

## **INDOOR Soccer 2008/09, Sponsored by the AYSL**

### **Code of Conduct**

The Administrators and Team Officials must conduct themselves in such a manner as to set an example that if followed would enable every player to be a credit to the game.

### **League Standings**

1. Records of games may be kept in the spirit of competition.
2. Records will be kept for the sake of determining a champion or winning team.
3. It is important to remember that this is a recreational activity and that the purpose of the league is for enjoyment of the game and the promotion of soccer skills in game-like situations. The league will not rank teams, but it may post the scores of the games.

### **Clubs & Team Responsibilities**

4. All teams wishing to play in the AYSL Indoor League **must** be duly registered with the League and must pay the prescribed fees.
5. A team may register and play up to ten (10) players. If more than 10 players are requested on a team, please contact the Indoor executive for approval.
6. A player can only play for one (1) team. In the event that a team is short players, the coach may request special permission from the Indoor executive to play a player from another team. This would be a special situation, determined on a case by case basis.
8. Lateral movement of players between teams in the same "age division" shall **NOT** be permitted.
9. A player must be in possession of all the documents required by the AYSL.
10. All teams must accept and play any player that the AYSL adds to the team. This is done to encourage fair play and to help build a soccer community.
11. If a player's name appears on the game sheet, then he/she is considered to have played in that game. Only the players and officials named on the game sheet shall be permitted to play and stay on the bench.
12. Number of players allowed on the playing field. Each team will play with a maximum of five (5) field players and one (1) keeper, for a total of six (6) players. These numbers may decrease as prescribed by the board and/or executive of the indoor soccer league. Division One plays with 3 players. Division Two plays with 4 players plus a keeper.
13. The minimum number of players required on the field of play is four (4) for divisions III and above.

14. Teams are expected to play only the players that are on their rosters. If a change needs to be made, please contact the Indoor Coordinator and make any necessary arrangements. Please understand that not all requests may be honored, and only the requests that affect the least number of participants will be considered.

### **Team Colors and Uniform**

15. All players must wear indoor shoes or tennis shoes: no black soles and no cleats. Every player must wear shin guards and socks that cover the shin guards.

- A) Players who wear glasses must use athletic sports goggles (metal frames are not permitted).
- B) Players should wear white t-shirts to each game. Colored practice vests will be provided to distinguish teams.
- C) Teams that wish to register their own colors must contact the AYSL coordinator and receive prior approval before dressing in any color other than white.

### **League Structure**

16. The age divisions will be provided for each major and minor age group as per AYSL rules provided that number of teams registered will support the division. A minimum of 3 teams will constitute a division.

- A) Division One- 3 field players, small pug goals, 9 minute quarters, no keeper or designated defender.
  - a. On goal kicks the defenders must move to the half-line before attacking the ball
  - b. Coaches may put the ball in play from anywhere on the field for restarts
- B) Division Two- 4 field players, 1 keeper, 9 minute quarters, team must rotate the keeper at each quarter.
  - a. On goal kicks the defenders must move to the half-line before attacking the ball
- C) Division Three- 5 field players, 1 keeper, 18 minute halves; team must rotate the keeper at each half.
- D) Division Four- 5 field players, 1 keeper, 18 minute halves, no keeper restrictions.
- E) Division Five- 5 field players, 1 keeper, 23 minute halves, no keeper restrictions.
- F) Adult League- Rules and format to be determined by the teams playing. All teams must agree to a set of rules and adhere to them.

### **Rules of the Game, League and Cup Competition.**

17. All division V games will consist of two halves of 23 minutes each separated by a one-minute half time break. Divisions III and IV games will consist of two halves of 18 minutes each separated by a one-minute half time break. Division I and II games will consist of four quarters of eight (8) minutes each separated by a one-minute break.

18. All games must start promptly and not later than five minutes after the scheduled kick off time. No further grace period will be given to a late-arriving team. **All games that start late will end at their scheduled times.**

19. The visiting team kicks off. The ball may be kicked in any direction, forward, backward or sideways to start the game. The visiting team is listed second on the schedule.

20. If the game is tied after the full game is played, then the score will remain as stands.

### **Substitutions**

21. Teams can substitute on the “fly” at all times including the goalkeeper for whom the referee must be notified. Play will only be held up for substitution at restart because of a goal or an injury.

22. The referee may stop the time at his/her discretion otherwise the clock will be running at all times.

23. Player leaving the field of play must be within the touchline nearest to his/her bench area. Failing to do so will result in “too many players” on the field and a minor penalty of two minutes will be given to the incoming player. All players must enter and exit from their bench area.

### **Ball Size**

24. The League shall provide the match ball which will be properly inflated and conform to the stipulated futsal ball.

### **Ball out of play**

25. The ball is out of play when:

- A) it hits the wall above the bleachers or hits the top side of the bleachers.
- B) it hits the lights or any part of the ceiling.
- C) it completely crosses the endline of either goal.
- D) it stops or slows down next to the side exit doors.
- E) any time the referee determines that it is in a dangerous position and is best left up to a restart.
- F) It crosses the sidelines as per FIFA regulations.

26. All restarts are indirect (except the penalty kick) and begin:

- A) At the side lines- kicked in by the opponents of the player who last touched the ball
- B) at a corner- kicked in by the attacking team
- C) at a goal kick- by placing the ball on the ground within the goal area and kicked into the field of play by the defending team.
- D) Goalies may not punt the ball. The goalie must distribute the ball to a player on his own half either by throw on ground pass. The goalie may not send the ball passed his own half, unless it is in a position to be played by another player either at the half-line or on the keeper's side of the half.

27. There will be no offside or three-line rule.

### **Fouls & Misconduct**

28. The rules of fouls and misconduct are the same as Outdoor penal offences and technical offences but with one additional change. SLIDE TACKLES ARE NOT ALLOWED.

29. If a player receives two (2) caution (yellow) cards in a game it will be equal to an ejection (red) card and the player will immediately retire from the team bench and be subject to an automatic game suspension from the next league game. Teams will play shorthanded for a duration of five (5) minutes for this penalty.

30. A goal cannot be scored directly from a kick off, corner kick or a goal kick.

31. Any indirect free kick awarded to the attacking team occurring inside the penalty area will be taken from any point on the line of the penalty area.

32. Referees may assess a two-minute penalty for an offense, a caution (yellow) card, or both. Teams will play short handed for the duration of the penalty time issued.

33. If in the opinion of the referee an offence committed in the penalty area is serious, the referee may award a penalty kick PLUS a two minute or five minute penalty.

### **Penalties**

34. Penalty times are awarded in the following manner:

- A) Referee discretion - two minutes
- B) Caution (yellow card) - two minutes
- C) Ejection (second yellow card) - five minutes
- D) Ejection (red card) - five minutes.

35. Only two players from each team can be serving penalties at any one time. Any others must continue to play until the team's first penalty expires, then this player must retire to the penalty box.

36. In the case of an ejection that causes the team to have less than the minimum number of players on the field, the penalized team will forfeit the game and the opposing team will be awarded the game by a score of 3-0.

37. Offsetting major penalties will require that both teams play shorthanded for the duration of the penalty time.

### **Delay of the game**

38. If in the opinion of the referee a player is deliberately delaying the game, the referee may award a caution (two minute penalty) for: taking more than six (6) seconds to put the ball back into play from a free kick or for failing to respect the required distance (10 feet) from the ball on a free kick.

39. Another player on the field of play may serve a time penalty for a goalkeeper. The time penalty does not expire if a goal is scored.

40. In the event of an "ejection/dismissal" an alternate player may not serve time in the

penalty box. The penalized team will play shorthanded for the duration of the time penalty (five minutes).

### **Bench**

41. Anyone who leaves the team bench and enters the field of play during an altercation will receive an automatic caution (two minutes or more) at the referee's discretion. Only registered team players and officials (coach, asst. coach, and manager) are allowed on the team benches but their names must be recorded on the game sheet.

42. Spitting is never permitted, ever.

### **Discipline**

43. All discipline matters will be dealt with in accordance with the AYSL rules and regulations. Ex. First red card- one game suspension, second red card – two game suspension etc.

### **Postponements and rescheduling**

44. Coaches and team officials are not permitted to postpone or reschedule any games under the jurisdiction of the AYSL.

45. It is the League's general policy to adhere to the schedule as printed.

46. ONLY the Indoor Soccer League Coordinator will reschedule games due to unforeseen cancellations or other serious matters.

### **Dropouts**

47. Should any team drop out of the League, all games played by that team shall be declared null and void in the League standings.

### **Protests, Disputes and appeals**

48. No protests will be accepted. All complaints, comments, and requests must be forwarded to or addressed to the Indoor Coordinator. However, for the sake of the children, we ask that negative remarks remain unspoken unless they will be beneficial to every child in the league. Game play is supposed to be fun. Let's keep it that way.

### **Referees**

49. The Referee Coordinator shall appoint referees in all games. If no qualified referee is available, the Indoor executive will find a suitable replacement. No protests will be allowed.

50. Referees shall be suitably attired. Referees shall meet the minimum certifications required by Recreational League Standards as noted by the Ashland Youth Soccer League.

51. Referees shall keep a record of the game, time, score and goal scorers. These stats along with the game sheet shall be forwarded to the Indoor Coordinator at the end of the game.

52. The referee shall report any action detrimental to the game in writing to the Indoor Coordinator.

### **Serious Misconduct**

53. Violence of any nature does not have a place in soccer. The AYSL Indoor League Executive will adopt a zero tolerance attitude.

54. Any game not completed due to any type of serious misconduct, such as violent conduct, fighting, assaults or spectator problems may lead to the guilty team being removed from the league for the rest of the season.

### **Other Matters**

55. Any situation not covered by the AYSL rules or Indoor League rules may be discussed and ruled upon by the Indoor Executive committee and shall be decided as per the Constitution of the Association.

56. The foregoing rules and regulations may be changed at any time by a majority vote of the Indoor League Executive or by AYSL board members.