

ARENA SOCCER RULES

Spring 2008

1. Official Rules:

- A. Scoring: A goal is scored when the entire ball goes completely over the outside edge of the goal line, under the crossbar and between the goal posts, while the ball is legally in play. Any player on a team may score goals, including the goalkeeper. Any team with a 10 or more point advantage will have their score blanked from the scoreboard.
- B. Three-Line Violation: A player is guilty of a three-line violation when he/she passes or last touches the ball across three lines in the air towards his/her opponents goal line without the ball touching another player, the perimeter wall or the referee between the red lines. The opponents will receive a free kick at the center white line. The "Three-Line Violation" does not apply to direct free kicks, and is at the discretion of the referee.
- C. Goal Area: The goal area is the blue area directly in front of the goal. Players may go in the goal area to save a goal or score a goal when the ball is in the goal area. Once the goalie has possession of the ball with his/her hands, the attacking team must vacate the goal area.
 - 1. The Pee-Wee league will use smaller goals (almost the size of hockey goals.)
 - 2. K-League and above will use the regulation size soccer goal.
- D. Ball out of play: The ball is out of play if a goal is scored, the ball goes over the perimeter wall, hits the basketball apparatus or the referee stops play. The clock stops when instructed by the referee. Play will be restarted at the referee's discretion, free kick, drop ball or kickoff.
- E. Goalies:
 - 1. Goal kicks may be played anywhere in the goal area behind the red line.
 - 2. Goalkeepers may not bounce the ball to themselves.
 - 3. If a teammate intentionally passes the ball to the goalkeeper, the goalie may not pick up the ball.
 - 4. The goalkeeper has five (5) seconds to release the ball back into play.
 - 5. If a goalkeeper gains possession of the ball outside of the goal area, he/she may not pick up the ball inside of the goal area until an opponent has touched it or play has been stopped.
 - 6. If a goalkeeper releases the ball into play, he/she may not pick it up again until an opponent has touched it or play has been stopped.
 - 7. When picking up the ball, apportion of one foot must remain inside the goal area. No punt or drop kicks allowed.
- F. Fouls and Misconduct:
 - 1. Fouls:
 - a. Kicking or attempting to kick an opponent.
 - b. Tripping or attempting to trip an opponent.

- c. An attempted slide tackle.
- d. Pushing an opponent.
- e. Holding an opponent, including jersey pulling.
- f. Deliberately handling the ball without the referee's permission.
- g. Bench misconduct – verbal abuse directed from bench to players on the field of play.

2. Misconduct:

a. Cautions (Yellow Card)

- 1. Unsportsmanlike conduct.
- 2. Dissent by word or action.
- 3. Delaying the restart of the game.
- 4. Obstructing a free kick or penalty kick.
- 5. Kicking the ball when in the goalkeeper's hands.
- 6. Entering or reentering the field of play without the referee's permission.
- 7. Deliberately leaving the field of play without the referee's permission.

b. Sending off (Red Card)

- 1. Intentional violence.
- 2. Spitting at an opponent.
- 3. Using offensive, insulting, or abusive language.
- 4. Receiving a second yellow card.

3. Penalties:

- a. Fouls and cautions receive a penalty time of 2-5 minutes, depending on severity, during which the offender's team must compete shorthanded.
- b. Red cards receive an immediate expulsion from the game in addition to a one game suspension.
- c. Any foul or misconduct will result in a free kick to the opposing team. All free kicks are direct (excluding kickoff.) A team will have five (5) seconds to take a free kick. Ten feet are required between the defending player and the ball. Quick restarts are allowed. No whistle is required on free kicks. Delay of game by the defense will result in a warning, then a two minute penalty. A penalty kick will be taken when a foul occurs by an opponent, in the opponent's goal area. The kick will be taken from the top of the goal area. During the kick, the goalkeeper may move their feet from side to side, but parts of both feet must be touching the goal line at the moment of the kick. A penalty kick will also be taken if the last defender commits a penal offense against the attacker that denies him/her a reasonable goal scoring chance. During penalty kicks, only the team with possession of the ball will be allowed to call time-outs.
- d. Referee: It is the referee's job to call the game as he/she sees it. The referee controls the game, including all substitutions, and the safety of the environment in which the game is played. The game may be stopped, suspended, or terminated at the referee's discretion.

2. **Uniforms:**

- A. Players should wear game jersey, black shorts, socks, and shin guards at all games.

- B. Players shall wear flat soled, indoor soccer shoes, or tennis shoes, no cleats!
 - C. No shorts that require the use of a belt will be allowed.
 - D. Jerseys should be tucked into shorts during the entire game.
3. **Playing Time:**
- A. Pee-Wee: Four five-minute periods.
K-League: Four five-minute periods.
Division I: Three ten-minute periods.
Division II: Three twelve-minute periods.
Division III: Three twelve-minute periods.
 - B. All games use a running clock. Clock only stops for time-outs, injuries, and on dead balls during the last two minutes of a game in which the score difference is no more than three goals. The clock may also be stopped at any other time, only at the discretion of the referee, scorekeeper, or staff member.
 - C. Break between periods is exactly one minute.
 - D. Two one-minute time-outs per team per game.
 - E. Overtime:
 - 1. Overtime is three (3) minutes.
 - 2. Clock will stop on all dead balls in overtime.
 - 3. Teams are free to play whomever they want who is registered on their roster.
 - 4. One time-out is allowed per team during overtime.
 - 5. Games still tied after overtime will be determined by penalty kicks.
 - a. Each team shall choose five (5) players and a goalie to participate in the shoot-out.
 - b. Home team will decide whether to go first or second.
 - c. Teams will then alternate kicks.
 - d. Winning team will be the one to score the most goals after the five kicks.
 - e. Games still tied will move into sudden death shoot-out.
 - 1. Sudden death shoot-out is one-on-one.
 - 2. Each player will take a penalty kick. If both make or both miss their shots, two other players will go one-on-one going through the entire present roster with no repeats, until one team has a score advantage.
4. **Player participation and substitution:**
- A. Each player must play at least half the game unless cleared through the scorer's table.
 - B. Additionally, all teams fielding more than the minimum number required to play must sit each player at least six (6) minutes per game.
 - C. All divisions will play 5 on 5, not including the goalies.
5. **Coaches responsibilities and conduct:**
- A. A coach will be responsible for the sportsmanship of his/her players.
 - B. The coach will be responsible for his/her teams fan's and parents (If there are any problems with a fan, parent, or spectator from your team, you and those involved may be asked to leave the game and the area in which the game is taking place or the game will be forfeited.)
 - C. A coach may request a time-out.
 - D. Coaches must act in a responsible sportsmanlike manner at all times.

- E. No more than two coaches and the players are allowed on the bench at any one time.
 - F. Coaches need to inform parents of important information regarding their team, their practices, their games, and any other important athletic information.
 - G. Coaches need to inform parents there will be no horseplay or hanging in or on the indoor soccer arenas, in addition, the athletic staff will reinforce this rule.
6. **Ball size:**
- A. Pee-Wee through Division II will use a size 4 ball.
 - B. Division III will use a size 5 ball.
7. **Game time:**
- A. Game time is kickoff time. If we are running behind, teams will be given three minutes to warm up and fill out line cards. Forfeit time is ten minutes after the scheduled game time.
8. **Injury:**
- A. If a player is injured, the referee will stop play and all players will take a knee on the court immediately.
 - B. Coaches will come onto the field only when signaled by the referee. Parents are not to enter the arena unless approved by the athletic staff and the referee.
9. **Playoff participation:** Any player, who does not play in at least four regular season games, will not be eligible for playoff participation.

Tie breakers will be as follows for leagues with 4 teams:

Total Season Point Value (wins, losses, ties), Total Wins, Head to Head Competition (only in divisions where there are 4 teams due to equal opportunity of head to head play will this be used as a third tie breaker), Goals Against Average, Coin Toss

Tie breakers will be as follows for leagues with 5 or more teams:

Total Season Point Value (wins, losses, ties), Total Wins, Goals Against Average, Head to Head Competition, Coin Toss

We would like to wish each team, participant, coach and fan, a fun and enjoyable season.