



## INDOOR YOUTH SOCCER RULES:

Shin guards are required of every player. No guards = no play.

Adult must be on the bench to start any youth game.

Parents must sit opposite from the players bench.

If teams are wearing the same color, the home team must change.

Ties in standings will be decided with the following:

Main Sort: Puts the team with the most league wins/points at the top.

Tie Breaker 1: Puts the team with the fewest scores made against them at the top

Tie Breaker 2: Puts the team with the most scores made for them at the top.

No teams shall sit in the area between the fields (Field 1,3,4) when there are 8v8 or 9v9 games being played (teams should be by the walls).

On field two(2) both teams must be at the side where the Clock table is (not on the fan side) (all ages) (not the 7v7 games).

No ball should be used for warming up between the fields (players can warm up without a ball) when there are 8v8 and 9v9 games being played.

**7v7 Format: 2x25 minute halves**

All kicks are direct. NO OFF SIDES

Build out line rule: once the opposing team is behind the build out line, the goalkeeper can pass, throw or roll the ball into play (punting is not allowed)

After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal

First bad throw is a do over. Referees will try to teach players the proper technique.

Substitutions may be made at any stoppage of play. No substitutions in the last two minutes of each half.

***Deliberate Heading is not allowed in 7v7 game – Results in a indirect kick.***

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**PASS CARD POLICY: If player(s) is found to be ineligible, team forfeits game.**

**7v7:** Referees will collect cards prior to the start of the game, but are not required to check card to players. A count of the cards and players should be done to ensure there are enough cards for each player. Manager/coaches of team may contest a player's eligibility at the start of the game or at half time. Cards will be returned to the managers at the completion of the game.

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**9v9 Format: 2x25 minute halves**

All games are regulated according to FIFA RULES.

Substitution may occur, with the permission of the referee, at the following times:

- Kick-off
- Goal kick
- Throw-in, but only if a substitute from the \*throwing\* team is ready to enter (players from opposing team who are also ready to enter may do so as well)
- When play has been stopped for an injured player; one-for-one rule applies.
- Other situations, at the discretion of the referee

Offside rule is in effect. No substitutions in the last two minutes of each half.

Free Kicks with opponents at least 8 yards from the ball until it is in play

NO HEADERS FOR U11 AND UNDER

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**PASS CARD POLICY: If player(s) is found to be ineligible, team forfeits game.**

**9v9:** Referees will collect cards prior to the start of the game, checking each card to a player. Referees will maintain possession of the cards through the duration of the game. Managers may contest a player's eligibility at the start of a game or at half time. Cards for players receiving red cards should be retained by the referees and turned in to front desk at the end of their shift. All cards, with the exception of red carded players should be returned to each manager at the conclusion of the game.

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## **11v11 Format: 2x25 minute halves**

All games are regulated according to FIFA RULES

Substitution may occur, with the permission of the referee, at the following times:

- kick-off
- goal kick
- throw-in, but only if a substitute from the \*throwing\* team is ready to enter (players from opposing team who are also ready to enter may do so as well)
- when play has been stopped for an injured player
- other situations, at the discretion of the referee

Off side rule is in effect. No substitutions in the last two minutes of the game.

Games will be based on two 25 minute halves.

For all youth formats, we will record scores at no more than a 4+ goal differential to promote good sportsmanship amongst teams and a positive experience for all involved. For example, a 6-0 score will be recorded as 4-0. (EXAMPLE: 8-2 IS 6-2)

**PASS CARD POLICY: If player(s) is found to be ineligible, team forfeits game.**

**11v11:** Referees will collect cards prior to the start of the game, checking each card to a player. Referees will maintain possession of the cards through the duration of the game. Managers may only contest the eligibility of a player prior to the start of the game since 11v11 games are played with two 25 minute halves. Cards for players who receive red cards should be retained by the referee and turned in to the front desk at the conclusion of their shift. All cards with the exception of red carded players should be returned to each manager at the conclusion of the game.