



INDOOR SOCCER AT GRAND PARK



SANCTIONING AND MEMBERSHIP FOR PARTICIPATION

All indoor soccer leagues hosted by Indiana Soccer in the Grand Park Events Center are sanctioned through Indiana Soccer by US Youth Soccer, US Adult Soccer Association and/or US Futsal. All participants must be members properly registered through Indiana Soccer or an affiliated state association with the national governing bodies that sanctions each league.

Note: Participation in these indoor leagues will not qualify a youth team for participation in the US Youth Soccer National Championship Series, the US Youth Soccer Presidents Cup, or the Indiana Soccer Challenge Cup unless the league specifically states that it is a qualifying league.

MODIFIED FIFA LAWS OF THE GAME FOR INDOOR SOCCER PLAYING RULES

Although all FIFA Laws of the games will be applied during the games, below are specific laws that have been modified for use in the indoor league and tournaments hosted by Indiana Soccer. To differentiate between the FIFA laws of the games and the below modifications, the changes will be referred to as "Rules". These Rules apply to ALL youth and adults games hosted by Indiana Soccer at Grand Park Events Center.

Rule 1 – The Field

Length & Width Dimensions

Full field	(11v11)	110 yds x 73 yds
Half field	(9v9)	73 yds x 53 yds
Quarter field	(7v7)	53 yds x 35 yds
Youth field	(4v4)	30 yds x 20 yds

Rule 2 – The Ball

Game	Ball Size
11v11	5
9v9, 7v7 adult	5
9v9, 7v7 youth	4 (13yrs and older use size 5)
4v4	3

Rule 3 – Number of Players

Game Format	Maximum on the Field	Minimum on the Field	# of Players per Game
11v11	11	7	18
9v9	9	6	16
7v7	7	5	12
4v4	4	3	8

One player from each team must be designated as a goalkeeper (except 4v4).

- Substitutions – Unlimited for all age groups
- Substitutions shall be with the consent of the referee at the following times:
 - o Prior to team's throw-in
 - o Prior to a goal kick by either team
 - o After any goal
 - o At half-time (overtime period if applicable)
 - o If both teams have a substitute ready, both teams may substitute

Rule 4 – Players' Equipment

The Home team must wear a white/light color jersey and the visiting team must wear a dark color jersey. If the referee determines the uniforms are too similar and may cause confusion, the offending team must change their jersey to comply with the color requirements. Penny's may be used and can be provided by Indiana Soccer.

Rule 5 – The Referee

- USSF certified referee(s), as assigned by Indiana State Referee Committee or appointed licensed assignor.
- For 11v11 games, if three referees are not available, a USSF certified referee must be in the center. A Club Linesperson may be used. At no time will a "two referee system" be permitted to referee a game.
- For 9v9 and/or 7v7 games, one USSF certified referee may be used.
- For 4v4 games, coaches will act as "referees."
- For the youth 7v7 & 4v4 games, all rule infringements shall be briefly explained to the offending player when needed.
- There may be up to three carded/registered adults (coaches, managers, trainers, etc...) on the bench.
- If there are no carded/registered adults at the team bench, the game will not start. The referee must allow for 5 minutes delay before abandoning the game. If there are no carded adults at the players' side due to a send-off, the referee must terminate the game immediately.
- Player check-in for youth games will be the responsibility of each team coach/manager to insure that every participating player is registered with Indiana Soccer or a US Youth Soccer affiliated state association. Each team must carry proof of player registration if identification is needed.
- Player check-in for adult games will be the responsibility of each team coach/manager to insure that every participating player is registered with Indiana Soccer or a US Adult Soccer Association affiliated state association. Each team must carry proof of player registration if identification is needed.
- Coaches must remain in their technical area. If a technical area is not lined, the coaches must stay two yards away from the touch line, and one yard extended at each side of the seating area. If there are no designated seating areas, the coaches must have the players' equipment, chairs, medical supplies, tent, etc... at least two yards away from the touch line and ten yards from the half way line. The referee will be the sole judge of the proper distances.
- Referee pay – referees will be paid by Indiana Soccer.
- Game Report (score) will be turned in by the referee to the on-site league administrator.
 - o A USSF game report MUST be completed for any red card issued by the referee.

Rule 6 – The Assistant Referees

- Refer to Rule 5

Rule 7 – Duration of the Match

11v11	2x25 Minute Halves	5 Minute Half time
	Or	
	2x40 Minute Halves	5 Minute Half time
9v9	2x 25 Minute Halves	5 Minute Half time
7v7	2x 25 Minute Halves	5 Minute Half time
4x4	4x 10 Minute Quarters	5 Minute rest/change periods

Rule 8 – The Start and Restart of Play

- Conform to FIFA and the distances of the center circle due the modifications in Rule 1.

Rule 9 – The Ball In and Out of Play

- Conform to FIFA

Rule 10 – The Method of Scoring

- Conform to FIFA
- League games may end in a tie. League standings will be kept as follows: 3 points for win, 1 point for tie, 0 for loss. League champions will be determined by points.
- In the event of tied league standings, the tie breakers will be applied as follows to determine a league champion:
 - o Head to Head results (skip this step if 3 teams are tied. Once 3-way tie is broken, return to this step)
 - o Goal differential (Max 4 goal differential per game)
 - o Goals for
 - o Goals against
 - o If still tied, co-champions will be named.
- No league standings will be kept for teams 10U and younger.

Rule 11 – Off-Side

- Conform to FIFA except:
 - o In 10U and younger 7v7 games, the attacking team can only be off-sides between the build out line and the goal.
 - o In 4v4 games, no offside.

Rule 12 – Fouls and Misconducts

- Conforms to FIFA except:
- 7v7 & 4v4 games (10U and younger)
 - o Restricted Goalkeeper Distribution: Punting or Drop Kicks are not allowed. In the case of an infraction, the referee reminds the goalkeeper of the No Punt Rule and restarts the game with the ball in the hands of the goalkeeper. There is no violation of the rules if the goalkeeper: Throws, Rolls the ball or plays it with their feet.
 - o When the goalkeeper has the ball, either during play or from a goal kick, the opposing team will move behind the build out line.
 - o If a player deliberately heads the ball, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the infringement. (see Appendix A for 11U and younger heading policy).
 - o An indirect free kick awarded inside the penalty area for the attacking team must be taken

on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.

Rule 13 – Free Kicks

- Conform to FIFA except as modified by field dimensions in Rule 1.

Rule 14 – Penalty Kick

- Conform to FIFA except as modified by field dimensions in Rule 1.

Rule 15 – The Throw-In

- Conform to FIFA.

Rule 16 – The Goal Kick

- Conform to FIFA except:
 - o 7v7 youth games - may be taken from anywhere inside the penalty area. Opponents are **required** to drop behind the Build out Line until the ball has been played.

Rationale: Developmentally, the goalkeeper should be the player taking the goal kick. This should allow for a completed pass from the goal kick. Too often, the opposing team would surround the penalty area on a goal kick, creating an immediate scoring opportunity off of a restart that should not put the team taking the goal kick at a disadvantage.

Rule 17 – Corner Kick

- Conforms to FIFA

APPENDIX A

HEADING PROTOCOLS

Heading Protocols implemented by Indiana Soccer April 1, 2016.

- All players, 10U shall not engage in heading in training or in games.
- All players, 11U and 12U are limited to a maximum of 30 minutes of heading training per week, and will further limit each player to a maximum of 20 headers per week.
- All players, 10U and younger who play on a 11U or older team should not head the ball in training or games. [Compliance with this initiative is the coach's responsibility.]
- All players, 11U or 12U who play on a 13U team or older will comply with the aforementioned 11U and 12U heading restrictions.
- Referees will enforce heading restrictions as per the age-level of the contest. [Individual player compliance with the aforementioned heading restrictions is the coach's responsibility.]
- If a player, who is competing in 10U games or younger, deliberately heads the ball in a game, the referee will award an indirect free kick (IFK) to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick should be taken on the penalty area line parallel to the goal line at the point nearest to where the infringement occurred.