



INDOOR YOUTH SOCCER RULES:

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

An 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 is required to 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 goals against them at the top

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

No parents shall sit in the area between the fields when there are 9v9 games being played (teams should be in the middle of field).

Players/Coaches/Referees in the middle of the fields ONLY. No parents are allowed to be at the center of the fields.

On Field 2 both teams must be at the side where the Clock table is (not on the fan side) (all ages).

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.

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).

USA would like to address our policy with player pass cards. It is the Coaches or Manager's responsibility to present Ultimate Soccer Arenas Player Passcards to the referees BEFORE each game. Referees WILL NOT accept any other player cards. If for an unforeseen reason you do not have your USA player cards, the front desk will print a roster to play that game. If a team does not present their cards or a printed roster,

within 5 minutes of game time, they will not be allowed to continue the game and the game will be forfeited by the delinquent team. It is unfair to your opponent that you are not ready to play at game time.

Let me know if you have any questions or concerns.

Thank you in advance for helping our games run smoothly.

7v7 Format: 2x25 minute halves

The rules of the game shall be the "Laws of the Game" in accordance to FIFA rules.

The pass-back rule IS enforced.

All free kicks are INDIRECT. The offside rule IS enforced, only within the area between the goal line and build out line.

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).

Opposing team players must be behind the build out line on any free kicks or goal kicks. After the ball is put into play by the goalkeeper, the opposing team can cross the build out line and play resumes as normal.

Corner kicks will be placed within 2 feet of the corner flag. A goal may be scored directly from a corner kick.

Penalty kicks can be awarded per FIFA rules.

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 or any restart when the ball is out of play. No substitutions in the last two minutes of each half.

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

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.

9v9 Format: 2x25 minute halves

The rules of the game shall be the "Laws of the Game" in accordance to FIFA rules.

Substitution may occur on any restart when the ball is out of play, with the permission of the referee, at the following times:

No substitutions in the last two minutes of each half.

- 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 enforced. No substitutions in the last two minutes of each half.

The goalkeeper may punt the ball or play to a teammate. The pass-back rule IS enforced.

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

Fouls and misconduct penalties may be direct or indirect kicks.

NO HEADERS FOR U11 AND UNDER

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.

11v11 Format: 2x25 minute halves

*****U15 and up: 2x35 minute halves*****

The rules of the game shall be the "Laws of the Game" in accordance to FIFA rules.

Substitution may occur on any restart when the ball is out of play, with the permission of the referee, at the following times:

No substitutions in the last two minutes of each half.

- 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

A player may only enter the field of play when given a signal by the referee.

Offside rule IS enforced.

Goal kicks and penalty kicks by FIFA rules.

Deliberate heading IS allowed.

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. 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. Red card forms are attached to the clipboards and should be filled out before coming to the desk. All cards with the exception of red carded players should be returned to each manager at the conclusion of the game.