

# OLYMPUS SPORTS COLISEUM

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## INDOOR SOCCER RULEBOOK



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## INTRODUCTION and DEFINITIONS

Welcome to Olympus Sports' indoor soccer facility. This rulebook is designed to provide a basis for good competition and a safe, enjoyable experience for all players. Rules are derived from the U.S. Indoor Soccer Association and are modified as needed ('house rules') to accommodate youth and recreational play. We appreciate your feedback - please don't hesitate to contact us at [info@olympussports.net](mailto:info@olympussports.net) with questions or comments.

The following explanations of some common terms are general, not technical. They are intended to help inform newer players and coaches. After you finish reading, have a great game!

*Olympus Management*

A **Bench Penalty** is a time penalty given to a team where no specific player is recorded as serving the penalty. A team member, coach, or spectator may cause a bench penalty and the team must play short.

**Boarding** is pushing, charging, or crowding an opponent into the perimeter wall. What might be a legal play in the middle of the field may be boarding if it runs an opponent into the wall

**Careless play** means that the player has shown a lack of attention or consideration when making a challenge or that he acted without appropriate caution.

**Charging** is a challenge for space using physical contact within playing distance of the ball without using arms or elbows. It is an offense to charge an opponent in a "careless" or "reckless" manner or using "excessive force".

**Dangerous Play** is any action that, while trying to play the ball, threatens injury to someone (including the player himself).

**Dead Ball** refers to the situation when the ball is out of bounds or out of play due to a stoppage of any kind.

**Delay of Game** is called when any player, coach, or spectator deliberately tries to slow down the progress of the game including – but not limited to - the following:

- A player, coach or spectator holding onto the ball, or keeping the ball away from the opposing team or referee, so as to delay a restart.
- A player or coach causing the ball to be moved farther from the place of the restart after the whistle has blown for said restart.
- A player, coach or spectator distracting the referee and/or assistant referee verbally or non-verbally from restarting the game.
- Any player not giving the required distance as signaled by the referee.
- Any player, coach or spectator that does not leave the field of play, and/or facility, in a timely fashion may be subject to an additional time penalty.
- If a player deliberately takes his/her time to get back on their side of mid field after a goal is scored. Play can begin as long as the slow player doesn't interfere with the restart.

**Double Touch:** this violation occurs when a player taking a kickoff or restart plays the ball a second time before it is touched by another player, (teammate or opponent). You cannot double touch the ball on a kickoff or restart (including goalkeeper throw in) even if it hits the wall or referee before it comes back to you.

“**Excessive force**” means that the player has far exceeded the necessary use of force and is in danger of injuring himself or his opponent.

**Goalkeeper on the Ground:** the goalkeeper is the only player allowed to play the ball while on the ground as long as, in doing so, he is not creating a dangerous play and remains within the arc. All other players are restricted from playing the ball from the ground or while sliding.

**Handling** the ball involves a deliberate act of a player making contact with the ball with his hand or arm (except for the goalkeeper within his own arc). The referee must take the following into consideration:

- The movement of the hand towards the ball (not the ball towards the hand), (hands or arms in natural playing position).
- The distance between the opponent and the ball (unexpected ball)
- The position of the hand does not necessarily mean that there is an infringement.
- Touching the ball with an object held in the hand (clothing, shin guard etc.) counts as an infringement
- Hitting the ball with a thrown object (boot, shin guard etc.) counts as an infringement.

**Holding** an opponent includes the act of preventing him from moving past or around using the hand, the arms or the body.

**Impeding the progress** of an opponent, commonly called **Obstruction**, means moving into the path of the opponent to obstruct, block, slow down or force a change of direction by an opponent when the ball is not within playing distance of either player. All players have the right to their position on the field of play, being in the way of an opponent is not the same as moving into the way of an opponent. Shielding the ball is permitted. A player who places himself between an opponent and the ball for tactical reasons has not committed an offence as long as the ball is kept within playing distance and the player does not hold off the opponent with his arms or body. If the ball is within playing distance, the player may be fairly charged by an opponent. ***It is important to remember to play the ball and not the opponent.***

**Off sides (INDOOR VERSION)** refers to crossing the mid-line early after whistle is blown and before ball is played on a kickoff or shootout. Players may not cross the line on a kickoff until the ball has been played, or on a shootout, until the referee's whistle. **PLEASE NOTE that the traditional Offside rule from outdoor soccer does not exist in indoor.**

“**Penalty area**” refers to the Olympus penalty arc.

“**Reckless**” means that the player has acted with complete disregard to the danger to, or the consequences for, his opponent.

A **Slide** is any deliberate movement of leaving one or both feet while going down to the carpet in an attempt to play the ball.

**Unsporting Behavior** - There are different circumstances when a player must receive at least a blue card for unsporting behavior. These include but are not limited to, the following:

- Commits a foul in a “careless” manner
- Commits a foul for the tactical purpose of interfering with or breaking up a promising attack
- Holds an opponent for the tactical purpose of pulling the opponent away from the ball or preventing the opponent from getting the ball
- Handles the ball to prevent an opponent gaining possession or developing an attack (other than the goalkeeper within his own arc)
- Handles the ball in an attempt to score a goal (irrespective of whether or not the attempt is successful)
- Attempts to deceive the referee by feigning injury or pretending to have been fouled (simulation)
- Fails to respect the encroachment rule
- Acts in a manner which shows a lack of respect for the game
- Verbally distracts an opponent during play or at a restart
- Illegal entry or re-entry of a player onto the field
- Audible obscene language
- On restart, deliberately kicking the ball into a defender to draw an encroachment penalty on the defender
- Inappropriate celebration after a goal is scored
- Spitting anywhere in the facility other than in a trash can
- Chewing gum while playing, on the field, or in the bench area

**Violent Conduct** is physical force that injures, attempts to injure, or abuses any individual or arena property. Violent Conduct is also any verbally or physically threatening demeanor towards any individual.

## **PART A ADMINISTRATIVE POLICIES AND PROCEDURES**

### **A1. PLAYER REGISTRATION**

#### **A1-1 Waivers and Check-In Procedures:**

All participants must 'sign' the Olympus Sports Coliseum electronic waiver of liability. If a participant is under the age of eighteen, a parent or legal guardian must sign the waiver. Anyone entering the player bench or the field must have been properly checked in and wearing a wristband, unless otherwise allowed by management.

A team using a player who did not complete a waiver prior to playing will forfeit that game. Any deliberate attempt to circumvent the waiver/check-in process by providing false information will result in a team forfeit and a one year suspension for either the guilty player or guilty team. All fees paid by a suspended player are non-refundable.

#### **A1-2 Identification**

Acceptable documents for verification of age or identification are one or more of the following: driver's license, DMV ID, passport, a copy of official state-issued birth certificate, green card, high school ID with birth date, or any government issued ID with his/her birth date listed thereon. For youth players a stamped outdoor roster or card from a recognized organization may be accepted.

If a formal protest is made, it is the team's responsibility to re-verify the age and/or identity of the player. Also, management may request identification from a player at any time to verify age and/or identity. The only forms of identification acceptable in these cases will be one of the items listed above. If the player can no longer provide proof, or if the player lied about his age, his team may forfeit every game in which the offending player participated.

Any participant who is discovered to have lied about his age or identity to play in any league will be suspended for a minimum of one year. All fees paid by a suspended player are non-refundable.

#### **A1-3 Player Eligibility**

- A player must be at least eighteen (18) years old to play or enter the bench area in any adult league.
- A youth player may play in any age group **older** than his/her own eligible age-group, but may **never** play in a younger age group
- If a player has been paid to play professional (indoor or outdoor) soccer within the last six months, or is currently playing professionally, he/she is only eligible to play at the highest level league offered by Olympus in his/her age group.



- Olympus reserves the right to restrict advanced players from competing in leagues of significantly lower play level.
- Persons with physical or mental impairments of a serious nature that may put either themselves or others at risk are prohibited from play (and the bench area) with clearance from an MD.

## **A2. TEAM REGISTRATION**

### **A2-1 Roster Restrictions**

The maximum number of players per roster is unlimited except in cases where otherwise specified for particular leagues. Please check with Olympus' management to be sure of the roster requirements and/or limitations for your specific league. Players may be added to the roster **until a team has completed three matches**. Everyone playing in a playoff or a Championship game must have participated in at least two prior games for that team in that season.

No one may play on two teams in the same Division except in those instances and circumstances where the facility management, in their sole and complete discretion, deems it necessary to promote quality of play. Then, and only in such an event, a player may play on two teams with authorization of management for that one session only. Examples might include excessive injuries or circumstances that would prevent a team from participating in its matches. No one may switch teams after having played for one team in the same session except where management, in their sole and complete discretion, determines that said switch is in the best interest of the player, the teams, and the game.

## **A3. PAYMENTS**

### **A3-1 Team Deposits/Payment Schedule**

Every team must pay a non-refundable deposit before the deadline established by Olympus in order to be registered and put on the game schedule. If a team's registration fees are not paid before the **second** game of the season the team may be prohibited from playing or dropped from the league, without a refund. A team may pay registration fees, in whole, or in part by various players, at the discretion of Olympus management and players whose fees are not paid may be prohibited from playing.

### **A3-2 Official's Fees**

All Officials' fees are included in the team registration fee and will be paid directly to officials by Olympus Sports Coliseum.

### **A3-3 Refunds**

No refunds are given to suspended players. If a player who joined a team which registered as a "regular team" wants a refund, he must arrange to get the payment from the team's authorized Contact Person. If a team deliberately forfeits two games in a season or decides to drop out of a league, they may be replaced and no refund given. In addition, they may not be allowed to register a team again.

### **A3-4 Returned Checks**

If any player's or team's check is returned, that player or team will be suspended from playing until payment is made. A \$25 returned check charge will be assessed in addition to the amount of the original check.

## **A4. LEAGUES**

### **A4-1 Schedules and League Formats**

Olympus Sports Coliseum usually runs eight (occasionally ten) game sessions. If there are enough teams, a league may be broken into two or more divisions. Formats for a league may change from season to season, depending on the number of teams in a league. Please make sure to check with management if you have any questions about the format for a particular league.

### **A4-2 Standings and Tiebreakers**

Usually, leagues are set up on a Best Record system. A team's record is the total number of points earned per game according to the following formula: 3 points for a win, 1 point for a tie, and zero points for a loss. If a league has a playoff format, the winner of the league will be the victor in the designated Championship game. Please verify your league format with Olympus if have any questions.

**Tie-breaker:** If teams are tied after regular session play, the following sequential tie-breaker steps are to be used to determine ranking (from ONLY the teams that are TIED in points).

- 1) Head to Head: The winner is the team with the superior head-to-head result.
- 2) Goal Differential: Goals scored minus goals allowed. The winner is the team with largest goal differential.
- 3) Goals Allowed: The flight winner is the team with fewest goals against.
- 4) Goals For: The flight winner is the team with the most goals scored.
- 5) If any teams remain tied after all the above steps, please notify management immediately.

*Note that each tie-breaker step in the above is separate and applies ONLY to teams that remain tied after evaluation of the results of the previous step. A team that loses in a step is no longer in the tied group of teams.*

### **A4-3 Forfeits**

A team will forfeit if there are not at least four players ready to play within 5 minutes of a game's scheduled start time. *(Please see modified youth rules below.)* A team will forfeit if they lose enough players in the course of a game that they are unable to field four eligible players. A team will forfeit if they are not paid up to the amount due by that game.

Forfeits are recorded in the standings as a loss for the forfeiting team and a win for the opposing side.

A forfeit is also given to a team if a player on the team has deliberately broken any rules regarding registration or eligibility, or a team causes a game to be terminated. If a team deliberately forfeits two games in a session or decides to drop out of a league, they may be replaced and no refund given.

If your team is in danger of forfeiting due to a lack of players, please notify management immediately so we can help investigate possible solutions.

### **A4-4 Suspended Games**

Any game which is suspended at or after half time is final. A game which is suspended before the end of the first half because of a blackout or injury will be rescheduled.

### **A4-5 Reschedules**

If your team has a scheduling request and you make sure it is on your Team Registration Form (or conveyed to management) before the league schedule is made, we will do our best to accommodate. Please note that requests cannot be guaranteed. After the schedule is made, a reschedule is only possible if there is an available time slot, if both teams affected come to prior agreement, and if there are no additional impediments. Please email any such inquiries to [info@olympussports.net](mailto:info@olympussports.net).

### **A4-6 Rulebooks**

Rulebooks are available online at [www.olympussports.net](http://www.olympussports.net).

### **A4-7 Awards**

Each player on the league-winning team will receive an Olympus T-shirt. A player should play in at least "half" of their team's scheduled games to receive this award, subject to situation and coach/management discretion.

## **A5. DISCIPLINE**

### **A5-1 Red Card Suspension**

If a player, coach, or spectator is issued a red card, he is ejected for the remainder of that game and will be suspended for a minimum of 1 (one) game, with the full length of suspension to be determined solely by Olympus management.

A adult issued a 'straight' red card, (as defined under Extreme Misconduct, B12-5), will also be assessed a \$75 fine. Until this fine is paid, the player will not be allowed to play, regardless of length of suspension.

A young-adult player (U16 and U19) will be assessed a \$25 for a 'straight' red card (as defined under Extreme Misconduct B12-5) and will likewise be prohibited from playing until this fine is paid.

Any player, coach, or spectator who deliberately touches, bumps, or physically makes contact with a game official or facility staff shall be considered guilty of violent conduct and ejected from Olympus Sports Coliseum for no less than one year and up to permanently. Fighting is an automatic permanent suspension. Verbal abuse shall be considered the same category as physical contact, but the length of suspension can be modified at the discretion of Olympus management.

A player or coach who receives a red card suspension for offenses during the regular game-play, may – at the discretion of management - stay in the building but is prohibited from entering any playing field or coach box

### **A5-2 Multiple Red Cards**

Any action after you receive a red card and your prior history at Olympus will factor into the length of your suspension.

### **A5-3 Terminated or Abandoned Games**

If the referee terminates a game, the outcome of the game and any disciplinary action will be decided by the facility manager. See Referee Powers, section B4-1. If any player, coach, or spectator involved with a particular team gives the referee cause to terminate a game, the victory will be awarded to the opposing team.

## **A6. ALCOHOL POLICY**

No outside alcoholic beverages are allowed on the premises. Anyone suspected of consuming alcohol or other illegal substances before, during, or after the game will be removed from the playing field and/or bench area and, depending on conduct, will be ejected from the premises. They will be given a red card and a suspension dictated by Olympus Management.

## **PART B - PLAYING RULES**

*The following rules govern indoor soccer play at Olympus Sports Coliseum for players in age groups U16 and U19, as well as all adult play. Please see the sections on Youth play and Co-Ed play for rules modifications for those groups.*

### **B1. BALLS**

The facility will furnish balls for league games. Outside balls are allowed for field rentals, practice and warm-ups. Standard sizes apply to youth leagues (see below.)

### **B2. PLAYERS**

#### **B2-1 Number of Players:**

- **Roster size:** unlimited, unless otherwise stipulated for a specific league.
- **Players on Field:** Each team/age-group had a stipulated maximum number of players on the field, which for **adult league soccer is 6 per side, including a goal-keeper.** (Please see youth league modifications below.) Teams are allowed to play with as few as four (4) players per side, but are subject to forfeit if they either (a) cannot field that many players at start-of-game or (b) drop below that number during the match, whether due to injury or other circumstance.
- Olympus reserves the right to run tournaments or special leagues with variations on these rules. Please contact management to verify rules for your playing situation.

#### **B2-2 Goalkeeper**

A team must have a designated goalkeeper on the field at all times. The goalkeeper must wear a jersey color that distinguishes him from all other field players and from the referee. A team may NEVER have more than one goalkeeper on the field at one time. See Goalkeeper Substitutions, section B2-4d.

The goalkeeper may play the ball with his hands within his own penalty area, if the ball is not deliberately passed to him by a teammate's foot pass. The goalkeeper may distribute the ball by rolling, throwing, punting, or drop kicking except for a goal throw or free kick restart. The goalkeeper may drop the ball to his own feet and kick or dribble the ball. See Goalkeeper Restarts, section B10-3 and Goalkeeper Violations, section B12-2.

#### **B2-3 Substitutions**

##### **B2-3a Substitutions During Play**

During the game unlimited substitutions of players may be made, provided that

the player substituted for is within the touch line in front of his team's bench or off the field before the replacement steps onto the field.

Neither the substitute entering the field nor the player leaving may play the ball while the other is on the field. If either substituting player plays the ball, a timed penalty is given to the player that plays the ball.

### **B2-3b Guaranteed Substitutions**

A team is guaranteed to substitute eligible players in a timely manner at the following times:

- after a goal is scored,
- on an injury or an official's time-out.

Guaranteed substitutions can take place anywhere on the field. If play is inadvertently started with too many players on the field after any guaranteed substitution occasion, no penalty shall be assessed. Play will restart with a referee's whistle.

### **B2-3c Shootout Substitutions**

No substitutions are allowed on a shootout until the referee's whistle starts the shootout except for goalkeeper injury or time penalty. Player replacing the goalkeeper must be on the field of play at the time of the injury or penalty.

### **B2-3d Goalkeeper Substitutions**

On a guaranteed substitution, a goalkeeper can substitute for any player on his team, including players on the field. The departing goalkeeper must receive acknowledgment from the referee when a goalkeeper change is made during a guaranteed substitution.

On any other substitution, the goalkeeper must be replaced by a player from his team's bench, who cannot leave the bench until the goalkeeper is within the touchline in front of his bench or off the field. The goalkeeper must enter the bench to remove his goalkeeper jersey.

When a goalkeeper receives a time penalty, the offending team must get another designated goalkeeper onto the field and ready to play in a timely manner. A violation results in a blue card bench penalty to the offending team, and the team will play an additional player short.

### **B2-3e Illegal Methods of Entering or Exiting the Field**

Players may only enter or exit the field through their own bench door. Any other entry or exit may result in a blue card penalty.

### **B2-3f Substitution Violations**

Violations of the above substitution rules will result in a blue card penalty. Play is restarted with a free kick at the spot of the ball was the infraction was whistled.

### **B2-4 Injuries**

The referee shall send any player off the field that requires treatment for injury or blood (regardless of whether the blood is his own or another's or is on his body or uniform). For treatments involving blood, the player must obtain the referee's approval before he may re- enter the field.

Play shall stop when the referee decides

- an injury is critical (safety of the player comes first)
- injured player's location is likely to interfere with play, or
- injured player's team has control of the ball.

When play is stopped for an injury, the injured player must leave the field, except the goalkeeper. The second time play is stopped because of an injury to the same goalkeeper, he must leave the field. An injured player may re-enter the field after play is restarted. If play is stopped for an injury, anyone entering the field to assist the injured player must wait for the referee's signal. If no clear possession is determined the **ball is given to the defensive team.**

## **B3. PLAYERS' EQUIPMENT**

### **B3-1 Uniforms and Equipment**

All the field players of a team must wear the same color jersey, or everyone must wear a bib/pinnie. The goalkeeper will wear a jersey color that distinguishes him from all other field players and from the referee. The home team changes in case of a color conflict. **Shin guards are mandatory.** Shin guards must be an appropriate size for the player.

### **B3-2 Jewelry, Footwear, and Headwear**

No jewelry or watches are allowed.

Players must wear shoes designed for the playing surface. Cleats are not allowed at any time. Olympus allows play with the following:

- Tennis shoes
- Indoor/flat-soled shoes
- Turf shoes

Soft, non-dangerous head-wear must be approved by the facility's management and also by the referee in charge of a match.

A player who loses a shoe or headwear during the normal course of play will receive a warning from the referee for the first offense and a blue card penalty for the second offense (see modification for Youth B15 below.)

### **B3-3 Braces and Casts**

Knee braces must be inspected and approved by the referee prior to the start of the game. Hand or arm casts are only allowed with referee approval. All casts must be padded and must be inspected and approved by the referee/management prior to the start of the game. Any attempt to use a cast in an aggressive fashion will result in an immediate red card and ejection for the offending player.

### **B3-4 Equipment Violations**

The referee or assistant referee can order a player to remove any unauthorized or dangerous equipment. A blue card penalty shall be issued to the player who fails to comply with the adjustment ordered. The player is prohibited from play so long as he is not in compliance with the order.

## **B4. THE REFEREE**

### **B4-1 Referee's Powers**

The referee's power to assess penalties and maintain control of the game includes violations committed during play, during stoppages, and as the players and others proceed to and from the field. The referee has the power to:

- **Warn/Penalize/Caution/Eject** - From the time the referee enters the building he has the power to penalize any player, coach, or spectator for fouls or misconduct as stated in these Rules and to give warnings or time penalties, including blue, yellow, or red cards, regardless of whether the ball is in play.
- **Declare an Advantage** - The referee allows play to continue when the team against which an offense has been committed could benefit from such an advantage.
- **Stop, Suspend, or Terminate the Game** - The referee has the discretionary power to stop the game for any violation and to suspend or terminate the game because of the elements, interference by spectators, extreme misconduct, or other situation which he deems unsafe or unacceptable. In the case of a terminated game, the outcome of the game and any necessary disciplinary action will be determined by the facility manager.
- **Prohibit Entry onto the Field** - The referee ensures that no unauthorized persons enter the field.
- **Halt Play Due to Injury** - The referee may stop the game if a player has been injured and have the player removed from the field.
- **Signal Restarts** - The referee signals the restart of the game.



#### **B4-2 Referee's Report**

The referee will file a report with the facility manager, giving all pertinent information about any red card incident.

#### **B4-3 Referee's Decisions**

The decisions of the referee regarding facts connected with play and interpretation of the rules are **final**. The referee may change a decision prior to restart, upon his/her own consideration.

### **B5. THE ASSISTANT REFEREE**

When present, the assistant referee shall be positioned at the halfway line, outside the field, adjacent to the referee's crease. His/her responsibilities include the following:

- ensure that every person entering the bench or the field provides proof of valid check-in
- ensure that no unauthorized persons enter the field
- start the clock at the scheduled start time and keep the time for the duration of the game,
- record fouls and time penalties, goals scored and player statistics, if applicable.
- sound the horn to indicate illegal substitutions,
- inform a player when his time penalty will expire,
- sound the horn or otherwise inform the referee about any fouls or misconduct on the bench, in the stands, or on the field behind the referee's back,
- assist the referee by watching for and indicating
  - 3 line violations,
  - ball out of bounds, and/or
  - anything else requested by the referee,
- in case of an altercation on the field, make every attempt to prevent players from leaving the bench to join in; observe and record violations which happen during the altercation,
- in case of an injury, fill out an incident report,
- in case of a red card, fill out a red card report.

***In the absence of an assistant referee, these duties are the responsibility of the on-field official(s.)***

## **B6. DURATION OF THE GAME**

### **B6-1 Game Length, Extension of Regulation Time**

Adult matches are 44 minutes in length, and consist of two 22 minute halves. Youth time modifications are as follows. (See also Youth Leagues B15)

- U6: 12 minute halves, 24 minute matches
- U8: 15 minute halves, 30 minute matches
- U10/U12: 18 minutes halves, 36 minute matches
- U14: 20 minute halves, 40 minute matches.

The referee may call an official's time out for an injury or any unusual circumstance.

The only instance when regulation time will be extended is insufficient time on the clock to conduct a shootout. In that case, 5 seconds is set on the clock, and the clock is started at the referee's whistle and all other players are removed from the field.

### **B6-2 Suspended Games**

Any game which is suspended at or after half time is final. A game which is suspended before the end of the first half will be rescheduled

### **B6-3 Terminated or Abandoned Games**

If the referee terminates the game, the outcome of the game and any disciplinary action will be decided by the facility manager. See Referee Powers, section B4-1. If any player, coach, or spectator involved with a particular team gives the referee cause to terminate the game, the victory will be awarded to the opposing team.

If a team abandons a game, the outcome of the game and any disciplinary action will be decided by the facility manager.

## **B7. START OF THE GAME**

### **B7-1 Starting the Clock**

**The clock will begin running at game time.** If game-start falls behind schedule, Olympus will restart the clock immediately after each game, with 2 minutes added for change of teams. The same procedure will be applied at half-time (with one minute added) until we are back on schedule.

Olympus recommends that entering teams use the alternate doors rather than waiting to file

through the team/coach box. This will allow previous contestants to congratulate their opponents, exit and clear the team-box while the next match-up can take the field. We appreciate any coach assistance/suggestions in making this procedure work.

Balls must be off the field immediately after the referee or the assistant referee calls for them. The offending team will receive a blue card penalty. If both teams are involved, the clock will start and ball removal be done under a running clock.

A team must have at least four players ready to play for the game to begin. (See youth modifications below.) If a team is unable to start the game after two minutes have elapsed, their opponent will be awarded a goal. If a team is four minutes late, their opponent will be awarded a second goal. If a team is not prepared to play after five minutes have elapsed, the game is forfeited and the opponent is credited with maximum points (for standings purposes).

### **B7-2 The Kickoff**

The away/visitor team kicks off the first half on the referee's whistle. The player kicking the ball may not touch the ball a second time until it is touched by another player (a "double touch"). Players may not cross the mid line until the ball is kicked ("offside" infraction). The kickoff does not have to go forward. If offside is called or the kicker takes longer than 5 seconds to play the ball, the opposing team is awarded a free kick at the mid line center spot. (Because this restart is a free kick, the players can be anywhere on the field, if they do not encroach.) If a double touch is called, the opposing team will be awarded a free kick at the point of the infraction.

**House Rule** – A goal may **not** be scored directly on a kick-off. All kick-off restarts are designated as **indirect kicks**.

After each goal, the game is restarted with a kickoff by the team just scored upon, except when a goal is scored at the end of the half.

Prior to the second half, the teams change defensive ends. The home team kicks off the second half.

## **B8. THE BALL IN AND OUT OF PLAY**

### **B8-1 Ball in Play**

The ball is still in play

- 1) when it rebounds from a goalpost, crossbar or wall and remains in the field

- 2) when it rebounds off a referee on the field, or
- 3) in the event of a supposed violation, **until** stoppage is ordered by the referee.

## **B8-2 Ball Out of Play**

### **B8-2a Ball Out of Bounds**

The ball is out of bounds when it goes over the perimeter wall or touches the netting above the wall or the ceiling netting.

If the ball hits the side netting, play restarts with a kick taken from a point directly below or within three feet of where the ball made contact with the net.

If the ball makes contact with the ceiling net, play restarts with the ball placed on the appropriate restart mark, which is in the center of the line **closest to where the ball was kicked**.

If the referee judges that a ball was deliberately kicked out of bounds, the offending player may be subject to a blue card penalty.

Any ball kicked completely out of the field will be replaced with another; players should not leave the field to retrieve the ball.

### **B8-2b Ball Out of Play**

The ball is out of play when it crosses the goal line or when the game is stopped by the referee's whistle. A ball out of play is restarted with a kick off, free kick, or a goalkeeper throw. See Restarts, section B10.

## **B9. SCORING**

### **B9-1 Scoring Goals**

A goal is scored when the whole ball crosses the whole of the goal line, between the goalposts and under the crossbar, provided that no violation of the rules has been committed by the team scoring the goal.

A goal cannot be scored once the horn has begun to sound; the whole ball must cross the whole line before the start of the horn. The team scoring the greater number of goals is the winner.

A goal may NOT be scored directly from a kickoff or any restart, including but not limited to: goalkeeper throws, corner kicks, kick in's and other free kicks. The only exception to this rule is a Shoot-Out (see below) which can be taken as a direct kick.

## **B9-2 Interference**

No goal is allowed if an outside agent alters the path of the ball on its way over the goal line. The restart is a free kick to the defending team.

## **B10. RESTARTS**

### **B10-1 Definitions and Procedures**

A restart is the procedure for resuming play after a stoppage. Restarts consist of kickoffs, free kicks (including Kick-Ins) and goalkeeper throws. Once the referee signals a restart, a player has **5 seconds to play the ball and may not touch the ball again until it has been touched by another player**. For a 5 second violation, the opposing team is given a free kick at the same spot unless the violation occurs in the team's own penalty area then the ball must be placed at the top of the penalty area. In the case of a double touch, the opposing team is given a free kick at the point of infraction. The ball must be stationary; if it is not, the kick is retaken. Opposing players may not encroach. (See Encroachment rule)

At Olympus Sports Coliseum, all restarts will be signaled with a whistle. All kick restarts will be considered **direct kicks**, with the exception of kick-off.

If the player taking the kick does not wait for the whistle, the kick may be retaken.

After each goal, the game is restarted with a kickoff by the team just scored upon, except when a goal is scored at the end of the half.

### **B10-2 Free Kick Restarts**

Specific free kick restarts include:

1. Free Kick in Own Penalty area - When a player takes a free kick in his defensive penalty area, all opposing players must be a minimum of 5 feet from the ball until the ball is in play.
2. Free Kick in Opponent's Penalty area - When a team is awarded a free kick in their opponent's penalty area, the kick takes place at the top of the penalty area. Defensive players must be 5 feet away from the ball, and the kicker must wait for the referee's whistle.
3. Delayed Blue Card - The location of the restart after a delayed blue card is
  - a. at the center spot of the mid-line if a goal is scored,
  - b. at the point of the original foul if a defensive player touches the ball,
  - c. at the point of the infraction if another foul occurs before the defensive team touches the ball. See Delayed Blue Card, section B12-4a.
4. Shootouts - The restart for a shootout is taken in accordance with section B13-2.
5. Three Line Pass Violation - The restart after a three line pass shall be taken at the offending team's defensive restart line center spot.
6. Pass Back to Goalkeeper Violation - The free kick awarded after an illegal pass back to

the Goalkeeper. The kick is taken at the top of the offending team's penalty area. The defending team must provide a minimum distance of 5 feet and the play is restarted with the referee's whistle.

7. Ceiling Out of Bounds - A ball which hits the top netting shall be restarted on the restart spot closest to the spot the ball was kicked. If it is kicked into the netting above either penalty area by a defending player, in which case it shall be restarted at the top of the penalty area.
8. Kick-Ins - When the ball goes over the wall or touches the netting above the wall, a kick in is awarded to the opposing team, and play is restarted on the touch line or between the line and the wall, even with the point where the ball went out. If the ball touches a player or other person on the bench who is inadvertently extending into the field, or if the ball exits through an open bench door, a kick in shall be awarded to the opposing team.
9. Corner Kicks – A corner kick is the appropriate restart when the ball is last played by a defending player and crosses over the wall or hits the netting between the corner marks. The opposing team takes a free kick from the corner mark nearest to where the ball went out.
10. Referee Stoppage - When the play is stopped by the referee's whistle for any unusual circumstance, play is restarted at the place it was stopped with a free kick by the team that was in possession when the whistle was blown. If possession was not clear, the ball is given to the defensive team.

### **B10-3 Goalkeeper Restarts**

If a player from the opposing team impedes the progress of the goalkeeper or prevents or hinders him from releasing the ball into play, the offending player receives a time penalty for unsportsmanlike behavior.

#### **B10-3a Goalkeeper Throws**

When the ball is last played by an attacking player and crosses over the wall or hits the netting between the corner marks, the opposing goalkeeper restarts play with a throw. (See Youth modifications) The throws shall be taken by the goalkeeper from any point within the penalty area.

The goalkeeper has 5 seconds to throw the ball, and he/she may not play the ball again until it is touched by another player.

A violation shall result in a free kick awarded to the opposing team at the point of the infraction if it occurred outside the penalty area, or at the top of the penalty area, if it occurred within the penalty area.

#### **B10-3b Goalkeeper Free Kicks**

The goalkeeper may also restart play with a free kick; for example, after an out of bounds or an injury time out.

## **B11. PROCEDURAL VIOLATIONS**

Procedural violations do not result in blue card penalties, are not recorded as fouls and are not added to a team's foul count. A free kick is awarded to the opposing team.

### **B11-1 Three Line Pass**

A ball kicked or thrown over all three lines in the air towards the opponent's goal without touching another player, the perimeter wall, or the referee is an illegal three line pass. The ball will be brought back to the center spot of the first restart line it crossed, and a free kick awarded to the other team. (See modifications for Youth Leagues)

### **B11-2 Illegal Pass Back to Goalkeeper**

The goalkeeper may not play the ball with his hands if the ball is deliberately kicked to him by a teammate's foot either directly or off the wall. The goalkeeper may use his hands to play the ball if it is deflected off a teammate, or if the teammate plays the ball with another part of the body, e.g.; his head, chest, or knee.

A violation results in a free kick to the opponent at the top of the penalty area.

A player may not circumvent this rule by playing the ball from his foot to his head and then passing it back to the goalkeeper. A violation results in a blue card penalty to the offending player.

### **B11-3 Others**

Other procedural violations include:

- a) goalkeeper brings the ball in the penalty area and picks it up,
- b) player takes longer than 5 seconds to put the ball into play,
- c) player double touches ball on a restart,
- d) off-sides (on opponent's side of field) on a kickoff or shoot-out.

## **B12. FOULS AND PENALTIES**

### **B12-1 Fouls**

#### **B12-1a Definitions**

A Foul occurs if a player:

- Holds an opponent;
- Handles the ball (except by the Goalkeeper within his Penalty Arch);
- Plays in a dangerous manner, including but not limited to:
  - Boarding
  - Slide-tackling
  - Playing the ball while on the ground or while going to the ground
- Impedes the progress of an opponent ("Obstruction"), or
- Prevents the Goalkeeper from releasing the ball from his hands;

**AND** when a player commits the following in a manner that the Referee considers **careless, serious, reckless, or involving excessive force**:

- Kicks an opponent;
- Trips an opponent;
- Jumps at an opponent;
- Charges an opponent;
- Strikes or elbows an opponent; or
- Pushes an opponent.

#### **B12-1b Offenses and Restarts**

The restart after a foul will be a free kick within 3 feet of the point of the infraction, or a free kick at the top of the penalty area, if it is a defensive foul in the penalty area. A whistle is not required for a restart after a foul, unless it is at the top of the penalty area, or the kicker asks for 15 feet.

#### **B12-1c Six Foul Accumulation**

Every accumulation of six fouls by one team results in a penalty shootout awarded to the opponent. (Procedural violations and time penalties do not count toward the total of six fouls). The foul count carries over from the first half to the second half. For a six foul accumulation no blue card penalty is given, and the team is not short-handed. No substitutions are allowed until the referee's whistle starts the shootout. (*See Conduct of a Shootout, section B13-2.*)



## **B12-2 Violations Involving the Goalkeeper**

### **B12-2a By the Goalkeeper**

1. The goalkeeper may only possess the ball within the penalty area for a maximum of 5 seconds (hands or feet). He can move anywhere in the penalty area in that 5 seconds. If the goalkeeper exceeds that time, the opposing team is given a free kick at the top of the penalty area. The defending team must provide 15 feet minimum distance for the kick. The kicker must wait for the referee's whistle.
2. The goalkeeper may not play the ball with his hands if the ball is deliberately kicked to him by a teammate's foot either directly or off the wall. The goalkeeper may use his hands to play the ball if it is deflected off a teammate or if the teammate plays the ball with another part of the body; e.g.: his head, chest, or knee. A teammate of the goalkeeper may not circumvent this rule by playing the ball from his foot to his head and then passing it back to the goalkeeper. A violation results in a blue card penalty to the offending player.
3. The goalkeeper has only one possession with his hands per team possession. The goalkeeper cannot bounce the ball or throw it in the air and catch it again.
4. The goalkeeper cannot bring the ball into the box and then pick it up.
  - a. Violations of rules 1-4 above are procedural infractions and are not added to the six foul counts. For any goalkeeper violations in the penalty area, the opposing team is awarded a free kick at the top of the penalty area. The defending team must provide 15 feet minimum distance for the kick. The kicker must wait for the referee's whistle.
  - b. A goalkeeper may slide within the penalty area, but may not play the ball outside the penalty area while on the ground (dangerous play). A violation is a free kick at the point of infraction.
5. If the goalkeeper either deliberately strikes an opponent by throwing the ball violently at him, or pushes him with the ball while holding it, he shall be cautioned or ejected, as deemed appropriate by the referee, and the opposing team awarded a shootout if the offense is initiated within the penalty area.
6. If a ball is handled by the goalkeeper outside the penalty area it may result in a blue card penalty.

To clear up any confusion about the goalkeeper handling the ball around the penalty area we offer the following explanation. The key point is the location of the ball. If the ball is inside the penalty area (lines are inside) at the moment of contact, it is not a handball, even if any other part of the goalkeeper's body is outside the penalty area.

When a goalkeeper receives a time penalty, the offending team must get another designated goalkeeper onto the field and ready to play in a timely manner. A violation results in a blue card bench penalty to the offending team, and the team will play an additional player short.

### **B12-2b Against the Goalkeeper**

1. If a player from the opposing team deliberately impedes the progress of the goalkeeper or prevents or hinders him from releasing the ball into play, the offending player receives a time penalty for unsportsmanlike behavior.
2. During play or on a restart, if a player follows a goalkeeper around inside the penalty area, impeding him from the play a foul will be called and the ball awarded to the goalkeeper's team at the point of infraction.
3. Charging the goalkeeper or attempting to play the ball when he has possession of the ball is a foul. The goalkeeper is said to have possession of the ball when either the goalkeeper has at least one hand on the ball, or the goalkeeper is covering up the ball and no play can be made on the ball without striking the goalkeeper.

### **B12-3 Time Penalties (Cards)**

#### **B12-3a Definitions and Restarts**

- Referees may issue blue, yellow or red cards for various infractions.
- A player can be given a yellow or a red card without first receiving a blue card or warning.  
(Blue, yellow, and red card offenses are described in B12-4a, B12-5a and B12-5b.)
- After a time penalty for a hard foul is given, play is restarted at the point of the infraction with a free kick by the opposing team.

#### **B12-3b Short-Handed Play**

When a player receives a time penalty....

1. The player cannot return to the game until their full time is served, even if a goal is scored against his/her team. So a blue card means that player cannot return to play for a full two minutes. A yellow card means that player must sit for the full three minutes.
2. The time penalty begins on the referee's whistle to restart play,

When a player receives a time penalty his/her team's shorthanded plays ends when...

1. the time expires
2. or the opposing team scores having a man advantage (more players on the field) then the team may add an eligible player (not the player who received the time penalty) so they are no longer playing shorthanded.
3. If both teams are at even strength a team may only add a player when their penalty time expires no matter the number of goals scored.

Regardless of the number of players from one team serving time penalties, a team may not have fewer than four players on the field. Only two time penalties per team may be served at one time. Any penalties after that cannot start until the shortest

time penalty ends. Because an offending player cannot return to play until his penalty is served, a team that does not have enough substitutes to field at least four eligible players must forfeit the game.

### **B12-3c Accumulation of Blue, Yellow and Red Cards – Personal Penalties**

#### **Multiple blue cards:**

1. 1st blue card = player is penalized two minutes.
2. 2nd blue card after serving 1st blue = player is penalized five minutes, and is recorded as being at yellow card status. Referee will display blue card and then display yellow card before sending player off.
3. 2nd blue card concurrent with the 1st = player is penalized two minutes for the first blue card and five minutes for the second blue and is recorded as being at yellow card status. (If the team is short-handed and the opposing team scores, the first penalty ends and the second one begins.)
4. 3<sup>rd</sup> blue card (consecutive or concurrent) = player is recorded at red card status. The team is penalized five minutes.

#### **Multiple yellow cards:**

1. 1st yellow card = player is penalized five minutes, and is recorded at yellow card status.
2. 2nd yellow card after serving 1st yellow = player is recorded at red card status. His team is penalized five minutes.

#### **Accumulating a blue and yellow card:**

A player who receives a blue or yellow card, consecutively or concurrently = red card status. His team is penalized five minutes.

#### **Red card:**

If a player, coach, or spectator receives a red card, that person is ejected from the premises for at least the remainder of the game. His team is penalized for five minutes. (see rule A5-1 above for further clarification.)

If the red card is a 'straight' red card (as defined in Extreme Misconduct, Section 12-5), additional penalties and fines will be assessed (as described in Rule A5-1.)

### **B12-3d Bench Penalties**

The following violations can result in a bench penalty, which is a time penalty during which the team plays short but no player is recorded as serving the penalty.

- 1) Illegal substitutions.
- 2) Abusive language or persistent misconduct from the bench area.
- 3) Abusive language or persistent misconduct by spectators in the stands.

A team can receive an unlimited number of bench penalties with or without an initial warning.

Play restarts with a free kick by the opposing team where the ball was when the whistle (or horn) sounded.

## **B12-4 Blue Card Penalties**

### **B12-4a Delayed Blue Card**

In instances where the referee would issue a blue card, but chooses to apply the advantage rule, he shall acknowledge the offense by holding the blue card above his head until either:

1. the team of the offending player gains control of the ball (possesses the ball for more than one second, deflects the ball into open space, or directs the ball toward a teammate or the goal), or
2. the referee stops play for any reason.

If the offending player leaves the field of play before the two minutes is issued he/she will be issued a second blue card for unsporting behavior.

Once play is stopped, the offense is recorded and the penalty is served by the player. If a goal is scored against the offending team the penalty is still recorded and served by the player; however, the team may not play short if they have an eligible substitution. The location of the restart after a delayed blue card is:

- 1) at the center spot of the mid line if a goal is scored, or
- 2) at the point of the original foul if a defensive player touches the ball, or
- 3) at the point of the infraction if another foul occurs before the defensive team touches the ball.

### **B12-4b Encroachment**

For all free kick restarts:

- 1) The defender must provide a minimum of 5 feet for the taking of a free kick. If a defensive player makes any movement toward the ball to block the free kick and crosses into the 5 feet minimum space, he/she is guilty of encroachment and will be assessed a blue card penalty. The defender may move from side to side to play the ball but not forward.
- 2) If the player taking the free kick asks the referee to enforce the 15 feet distance, he must wait for a whistle restart. If a defensive player makes any movement toward the ball to block the free kick and crosses into the 15 feet space, he is guilty of encroachment and will be assessed a blue card penalty. The defender may move from side to side to play the ball but not forward.
- 3) If the referee asks a defensive player to move 15 feet from the ball, and the player does not immediately comply, a blue card delay of game penalty shall be assessed.

- 4) If the player taking the free kick chooses to 'quick kick' the ball and it strikes the defender attempting to provide the minimum space, then there is no encroachment.
- 5) When a team is awarded a free kick in its opponent's penalty area, the kick will take place at the top of the penalty area. Defensive players must be 15 feet away from the ball, and the kicker must wait for the referee's whistle.
- 6) On a kickoff, the defending team must be on their side of the mid line and outside of the center circle. A player stepping into the center circle before the ball is kicked is encroachment. The kickoff is retaken.

#### **B12-4c Dissent/Entering the Referee's Crease**

Dissent is defined as words or actions directed by a player, coach, or spectator at a referee that question or show a difference of sentiment/opinion regarding a call. Dissent may result in at least a blue card penalty. If the penalty is given to the coach or the bench, the team must play short, but no player is recorded as receiving the penalty.

Only the authorized team captain or coach may discuss a call with the referee, at a stoppage of play, with the agreement of the referee.

Players may not approach or confront the referee or assistant referee during discussion. Players who approach may be given a blue card penalty.

### **B12-5 Extreme Misconduct**

#### **B12-5a Yellow Card Offenses (Cautions)**

Behavior which warrants a minimum of a yellow card includes, but is not limited to:

1. Fouls which the referee considers "reckless"
2. Initiating physical contact short of fighting
3. A tackle from behind
4. Persistent infringement of the rules

#### **B12-5b Red Card Offenses (Ejections)**

Behavior which warrants a mandatory red card includes, but is not limited to:

1. Fouls which the referee considers to involve "excessive force"
2. A tackle from behind which endangers the safety of an opponent
3. Striking or attempting to strike an opponent
4. Any form of fighting or violent conduct
5. Spitting on or at another person
6. Leaving the bench to join an altercation on the field.
7. Abusive language or behavior toward a referee, assistant referee or facility staff
8. Touching, bumping, or any physical contact with a referee, assistant referee or facility staff.

The referee or assistant referee while in uniform; any management; or staff on duty have the right to eject a player, coach or spectator before, during or after a game. That person must leave the property immediately. (See Rule A5-1 above for clarification.) If an ejected player(s) fail(s) to comply with stipulated penalties, the game will be terminated and the victory awarded to the opposing team. If, after receiving a red card, misconduct continues, additional red cards may be issued.

## **B14. SHOOTOUTS AND OVERTIME SHOOTOUTS**

### **B14-1 Shootout Fouls**

A shootout shall be awarded for any of the following fouls committed by a defending player in his defensive half of the field:

1. A foul within a player's defensive penalty area or inside the goal for which a time penalty is issued.
2. a foul from behind against an attacking player who has control of the ball and has one or no defensive players between himself and the goal, or
3. any foul where the player committing the foul is the last player between an attacking player with the ball and the goal.

A shootout is also awarded when one team has accumulated six fouls.

### **B14-2 Conduct of a Shootout**

1. The designated shooter must set the ball on the center spot of the opponent's restart line. The goalkeeper has at least one foot on his goal line and may not move off it until the referee whistles the start of the shootout.
2. The defensive team must be behind the mid line inside the midfield circle, and the offensive team behind the mid line outside the circle. When the referee blows the whistle, play is restarted. The player taking the shootout can play the ball forward using any legal manner to score, including direct shot, dribble and shoot, playing the ball off the boards, passing to a teammate, etc.
3. For a shootout other than a six foul penalty, the penalized player must be off the field.
4. Co-ed leagues have unique rules which could still apply during a shoot-out. Please see Olympus Co-Ed Modifications above.
5. A player cannot circumvent the rules to gain an advantage. A violation is unsporting behavior; a warning will be issued, and a blue card penalty may be given. (An example is entering one door and your player exiting the other door during a shootout). Play is

stopped for the warning and/or card, and the shootout is retaken.

6. Should game time expire before the taking of the shootout, the clock shall be reset at 5 seconds and the shootout retaken.
7. During a shootout if a goalkeeper commits a dangerous foul, a blue card penalty will be issued, and a shootout will be awarded.
8. Off-sides on a shootout: If any player crosses the mid line before the whistle, the horn will sound and play will be stopped. The referee will give a verbal warning to all the players. If one or more players is off-sides again, his team receives a bench penalty and will be one player short. (If both teams are off-sides, both are one player short.) If one or more players is off-sides again, another bench penalty is given and the team is short one more player

#### **B14-3 Sixth Foul Shootout**

For a six foul accumulation, no blue card penalty is given. No substitutions are allowed until the referee's whistle starts the shootout. Only the players on the field when the horn is sounded to indicate the sixth foul are allowed to line up for the shootout.

#### **B14-4 Playoff Shootout**

For league or tournament formats in which some playoff games cannot end in a tie and must have a winner, the game will be decided by the following protocols:

1. Two 5 minute overtime periods where golden goal rules apply. Kick off for the overtime period will be decided by a coin toss, the away team calls the coin toss. First team to score wins; game is over.
2. If the score is still tied after the overtime periods, teams will go immediately to shootouts. See below for shoot-out rules.

Conduct of a playoff shootout is as follows:

- a) Each team chooses five players to take the first five shootouts, and states the order in which they will shoot. The five shooters can be anyone on the team including the goalkeeper. Players can participate in the playoff shootout even if they were on the bench at the end of the game.
- b) The chosen five players for each team remain in the circle at midfield. The remainder of the teams return to their designated players' boxes.
- c) Playoff shootouts are one on one between the shooter and the goalkeeper. No one else from either team is lined up at midfield or involved in the shootout. Opposing goalkeepers take turns defending one goal.
- d) Five seconds are put on the clock, and at the whistle the clock is started. The shooter must score within the five seconds for the goal to count. The whole of the ball must cross the whole of the line before the horn starts to sound.
- e) The designated shooter must set the ball on the center spot of the opponent's red line. The goalkeeper has at least one foot on his goal line and may not move off it until the

- referee whistles the start of the shootout.
- f) Coed leagues have unique rules which may still apply during a shootout, please check with your facility's management for those unique rules.
  - g) If at the end of the five shooters the score is still tied, each team chooses one more shooter, they each take a shootout, and this continues until one team scores and the other misses. No shooter may shoot twice until all players for their team have taken a shootout **or** until the other team repeats a shooter.
  - h) During a shootout if a goalkeeper commits a foul, a verbal warning will be given, the shootout will be replayed, and the goalkeeper must be replaced during that particular shootout.
  - i) During a shootout if a goalkeeper commits a second foul, a new goalkeeper must be chosen for the remainder of the playoff shootouts.
  - j) If a goalkeeper commits an offense for which a card is given, then a new goalkeeper must be chosen for the remainder of the playoff shootouts.

***The facility manager is responsible for the enforcement of these rules. If you have any questions please ask your facility's manager.***



## **B14. COED LEAGUES**

*Co-Ed leagues at Olympus play a modified version of the U.S. Indoor Soccer Association Rules. Please see below for specific variations:*

### **B14-1. Duration of Game – 22 minutes halves - 44 minute match time.**

### **B14-2. Number of players/Gender of players**

- a. Olympus co-ed is played **7 v 7**, with 6 players on the field and one GK
- b. For teams playing a full lineup, there must be **3 (three) women** on the field at all times.
- c. The GK can be of either gender.

### **B14-3. Forfeits/Minimum number to play a match.**

- a. A team must have a minimum of 5 players to start a match.
- b. A team playing with 5 (five) players must have at least **2 (two) female players**.
- c. A team playing with 6 (six) players must have at least **3 (three) female players**.
- d. All teams are required to start one player at the GK position.

### **B14-3. Female players/'live' ball requirements**

- a. The ball is not "live" until a female player has touched the ball in her team's offensive half of the field.
- b. If a goal is scored with a ball that is not "live," that goal is disallowed and the referee will restart play with the ball in the opposing GK's hands.
- c. If a goal is scored directly by a female player from her own defensive half, that ball is considered 'live' and the goal will stand, unless the play violates the three-line pass rule.
- d. All goals scored by female players are worth **2 (two) points**.
- e. All own-goals are worth **1 (one) point**, regardless of the gender of the scorer.

### **B14-4. Restarts**

- a. All restarts for Co-Ed leagues at Olympus follow the unmodified adult rules.
- b. Although restarts are direct kicks, the results of a shot on goal will depend on whether the ball was 'live' before the kick was taken.
- c. If a female player has touched the ball in her opponents' half of the field, the ball remains live through the violation/restart and can be shot directly at goal by any player.
- d. If the ball is not live, the shot must either be taken by a female player or be touched by a female player before any goal can be counted.

## **B15. YOUTH LEAGUES**

Youth leagues play a modified version of the U.S. Indoor Soccer Association Rules. Please see below for specific variations:

### **B15-1. Duration of Game**

At Olympus, game duration varies with age group. Following are the specific game times for all playing ages:

- a) **U6:** 12 minute halves, 24 minute match  
*(Please see below for more detail on U6.)*
- b) **U8:** 15 minute halves, 30 minute match
- c) **U10/U12:** 18 minute halves, 36 minute match
- d) **U14/U16:** 20 minute halves, 40 minute match
- e) **U19/Adult:** 22 minute halves, 44 minute match

### **B15-2: Number of players / Size of field / Size of ball.**

The Number of players allowed on the field also varies with age group.

- a) **U6:** 5v5 (including goal-keeper) on a modified shorter field. Size 3 ball.
- b) **U8:** 8v8 (including goal-keeper) on full field. Size 3 Ball
- c) **U10/U12:** 7v7 (incl. GK) on full field. Size 4 Ball
- d) **U14+:** 6v6 (incl. GK) on full field. Size 5 Ball.

### **B15-3: Forfeits / Minimum number to play a match**

These rules are modified due to variations in number of players on the field.

- a) **U6:** Minimum number of players = 4
- b) **U8:** Minimum number of players = 6
- c) **U10/12:** Minimum number of players = 5
- d) **U14+:** Minimum number of players = 4

Olympus' overriding goal in youth leagues is that all kids get a chance to play. The referee and coaches have discretion to come to a modified forfeit arrangement for a single match if all parties are in agreement and if approved by Olympus management.

### **B15-3: Three (3)- Line Pass Rule**

The three-line-pass rule is NOT in effect for U6 and U8 age groups. The unmodified rule applies to all age groups U10 and older.

### **B15-4: Goal-Keeper Restarts**

- At Olympus, youth goal-keepers may distribute the ball by throwing, punting, or drop-

kicking. They may also drop the ball to the ground and dribble it themselves.

- For U12 and older, the option to punt the ball is removed, to help transition to the adult rules. Keepers may still drop-kick, throw, or dribble the ball out.
- Although the keeper is required to distribute within five (5) seconds in adult leagues, **this rule does not apply to U6** and the referee is encouraged to give leeway to all younger age groups. Instruction/warnings should be given before assessing a penalty. Enforcement of this rule as it pertains to different age groups is in the sole discretion of the referee.

#### **B15-5: Miscellaneous**

1. **All Restarts are indirect, whether kick or throw (including kick-off.) The sole exception to this rule is a shoot-out restart (see below.)**
2. During youth play (U14 and below), there is no blue-card offense for losing a shoe or head-wear. The referee can ask that the offending player be substituted while corrections are made
3. The Home team is responsible for wearing bibs/pinnies if – in the referee’s discretion – the team colors are similar enough as to cause confusion, whether to players or the referee.
4. The Home team coach box at Olympus is closest to the front desk and scoreboard.
5. Goal differentials of **greater than 5** will NOT be displayed on the scoreboard. The referee will keep the actual score and report this to Olympus management for correct determination of league standings and tie-breaks.
6. Youth teams may have a maximum of three (3) coaches or non-players in the team box during the game.
7. As in adult leagues, a shoot-out is assessed when either team has committed six (6) personal fouls during a single match.
8. In cases where earrings cannot be removed, Olympus management – with the referee’s consent – may allow a player to participate, provided the earrings are fully covered with tape or bandage.

#### **B15-6: Under 6 Rules**

As Under 6 players have the most substantially modified rules of any age group, a separate section has been devoted to them.

1. **Field of Play**
  - a. U6 players play on a modified/shortened field of play more appropriate to their age and skill level.
  - b. Two Futsal goals are set up on the two Restart lines.
  - c. The Restart lines become goal lines for the duration of the match.
  - d. A smaller penalty area is drawn in front of each goal and denotes where the goal-keeper is permitted to handle the ball.
  - e. The ball can leave play over the goal line and will be retrieved by the referee for the appropriate restart.
2. **Restarts**
  - a. If the opposing team kicks the ball over the goal-line, play is restarted with the

ball in the goal-keepers hand. He/she may restart with a throw, a punt, a drop-kick or (at referee discretion) by placing the ball on the ground for a free kick.

- b. If the defending team kicks the ball over the goal-line, play is restarted with a corner kick. The referee will place the ball on the goal line on/near the appropriate hatch-marks to allow the kicker room to kick the ball. Play cannot restart without a referee whistle.

### 3. Rules of Play

- a. Each team is allowed five players on the field, including the goal-keeper.
- b. A team must be able to field at least four players (including GK) to play the match.
- c. A size 3 ball is used.
- d. Equipment requirements are unmodified.
- e. The referee may – at his/her discretion – decide to keep score without using the score-board, due to the high scoring nature of U6 play, the short duration of the game, and the desire to keep the game moving.
- f. All restarts are indirect.
- g. There are NO shoot-outs or penalty kicks at this age group.
- h. No blue cards/time penalties shall be assessed, and yellow/red cards are discouraged except for the most flagrant misconduct.