not have any part of their body touching the ground outside the area. A penalty kick will occur if the goalkeeper touches the ball, even by accident, outside the goalkeeper area.

b) Once the referee deems the keeper has control of the ball in the goalkeeper area, either by hand or by foot, the goalkeeper has 5 seconds to release the ball.

c) Once the goalkeeper has taken clean possession of the ball in their hands, it can only be released with a throw or place kick.

d) If the above rules are broken, a penalty kick will result.

**10. KICK OFF**

To start the match, at half time and whenever a goal is scored, the ball must be brought to the middle of the court and kicked backwards to own players in defending half within 3 seconds after whistle is blown, before any opponent can touch the ball.

**11. HANDBALL/BALL HITS REFEREE**

a) Players are not permitted to touch the ball with any part of their arm below the shoulder whether deliberate or accidental. This will cause a free kick to be awarded to the opposition unless the referee rules the handball was to the opposition’s advantage.

b) If the ball hits the referee, the decision will be play-on as long as no team gains an unfair advantage. If the referee decides there is an unfair advantage, they will stop play and set up a “drop ball” between the two players closest to the referee at the time.

**12. TACKLING**

a) To tackle or play the ball, players must be on their feet.

b) Slide tackles are not permitted.

c) Free kicks will be awarded for any player caught slide tackling.

**13. FREE KICKS**

a) Free kicks will be given for the following reasons:

• Handball • Holding • Time Wasting • Net Abuse • Entering goalkeeper area • Late tackles

• Pushing • Tripping • Rough Play • Sledging • Obstruction

• Raised Feet • Side, back or slide tackles • Backing into players whilst in control of the ball

• Swearing and Abusive Language

b) Players have 5 seconds to take a free kick. Players must wait for the whistle.

c) Opposition players may form a wall but must stand 3 metres from the free kick spot.

d) If a foul is committed within 3 metres of the goalkeeper area, the ball may be moved back away from the defending wall to allow more room to take the free kick. This will also apply if a free kick is given close to the nets.

**14. PENALTY SHOTS AT GOAL**

a) A penalty shot at goal will be awarded for the following incidents:

• When a defender enters the goalkeeper area and comes into contact with the ball.

• When the goalkeeper handles the ball while outside the goalkeeper area.

b) All players when taking a penalty can take no more than a 2 step run up, ie: one step then kick.

c) All players must stand behind the red line when the penalty occurs with the exception of the goalkeeper and player taking the penalty.

**15. MISCONDUCT**

Misconduct will be monitored by the referee at their own ability. It is within the referees rights to send a player off when they deliberately cause harm or play with a dangerous attitude.

**INDEFINITE SUSPENSIONS** will be handed out for the following offences: deliberately striking or punching anyone in the centre. These offences will immediately result in a ban for life from Maitland Indoor Sports Centre.

**16. SUBSTITUTIONS / INJURED PLAYER**

a) Substitutions can be made at anytime.

b) The clock will not be stopped for substitutions.

c) Substitutions are made by entering the court via the door which does not lead into the goalkeeper circle.

**17. MIXED RULES** The mixed follows the same rules as mentioned with a few minor changes:

a) No male is to deliberately kick the ball hard at a female, if so a free kick is awarded. The only exception is if the female is goalkeeper.

b) Females may be goal keeper as per the above rule doesn’t apply during this time.

c) Minimum 1 male player on court, maximum 3 males on court at once.

d) A goal is worth one point for any gender.

**18. COMPETITION POINTS**

a) Win Points

* 4 points for a win
* 2 points each for a draw
* 1 point for a loss

**19. FORFEIT FEES:**

a) If a team forfeits on the night of the match, a double forfeit fee is to be paid the following week.

b) If the team forfeits before the day of the match, a single forfeit fee is due.

**20. SEMI/GRAND FINALS:**

a) A player **must** play a minimum of 5 games in order to qualify for finals. This is tracked via team cards located at the counter.

b) All owings must be paid off fully before taking the court for finals. Any teams who fail to do so will be penalised.

c) If an injury occurs in a team, 1 person may step in to replace them as long as they have played 3 games. Management must be notified if this is occurring to ensure they are qualified.

d) If it is a draw by the end of the match in semi finals, the team that finished higher on the leaderboard will automatically move onto grand finals.

e)If a draw occurs in grand finals, a penalty shootout will occur. Each team receives 5 shots at goal at the end of the game. Each team may nominate 1 goalkeeper to complete all 5 shots. Each player on the court at the end of the game must be the players to complete these 5 shots (1 each). No player may take more than 1 shot each. The team at the end with the most goals saved is the winner.

**21. PLAYERS RESPONSIBILITIES:**

a) It is the players responsibility to abide by the code of conduct and conditions of entry.

b) Each player who enters our building is responsible for their own behaviour and attitude. Remember – this is a social sporting competition, have fun and don’t ruin it for everyone else.

c) It is the players responsibility to ensure they pay their appropriate game fees each week. If any teams owe money, management will send a reminder to the designated captain. Any teams who fail to pay their money may be excluded from the competition.

d) It is the players responsibility to ensure their name is marked off their team sheet. This is important if your team qualifies for finals but can also track payments.