

Aurora Minor Soccer League

Full Field Indoor Soccer Rules

These rules will be utilized when indoor soccer is played using the full field surface of either of the pitches in the Fieldhouse. Elements of these draft rules are derived from the 2010 Arctic Winter Games rules and the Indoor Soccer rules of the Alberta Soccer Association. (Effective October 2012)

1. **Teams:** The game is played by 2 teams each consisting of 6 players, one of whom shall be the goalkeeper.
2. **Players' Equipment:** The equipment consists of a shirt (numbered), shorts, shin guards, stockings pulled over the shin guards, and indoor soccer shoes or non-marking gym shoes. Each team must wear a different colour shirt. Each goalkeeper must wear a colour different shirt from the playing teams, other goal keeper and the referee, to enable clarity of player recognition.
3. **Ball:** FIFA approved size 5 indoor ball.
4. **Referee:** A referee shall officiate each game, enforce the rules and decide any disputed point. His/her decision on matters connected with the play is final. The referee shall complete the game sheet at the end of each game, and report, in writing, to the Executive any disciplinary incident arising during the game, even if the game was abandoned.
5. **Timekeeper:** While the referee is the sole official arbiter of time, a timekeeper may be appointed to maintain an unofficial time for the information of players, coaches and spectators.
6. **Duration of Game:** Each game consists of two equal 20 minute halves with a 5 minute half-time. Teams switch ends at halftime. In the event of the game being shortened before it has started, both coaches will need to be consulted and agree. The referee may, in his or her discretion, add time for time lost through accident or otherwise. Time shall be extended to permit a penalty kick being taken at or after the expiration of either half.
7. **Start of Play:** A coin toss before a game determines choice of ends and kickoff. The team winning the toss chooses which end of the field to commence play. The team losing the toss shall take the kick off.

After the referee has given the signal, the game is started by a player moving the ball from the centre mark. Every player of the opposing team must remain not less than 15 feet from the ball until it has moved. The kicker shall not kick the ball intentionally at a player or group of players of the opposing team (this will be considered unsportsmanlike behavior and can result in a caution to the player). The ball is in play once it moves. The kicker may not play the ball a second time until another player has touched it. A goal may not be scored directly off the kickoff; it must first be touched by a player other than the kicker.

After the half time intermission, the teams switch ends and a player of the opposing team restarts play with a kickoff.

After each goal that is scored, a player of the team surrendering the goal restarts the game with a kickoff.

8. **Ball in and Out of Play:** The ball is out of play:
 - a) when it contacts the ceiling or the netting attached to the perimeter boards or end boards, or where there is no netting, when it passes over the boards;
 - b) when a goal is scored;
 - c) when it otherwise leaves the field of play; or
 - d) when the referee has stopped the game.

The ball is in play at all other times during the game including:

- a) when it rebounds from the perimeter or end boards below the netting, goalposts, crossbars, or goal supports into the field of play. The perimeter and end boards are considered part of the field of play;
- b) when it rebounds off the referee while he or she is in the field of play.

If the game has been stopped, but no offence has occurred (i.e. due to an injury), it shall be restarted by the referee dropping the ball at the place where the ball was located when play was stopped, but no closer than 15 feet from a goal area.

9. **Scoring:** A goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been thrown or propelled by the hand or arm of an attacking player, except in the case of the attacking goalkeeper throwing the ball from within his/her own goal area.

10. **Offside:** There are no offsides in AMSL.

11. **Free Kicks:** When a player is penalized, and a direct free kick or indirect free kick is awarded, the opposing team will kick the ball from the place where the offense occurred, but no closer than 15 feet from the goal area. For an indirect free kick, another player must touch the ball before a goal can be scored. During a free kick, all defending players must stand at least 15 feet from the ball.

Free Kick Fouls

- a) A player who intentionally commits any of the following offences is penalized by the award of a direct free kick to the opposing team.
 - 1) kicking or attempting to kick an opponent;
 - 2) tripping or attempting to trip an opponent (i.e. using one's legs to throw an opponent or stopping in front of or behind the opponent);
 - 3) jumping at an opponent;
 - 4) charging an opponent in a violent or dangerous manner;
 - 5) spitting at an opponent;
 - 6) striking or attempting to strike an opponent;
 - 7) holding an opponent with a hand or arm;
 - 8) kicking the ball directly at an opponent on a kickoff;
 - 9) handling the ball (i.e. intentionally carrying, or propelling it with his or her arm, other than in the case of a goalkeeper within his/her goal area);
 - 10) entering the goal area to seek unfair advantage (in interpreting this offence the ball is considered the goalkeeper's ball when it is wholly over the goal area line).
- b) A player who commits any of the following offences is penalized by the award of an indirect free kick to the opposing team:
 - 1) kicking, or being the last player to touch, a ball that hits the ceiling or the netting attached to the perimeter or end boards or that passes over the boards (the free kick is awarded at, or in line, where the ball went out of play);
 - 2) placing his or her hand on the perimeter or end boards to gain unfair advantage (i.e. to push off);
 - 3) playing in a manner considered dangerous by the referee (i.e. attempting to kick the ball while it is held by the goalkeeper);
 - 4) charging an opponent (i.e. pushing with the shoulder when the ball is not within playing distance of the players concerned and the offender is not playing the ball);
 - 5) when not playing the ball, intentionally obstructing an opponent (i.e. inserting oneself between the opponent and the ball, or interposing one's body so as to form an obstacle to an opponent);

- 6) when playing as goalkeeper, engaging in tactics designed merely to hold up the game, and so give an unfair advantage to his or her team by wasting time;
 - 7) making a sliding tackle;
 - 8) obstructing the goalkeeper within his/her goal area from releasing the ball into play.
- c) The referee may stop the game, caution (yellow card) a player and award a free kick to the opposing team for any of the following offences:
- 1) persistently infringing the rules of the game;
 - 2) showing, by word or action, dissent from any decision of the referee;
 - 3) unsportsmanlike conduct;
 - 4) delaying the start or restart of play;
 - 5) failing to respect the required distance on a free kick.
- d) The referee may stop the game, eject (red card) a player from the game, and award a free kick to the opposing team for any of the following offences:
- 1) engages in violent conduct or serious foul play;
 - 2) uses foul or abusive language;
 - 3) persist in misconduct after having received a caution.

A player who is ejected from the game must leave the field of play, including the coaching area. The referee may, in his/her discretion, refer an ejection to the Executive for consideration of further discipline.

12. Penalty Kick: A player of the defending team (other than the goalkeeper) who enters the goal area to seek unfair advantage shall be penalized by the award of a penalty kick to the opposing team.

A penalty kick shall be taken from a penalty mark 25 feet from the goal line. All players except the kicker and the goalkeeper must be behind the ball and at least 15 feet away from the penalty mark. The goalkeeper must have his or her feet on the goal line until the ball is kicked. If an encroachment is caused by the defending team, the following results:

- a) if a goal is scored, it stands;
- b) if the goal is missed, the kick is retaken.

If an encroachment is caused by the attacking team, the following results:

- a) if a goal is scored, the kick is retaken;
- b) if the goal is missed, play continues.

13. Substitution: Substitutions are allowed during a stoppage in play. If the process of entering/leaving the field of play causes undue delays, the referee may stop time during substitutions and warn the coach. Substitutions may not be used as a tactic to delay the play of the game. The coach must wait until play has been stopped with possession to that team, or the other team is making such a substitution.

Substitutes may enter the playing area "on the fly" so long as the player leaving the game is within 5 feet of the team bench; the replacing player may not enter the field of play before this. A substitute or departing player shall not "go over the boards". Any violation of this rule will result in the award of an indirect free kick to the opposing team, to be taken from at any spot along its opponent's "defensive" line.

A goalkeeper may not be substituted for a penalty kick, except in the case of injury, but may be substituted during a stoppage in play. Whenever a goalkeeper is being replaced, the referee must be informed beforehand.

14. **Three-Line Violation:** A Three-Line violation occurs:

- i. when the ball touches or is played by a player in his own defensive zone, including the goalkeeper, and
- ii. the ball completely crosses all three lines in the air without touching an opposing player, the referee, the field of play, the touch walls or goal wall in the defensive zone from which it was kicked.

For a three-line violation, the referee awards an indirect free kick to the opposing team to be taken from the place where the ball crossed their opponent's defensive line.

15. **Ball Rebounding Off Goalkeeper:** If the ball rebounds off the goalkeeper and contacts the ceiling or the netting attached to the perimeter or end boards, a free kick shall be awarded to the attacking team from the corner spot closest to the point the ball left the field of play.

16. **Goalkeeper Returning Ball Into Play:** After the goalkeeper has picked up the ball within his/her goal area during play, he/she shall return the ball into play within 6 seconds. They may not delay the restart of play when returning the ball in the event of a goal kick. The goalkeeper may drop the ball from his/her hands inside the goal area and play it with his/her feet, or he or she may roll the ball outside the goal area and play it with the feet. Once the ball has left the goal area it is deemed in play, where any player can play the ball.

The penalty for taking too much time to put the ball back into play is the award of an indirect free kick to the opposing team. The goalkeeper may not play the ball out of his/her goal area, then bring it back into his/her goal area. This is deemed unfair play and will result in an indirect free kick to the opposing team.

AMSL Zero-Tolerance Policy

The Aurora Minor Soccer League (AMSL) Board of Directors has adopted a zero-tolerance policy. The purpose of this policy is to promote mutual respect, fair play, and cooperation and encourage good sportsmanship throughout the league. The goal is to eliminate verbal abuse and maintain a safe physical and respectful social atmosphere for all players, coaches, referees, and spectators. All AMSL players, coaches, referees, parents and spectators are required to follow the following rules of behaviour to ensure the zero-tolerance policy is effective:

- 1) Do not show disrespect to any players, coaches, referees and/or spectators by word or gesture.
- 2) Accept decisions of game officials (referees and coaches) as fair and called to the best of their abilities.
- 3) Refrain from using any physical or verbal intimidation or abuse and/or profane language at any AMSL event.
- 4) Do not bring any alcoholic beverages or use any illegal substances during soccer activity.
- 5) Do not interfere with the coaches before, during or after games and/or practices.

Any violation of this policy could result in the following actions:

- 1) Immediate ejection from the field of play (including the coaching area).
- 2) If the person fails to leave upon request, play will be suspended or cancelled.
- 3) A suspension will be imposed with the potential for expulsion from the league, if required.
- 4) If warranted, the RCMP will be called and charges will be laid.

The Soccer Referee

The referee ensures that competitors play fairly and in accordance with the rules of the game for the safety and well-being of the players. Effectively performs his/her duties in an unbiased manner.

Powers and Duties of the Referee

- 1) Enforces the Rules of the Game as set out by the League or Tournament
- 2) Ensures that the players' equipment meets the requirements:
Mandatory equipment is shin guards, jersey, shorts, socks and footwear. (Leagues usually allow alternate t-shirts, sweatpants, wind pants, but always check for those mandatory shin guards under the pants) players shall not use equipment or wear anything dangerous to themselves or others, including jewellery or watches. (Prior exceptions not posing a hazard include breakaway necklaces, hair clips, bobby pins, stud earrings, cloth bracelets, and medical bracelets). The referee has the power to refuse a player to participate in the game, should he feel the player does not have appropriate equipment.
- 3) Acts as the only timekeeper and keeps the official score of the game.
- 4) Stops the game for any infringement of the laws.
- 5) Stops or if necessary, suspends the game for outside interference of any kind.
- 6) Ensures that no one enters playing area without the referee's permission.
- 7) If a player is injured slightly, allows play to continue until the ball goes out of play.
- 8) If a player is injured seriously, stops the game and ensures the player receives medical attention from their coach and is removed from the player area only when it is safe to do so.
- 9) Ensures that any player bleeding leaves the field of play until the bleeding has stopped or is properly covered up. The player can return to the game with the referee's permission once the ref is satisfied that the bleeding has stopped.
- 10) Allows "advantage" when the team of the player who has been "fouled" will benefit from continuing play. If there is no advantage (or the referee is not comfortable with applying "advantage") the referee will stop play and award a "free kick".
- 11) Restarts the game after it has been stopped.
- 12) Punishes the more serious offence when a player commits more than one offence at the same time.

- 13) Takes action against coaches who fail to conduct themselves, their team, or their fans in a responsible manner. If necessary, a youth referee can seek the aid of an adult (the other coach) or suspend the game and contact the League.
- 14) Reports to the league or tournament organizers the information needed for a Match Report concerning any disciplinary actions taken by the referee against players, coaches, or other persons. This includes incidents that happen before, during or after the game.

Decisions of the Referee

The decisions of the referee are final. However, a referee may change a decision realizing that it is incorrect, or at his/her discretion, on the advice of another person, **provided play has not been restarted.** The Referee may require adjustments to be made to the field of play for player safety. For instance, some equipment or bleachers may be improperly stored. Coaches should be called upon to help the referee to fix these matters of safety. **The referee makes the final decision regarding equipment and clothing used by players. If players are unable to comply, they cannot play.**

Referees must:

- 1) Arrive at the game early, with watch, whistle, coin, paper and pencil, yellow and red cards and wearing a shirt (preferably black) that clearly distinguishes them from the players of both teams.
- 2) Ensure the game starts on time. If a game is delayed for unforeseen reasons (example – locked doors) the referee must shorten the halves so as to end on time and inform the coaches of the change.
- 3) A delayed game should not be permitted to interfere with the next game if another game is to follow.
- 4) Ensure each game is played for the correct number of minutes.
- 5) Keep up with the play and always be in the best position to judge infractions. Any play near the goal crease and the ball crossing the goal line are most critical.
- 6) Keep track of score by recording each goal on paper. The League does not require the number of the player who scored.
- 7) Keep track of cautions and offences. This means the referee should write down the player's name and the team in order to report the incident.

Reporting Scores, Incidents and/or Cards

If possible please submit your scores within 48 hours. Include your name, phone number, e-mail address as well as all of the game information required. If referees do not report the score or report late, they may not get paid for that game

Report all disciplinary cards and incidents to the League within 24 hours. Adult referees should submit a *Player Misconduct Report*. A youth referee should contact an adult who will write up a report on their behalf.

The League or Tournament must provide a contact person, preferably an experienced referee, and have a disciplinary process in place.

Referee Evaluations

Evaluations are an excellent way to correct deficiencies. Referees will be evaluated against the powers, duties and conduct as outlined above. Results of any evaluation will be provided to the referee for future development.