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## **INDOOR LAWS OF THE GAME**

REVISION – NOVEMBER 2013

**UNLESS OTHERWISE STATED HEREIN ALL FEDERATION INTERNATIONALE DE FOOTBALL ASSOCIATION (FIFA) LAWS OF THE GAME, UNITED STATES SOCCER FEDERATION (USSF) RULES AND MASSACHUSETTS STATE REFEREE COMMITTEE (MSRC) RULES APPLY.**

### **1.0 LAW 1 – THE FIELD OF PLAY**

- 1.1 Matches shall be played on an artificial turf surface according to the rules of the competition.
- 1.2 The field of play (pitch) shall be rectangular with rounded corners.
  - 1.2.1 The pitch shall be divided into two halves by the halfway line.
  - 1.2.2 The center mark is indicated at the midpoint of the halfway line. A center circle is marked around the center mark.
- 1.3 Between the halfway line and each goal line shall be a red line.
- 1.4 Goal/Crease area: Each goal shall be outlined in red, recessed into the wall, and have a goal line.
  - 1.4.1 Two lines are drawn at right angles to the goal line and extend into the field of play. A line drawn parallel with the goal line joins these two lines. The area bounded by these lines and the goal line is the goal/crease area.
- 1.5 Penalty area: Two lines are drawn at right angles to the goal line and extend into the field of play. A line drawn parallel with the goal line joins these two lines. The area bounded by these lines and the goal line is the penalty area.
  - 1.5.1 Within each penalty area, a penalty mark is made from the midpoint of the goal.
  - 1.5.2 A penalty circle is drawn around the penalty mark.
- 1.6 On both sides of the goal and equidistant from the goal shall be the corner marks inside the field of play.
- 1.7 Walls (barricades), consisting of wood, plexiglas and netting, are used to surround the playing area.
  - 1.7.1 Doors are provided at each team area.

## **2.0 LAW 2 – THE BALL**

- 2.1 The size of the ball shall be age appropriate and provided by the facility.
- 2.1.2 U-14 and older the ball shall be size 5.
- 2.1.3 U-10 and U-12 the ball shall be size 4.

## **3.0 LAW 3 – THE NUMBER OF PLAYERS**

- 3.1 A match is played by two teams, each consisting of not more than six (6) players, one of whom must be the goalkeeper.
  - 3.1.1 U-10 and U-12 matches: each team shall consist of not more than seven (7) players, one of whom must be a goalkeeper.
  - 3.1.2 Teams must have a minimum of four (4) players to start the match. If a team does not have the required four (4) players at game time, than the opposing team can accept the forfeit win. The opposing team may also select the option of waiting for the remaining players to arrive on the field of play to play the competitive match. The referee will start the game clock on time. The opposing team shall have until the ten (10) minute mark of the first half to decide if the match is/is not to be played.
  - 3.1.3 If any team falls below the four (4) -player minimums, for any reason, the match shall be abandoned.
- 3.2 Substitutions are unlimited and are allowed to be done “on the fly” at any time.
  - 3.2.1 The referee does not have to be informed of a goalkeeper change.
  - 3.2.2 Substitutes cannot enter the field of play until the player leaving the field of play is within three (3) yards of the team’s door. If the substitution process disrupts play, a direct free kick restart will be awarded to the opposing team.
  - 3.2.3 Any player entering or leaving the field of play by jumping over the barricade shall be awarded a two (2) minute penalty by the Referee.
- 3.3 Any team actively playing with too many players may, at the discretion of the Referee, be awarded a two (2) minute penalty.
- 3.4 The coach must submit his/her team roster to Soccer etc. no later than 6 pm on the third Friday of the session. Game points may, at the discretion of Soccer etc., be deducted from the team’s game points for the late submission of a team roster.
  - 3.4.1 Players must be on one (1) team roster only per division.
  - 3.4.2 All players must have a signed release form and be on a team roster with Soccer etc.
  - 3.4.3 The team coach may revise his/her team roster up to 6 pm on the sixth Friday of the session. Team rosters are than frozen until the last playoff game of that session.
- 3.5 A coach has the right to challenge the eligibility, registration and /or suspension of a player on an opposing team prior to the start of the match. If it has been determined that the player is ineligible, unregistered and/or suspended than the player will not be allowed to play in that match.
  - 3.5.1 If the coach challenges the eligibility, registration and/or suspension of a player on an opposing team after the match has been played than the procedures in 22.0 PROTESTS must be followed.
- 3.6 Only team players and their coaches (2 coaches per team) are allowed in the team area.

#### **4.0 LAW 4 – THE PLAYERS’ EQUIPMENT**

- 4.1 A player must not use equipment or wear anything that is dangerous to him/herself or another player.
- 4.1.1 All jewelry, including all items around the wrists, is not allowed for all youth teams. No hard items in the hair.
- 4.1.2 The basic compulsory equipment of a player comprises the following separate items: Jersey, Shorts, Stockings, Shinguards, and Footwear.
- 4.1.3 Footwear with cleats is only allowed on the main field of play.
- 4.1.4 Shinguards are to be covered entirely by the stockings.
- 4.2 The coach is responsible for checking each player on the team to assure that all players are legally and properly equipped.

#### **5.0 LAW 5 – THE REFEREE**

- 5.1 Each match is controlled by a referee or referees who shall have full authority to enforce the rules of the competition in connection with the match to which the referee(s) has been appointed.
- 5.2 The decisions of the referee regarding facts connected with play, including whether or not a goal is scored and the result of the match, are final.
- 5.3 The referee acts as timekeeper. No other person is allowed to touch or operate the game clock during the match unless otherwise verbally instructed by the referee.

#### **6.0 LAW 6 – THE ASSISTANT REFEREES**

- 6.1 The duties of the Match Official are to assist the referee in the control of the game in the following areas:
  - 6.1.1 Act as the timekeeper.
  - 6.1.2 Control of the substitution procedure.
  - 6.1.3 Check the equipment of all the substitutes entering the field of play.
  - 6.1.4 Ensure that a player sent from the field of play by the referee, to replace any missing or defective equipment is checked before being allowed back on to the field of play.
  - 6.1.5 If a player has been sent from the field of play by the referee to have a blood injury treated that the bleeding has stopped before that player is allowed back on to the field of play.
  - 6.1.6 Keep a record of the match details.
  - 6.1.7 Act as the timekeeper for any player who has a temporary suspension from the game.
  - 6.1.8 Report to the referee any misconduct by any of the team players or officials in the technical/bench/substitute area.
  - 6.1.9 Carry out any other duties as requested by the referee.

#### **7.0 LAW 7 – THE DURATION OF THE MATCH**

- 7.1 The duration of the match shall be divided into two (2) equal periods of twenty-five (25) minutes. The clock will be running time. No overtime for tied games.
- 7.2 The game clock will start ON TIME, even if one or both teams are not prepared to play.
- 7.3 The duration of either half shall be extended to enable a penalty kick to be taken.

- 7.4 If a defensive foul or misconduct has been committed at the end of the match the referee, at his discretion, may add time on up to a maximum of ten (10) seconds. The referee will keep the allowance for time.
- 7.5 The length of the half-time interval will be determined by the referee.
- 7.6 There is no predetermined warm up times. Players may do their warm ups in the designated warm up area prior to the start of the match.

## **8.0 LAW 8 – THE START AND RESTART OF PLAY**

- 8.1 The referee(s) shall determine which team takes the kick off at the start of the match. The opposing team takes the kick off to start the second half of the match.
- 8.2 A kick off is a way of starting or restarting play:
  - At the start of the match.
  - After a goal has been scored.
  - At the start of the second half of the match.
- 8.2.1 Kick offs may go in any direction.
- 8.3 A goal may be scored directly from the kick off.
- 8.4 The kicker may not touch the ball a second time until it has been touched by another player.
- 8.4.1 A direct free kick is awarded to the opposing team to be taken from the place where the infringement occurred.
- 8.5 A dropped ball is a method of restarting play when, while the ball is still in play, the referee(s) is/are required to stop play for any reason.
- 8.6 Play will be stopped by the referee(s) when the ball, that is kicked, travels in the air over the two (2) red lines without being touched by another player.
- 8.6.1 A direct free kick restart will be awarded to the opposing team one (1) yard from the barricade at the offender's red line.
- 8.7 Play will be stopped by the referee(s) when the ball that is thrown by the goalkeeper, travels in the air over the halfway line without being touched by another player.
- 8.7.1 A direct free kick restart will be awarded to the opposing team one (1) yard from the barricade at the offender's red line.
- 8.8 Play will be stopped by the referee(s) when the goalkeeper punts the ball. A drop kick is not considered a punt.
- 8.8.1 A direct free kick restart will be awarded to the opposing team at the top of the offending team's penalty circle.
- 8.9 Play will be stopped, at the discretion of the referee, when a player uses both hands for leverage on the barricade.
- 8.9.1 A direct free kick restart will be awarded to the opposing team at the location of the infraction.

## **9.0 LAW 9 - THE BALL IN AND OUT OF PLAY**

- 9.1 The ball is out of play when:
  - It has wholly crossed the goal line whether on the ground or in the air.
  - The referee stops play.

When the ball hits the ceiling, goes over the barricade, lands in the netting and/or travels along the top of the barricade where the netting is attached to the barricade.

- 9.2 The ball is in play at all other times including when:  
It rebounds from the barricades and remains in the field of play.  
It travels along the top of the teams barricade without being touched by anyone in the team areas.  
It rebounds from the referee(s) when they are on the field of play.
- 9.3 When the ball hits the ceiling between the red line and the goal line, play is stopped, and the team opposing the one that most recently touched the ball is awarded a direct free kick at the red line nearest the point where the ball hit the ceiling.
- 9.4 When the ball hits the ceiling between the red lines, play is stopped, and the team opposing the one that most recently touched the ball is awarded a direct free kick at the location where the ball made contact with the ceiling.

## **10.0 LAW 10 – THE METHOD OF SCORING**

- 10.1 A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, unless it has been thrown, carried or intentionally propelled by the hand or arm by a player of the attacking team.
- 10.2 No offensive player can be “in the crease”/goal area unless the ball is there first. Play will be stopped and a direct free kick will be awarded to the defensive team from anywhere in the goal area.
- 10.3 Adult leagues only: Two (2) point rule-Any team that scores a goal when it is shot from behind the red line will be awarded two (2) points. The entire ball must be behind the red line and must not touch another offensive player before entering the goal. The ball may touch a defensive player (goalkeeper included) before entering the goal.

## **11.0 LAW 11 – OFFSIDE**

- 11.1 There are no offside offenses.

## **12.0 LAW 12 – FOULS AND MISCONDUCTS**

- 12.1 Disciplinary Sanctions
- 12.1.1 The blue card is used to communicate that a player, substitute or substituted player has been given a two (2) minute penalty. The sanctioned player’s team will play shorthanded for the entire two (2) minutes unless they have been scored upon.
- 12.1.2 The yellow card is used to communicate that a player, substitute or substituted player has been given a five (5) minute penalty. The sanctioned player’s team will play shorthanded for the entire five (5) minutes.
- 12.1.3 The red card is used to communicate that a player, substitute or substituted player has been sent off. The sanctioned player’s team will play shorthanded for the entire five (5) minutes. The sanctioned player will receive a minimum one (1) game suspension. Any player receiving two (2) red cards in one (1) season will be suspended for the rest of the season.

- 12.1.4 The time of the penalty begins when the sanctioned player exits the field of play through the team door.
- 12.2 A player, substitute or substituted player that has committed a second blue card offense in the same match will be sanctioned with a yellow card.
- 12.3 Matching penalties: both teams will play shorthanded for the entire penalty regardless of number of goals scored.
- 12.4 Slide tackling/sliding is not allowed. Slide tackling/sliding includes knees coming in contact with the playing surface and playing the ball when the body is in contact (prone position) with the playing surface.
  - 12.4.1 Slide tackling/sliding to play the ball without endangerment to the opponent: Play will be stopped and a direct free kick will be awarded to the opposing team.
  - 12.4.2 Slide tackling/sliding: Play will be stopped, the player committing the offense will be sanctioned with a blue card and a direct free kick will be awarded to the opposing team.
  - 12.4.3 Any defensive player, excluding the goalkeeper, slide tackling/sliding within the defensive team's penalty area, play will be stopped, the player committing the offense will be sanctioned with a blue card and a penalty kick will be awarded to the offensive team.
- 12.5 Spitting is not allowed on the field of play or in the team area. The player committing the offense will be sanctioned with a blue card.
- 12.6 A player spitting at an opponent or any other person will be sanctioned with a yellow card.
- 12.7 A player using offensive, insulting or abusive (including profanity, taunting, instigating) language and/or gestures will be sanctioned with a yellow card.
- 12.8 Any player starting or being involved in an altercation (fighting) will be sanctioned with a red card. The player will also receive a minimum two (2) game suspension.
  - 12.8.1 If a player is sanctioned with a red card a second time for an altercation; the player will be suspended for the rest of the season.
- 12.9 Any team receiving three (3) red cards in one session will be ejected from the league.
- 12.10 Any team or player returning from any suspension will be considered on probation. If the team or player receives one (1) red card, that team or player is suspended for the rest of the season.
- 12.11 Soccer etc. reserve the right to review all incidents and to determine the final severity of the punishment.
- 12.12 Bicycle kicks are not allowed. If a player initiates a bicycle kick, play will be stopped and a direct free kick will be awarded to the opposing team.

### **13.0 LAW 13 – FREE KICKS**

- 13.1 All kicks are direct free kicks (DFK).
- 13.2 All direct free kicks must be put into play within five (5) seconds. At the discretion of the referee, if the DFK is not taken within five (5) seconds, play may be stopped and a direct free kick awarded to the opposing team.
  - 13.2.1 U-8, U-10 and U-12 teams only: Coaches may request a waiver of the five (5) second rule on their own DFK in order to make a substitution.

- 13.3 All defenders must be a minimum of five (5) yards from the ball in all directions on direct free kicks. The team taking the direct free kick does not have to request the proper distance. A defensive player committing the offense may be sanctioned with a blue card.
- 13.4 If any indirect free kick offense (dangerous play, etc.) and/or five (5) second violation is committed within the penalty area by the defensive team, play will be stopped and the opposing team will be awarded a direct free kick at the top of the penalty circle.

**14.0 LAW 14 – THE PENALTY KICK**

- 14.1 The ball must be placed on the penalty mark.
- 14.2 The player taking the penalty kick must be properly identified.
- 14.3 The defending goalkeeper must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked.
- 14.4 All players other than the kicker and the goalkeeper must be located behind the red line.

**15.0 LAW 15 – THE THROW-IN**

- 15.1 No throw-ins. Restarts will be a direct free kick.
- 15.2 When the ball is touched by any player/coach as it travels on top of the barricade in the team areas, goes over the barricade, lands in the netting and/or travels along the top of the barricade where the netting is attached to the barricade between the home team’s corner mark and the visiting team’s corner mark, play is stopped, and the team opposing the one that most recently touched the ball is awarded a direct free kick restart one (1) yard from the barricade nearest the point where the ball left the field of play.

**16.0 LAW 16 – THE GOAL KICK**

- 16.1 A goal kick is awarded when the whole of the ball passes over the barricade and into the netting between the corner marks on both sides of the goal last touched by a player of the attacking team.
- 16.2 The ball is in play when it is kicked beyond the penalty area into the field of play.

**17.0 LAW 17 – THE CORNER KICK**

- 17.1 A corner kick is awarded when the whole of the ball passes over the barricade and into the netting between the corner marks on both sides of the goal last touched by a player of the defending team.
- 17.2 A goal may be scored directly from a corner kick, but only against the opposing team.

**18.0 GOALKEEPER**

- 18.1 The goalkeeper has five (5) seconds to put the ball back into play after gaining possession and control of the ball.
- 18.2 Play will be stopped by the referee(s) when the ball that is thrown by the goalkeeper, travels in the air over the halfway line without being touched by another player.
- 18.2.1 A direct free kick restart will be awarded to the opposing team one (1) yard from the barricade at the offender’s red line.

- 18.3 Play will be stopped by the referee(s) when the goalkeeper punts the ball.
- 18.3.1 A direct free kick restart will be awarded to the opposing team at the top of the offending team's penalty circle.
- 18.4 A drop kick is not considered to be a punted ball. The ball that is drop kicked by the goalkeeper may go over the midfield line.
- 18.5 The goalkeeper may slide tackle/slide in the penalty area only. If any part of the goalkeeper's body leaves the penalty area, play will be stopped, and a direct free kick restart will be awarded to the opposing team at the location where the infringement occurred.
- 18.6 The goalkeeper may not dribble the ball into the penalty area and pick the ball up. Play will be stopped and the opposing team will be awarded a direct free kick restart at the top of the penalty circle.
- 18.7 No opposing player shall approach or obstruct the goalkeeper at any time until the goalkeeper has completed the drop kick or throw in.
- 18.8 The goalkeeper will not serve any two (2) minute penalty, however the team will be one (1) player short for the blue card infraction. The goalkeeper will serve a yellow card or a red card penalty.

## **19.0 TOWN TEAM/CLUB TEAM**

- 19.1 A team is considered a town team when the team has no more than two (2) out of town players.
- 19.2 A team is considered a club team when the team has more than two (2) out of town players.
- 19.3 A club team will be required to play at one (1) age level above their age group (U-11 club team plays in the U-12A division, U-12 club team plays in the U-14 division).
- 19.4 Club or Division 1 players may only play in the age appropriate division level (Division 1 U-12 senior player can only play in the A Division).

## **20.0 PLAYOFF RULES**

- 20.1 Game points shall be awarded as follows:
  - 3 points for a win
  - 1 point for a tie
  - 0 points for a loss
- 20.2 Game point ties will be broken in the following order:
  - Head to head competition
  - Fewest goals allowed
  - Net goal differential (maximum 5 goals per game)
  - Most defensive shutouts
  - Coin toss
- 20.3 If a game ends in a tie during a semifinal or final match only, there will be kicks taken from the penalty mark by three (3) players from each team. Any three (3) players from each team may take the kick from the penalty mark, which includes the goalkeeper.
- 20.3.1 All nonparticipating players must remain in their respective team areas.

- 20.4 If, after both teams have taken three (3) kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken until one team has scored one (1) goal more than the other team from the same number of kicks.
- 20.4.1 Each team may select, in any order, the remaining players from the team area until all players have taken a kick from the penalty mark including the goalkeeper.
- 20.5 In the case of a suspension of play, all playoff tournament matches will be considered one (1) complete game.

## **21.0 DIVISION LEVELS**

- 21.1 When there are two (2) divisions (U-12A and U-12B) the following will occur:  
From Session 1 to Session 2
  - a. Last placed team in Division A, based on record, moves to Division B.
  - b. First placed team in Division B, based on record, moves to Division A.
- 21.2 Any team currently holding a spot in a specific age level will have the right to reserve that age level for the next session. Soccer etc. reserves the right to modify this rule as applicable to insure a competitive balance.

## **22.0 PROTESTS**

- 22.1 There are only two (2) acceptable causes for the protesting of a game after it has been played. They are:
  - 22.1.1 A team knowingly plays an unregistered, ineligible or suspended player within Soccer etc., or
  - 22.1.2 There has been an obvious error made in the application of the laws of the game and/or Soccer etc. rules that directly affects the outcome of the match and the referee admits it. The referee will have to have made a statement to this effect to the referee assignor for this to be heard by Soccer etc.
- 22.2 No protests will be entertained if they are based on judgment decisions made by the referee during play. Law 5- The Referee: "Each match is controlled by a referee who has full authority to enforce the Laws of the Game....The decisions of the referee regarding facts connected with play are final." A game cannot be protested because one coach, or both coaches, thinks the referee was unskilled.
- 22.3 All protests must be hand written and will not be accepted otherwise.
- 22.4 All protests must be received by Soccer etc. within twenty-four (24) hours of the protested game's completion. Soccer etc. decisions are final and there will be no appeals.

## **23.0 SOCCER etc. RULES**

- 23.1 No person will be allowed to coach more than one (1) team within the same division.
- 23.2 Use of soccer balls in designated areas only or they will be confiscated.
- 23.3 Absolutely no gum chewing within the Soccer etc. facility.
- 23.4 Soccer etc. reserve the right to review all incidents and determine the severity of the punishment.

- 23.5 Soccer etc. reserves the right to make changes to the above policies, at any time, in order to insure competitive balance and fair play in all leagues.
- 23.6 Soccer etc./Employees/Referees: Any type of assault, physical or verbal, spitting at anyone or to the property, by any individual on Soccer etc. premises, will be grounds for permanent suspension from the entire building and possible civil or criminal action.

## **FAIR PLAY – FIFA**

## **ITS JUST A GAME – SOCCER etc.**

**PLEASE REMEMBER: This is a private facility and is operated for the enjoyment of the game in all seasons. Although standings are kept, it is still considered to be noncompetitive. Emphasis should be put on learning the game, staying in shape and above all, having fun.**

**Thank You**

**Management & Staff**

**Soccer etc., ltd.**