



INDOOR SOCCER

RULES & REGULATIONS

I Facility Rules

II Soccer Misconduct Policy

III Soccer Registration

- 3.1 Registration
- 3.2 I.D. Cards
- 3.3 Schedules
- 3.4 Formation of Teams
- 3.5 Age Requirements
- 3.6 Rosters
- 3.7 Team Sizes
- 3.8 Leagues
- 3.9 Check-in Procedures

IV Rules & Regulations

- 4.1 Equipment
- 4.2 Uniforms
- 4.3 Referees
- 4.4 Warm-up.
- 4.6 League Games & Forfeits
- 4.7 Players to Start Complete a Game
- 4.8 Game Clock
- 4.9 Kick-Off
- 4.10 Three Line Violation
- 4.11 Team Fouls
- 4.12 Free Kicks
- 4.13 Shootouts
- 4.14 Overtime Shootouts
- 4.15 Slide Tackles
- 4.16 Goalkeepers
- 4.17 Time Penalties
 - A. Blue Card
 - B. Yellow Card
 - C. Red Card
- 4.18 Delay of Game
- 4.19 Out of Bounds
- 4.20 Substitutions
- 4.21 Cautions & Ejections
- 4.22 Protests

V Co-Ed Rules

- 5.1 Team Size
- 5.2 Score in
- 5.3 Time Penalties

VI League Standings and Awards

6.1 Leagues Standings

6.2 Awards

VII The Parking Lot Sports Bar

7.1 Alcohol Consumption

I FACILITY RULES

No verbal abuse or physical threats toward players, coaches, T.I.S. employees, referees or spectators will be tolerated

No gum allowed

No smoking or alcoholic beverages allowed in the facility

No foul or abusive language

No food, drink or spitting allowed on fields, (blue card will be given without warning)

Only players and 2 coaches allowed in bench areas

Only closed-lid drinks allowed in bench areas

II SOCCER MISCONDUCT POLICY

1st Red Card: Removal from the current game and a minimum 1 game suspension. FINES WILL ALSO BE APPLIED depending upon management

2nd Red Card: (within 12-month period): Maximum suspension for 4 months from the date of 2nd violation.

3rd Red card: (within a 12-month period): Maximum suspension for 1 full year from the date of the 3rd violation. **Suspensions will not be lowered or lifted for a 3rd red card.**

Management of Tyler Indoor Sports reserves the right to extend any of the above suspensions based on severity or the nature of the violation. .

III SOCCER REGISTRATION

3.1 **REGISTRATION** -Registration is \$60 per person for adults and above and \$45 per person for U16 and below. A discount of \$15 is given to any player playing on multiple teams in other divisions. A registration fee must be paid for each team you play on. Register at Tyler Indoor Sports Complex. You will still need to bring in team deposit of \$100 to hold team's spot so schedules can be made. ***All league fees must be paid in full prior to playing the THIRD game.***

3.2 **I.D. CARDS** - All players playing indoor soccer must have a valid U.S. Indoor Sports players card. Every player must purchase an I.D. card. No card...No play ...No exception! Photo I.D. cards are to be purchased at Tyler Indoor Sports. I.D. are \$15. Identification cards are good for the U.S. Indoor Soccer Association's soccer year. If you lose your

card you cannot play next scheduled game until you either find it or replace it with a new one for \$5. Youth I.D. Cards are \$10 & are good for 2 years.

3.3 SCHEDULES - League schedules are frozen when they are issued to coaches. Any requests for changes must be with the agreement of BOTH coaches and management of Tyler Indoor Sports AND must be made within 48 Hours of teams 1st game. Any request after the 48 hour period will be allowed, but a \$25.00 fee will be assessed to the requesting team that must be paid on or before the rescheduled game. **No Exceptions!**

3.4 FORMATION OF TEAMS - Teams may be formed by keeping your outdoor team together, splitting your outdoor team into two indoor teams, combining two or more outdoor teams, or forming a team from individuals. If you're in need of player, Tyler Indoor Sports management will keep names of players looking for teams. Rosters are limited to 18 players. No team will be put on the league schedule until the minimum number of players required to start a game are registered.

3.5 AGE REQUIREMENTS- Players who are 17 years or older are eligible to play in senior leagues. Additionally, division requirement are as follows:

Men's I - Player must be 17 years or older. 1 exception rule for 2 yrs. younger **does not apply** unless approved by management & parent signature is required

Men's II - Player must be 25. 1 exception rule, you may have 1 player 2 yrs younger (23)

Men's III - Player must be 30. 1 exception rule, you may have 1 player 2 yrs younger (28)

Men's IV - Player must be 40. 1 exception rule, you may have 1 player 2 yrs. younger (38)

Women's Open - Player must be 17. 1 exception rule for 2 yrs. younger **does not apply** unless approved by management & parent signature is required

Coed I - Player must be 17. 1 exception rule for 2 yrs. younger **does not apply** unless approved by management & parent signature is required

Coed II - Men must be 25, women must be 25. 1 exception rule, you may have 1 player 2 yrs. younger. Either a man or women (23), but not both

Coed III - Men must be 35, women must be 28. 1 exception rule, you may have 1 player 2 yrs. younger. Either 1 man (33) or 1 women (27)

U6- U16 - Must be 4 years & up. The determination of divisions is the individual's age as of July 31st of the year preceding the current soccer season (September 1st – August 31st)

YOU MUST TURN IN A COPY OF YOUR BIRTH CERTIFICATE WHEN REGISTERING U-8 AND UP. YOU CAN NOT ENTER FIELD ON 3RD GAME UNTIL COPY IS TURNED IN. NO EXCEPTIONS.

3.6 ROSTERS - Your team roster should be turned in to Tyler Indoor Sports management before the start of your first game. Changes (adds and deletes) may be made to that roster up until the end of the third league game, at which time they are frozen. It is the team COACH'S/CAPTAIN'S responsibility to insure that a roster is updated and all signatures of players are on it and that a current roster with all adds and/or deletions is

on file at the conclusion of the third game. No exceptions to the rule will, be allowed. If a game is protested and a player is found to be ineligible, the game will be forfeited and the coach/captain of a team with illegal players will receive a one game suspension.

3.7 **TEAM SIZES-** One player must be a goalkeeper

Under 6	4 Players (defender, no goal keeper)
Under 8	8 Players
Under 10	8 Players
Under 12	7 Players
Under 14	7 Players
Under 16 & Up	6 Players
Co-ed	7 Players

3.8 **LEAGUES** - A league consists of 3 to 12 teams of similar age, sex and competitive level. Tyler Indoor Sports reserves the right to place teams in the League we deem most appropriate for that team's level of play or ability.

3.9 **CHECK-IN PROCEDURES-** **Players must scan their U.S. I.D. Card at registration desk before entering the field to play a game.** Upon entering field give I.D. Card to referee. "NO CARD, NO PLAY, NO EXCEPTIONS" policy will be adhered to.

IV **RULES & REGULATIONS** (League games are played under current U.S. Indoor Soccer Association rules and regulations with the following exceptions and/or provisions)

4.1 **EQUIPMENT-** Tyler Indoor Sports requires that all players (youth and adult) must wear age appropriate, non-altered shin guards and they must be worn under socks that cover the entire shin guard. Only indoor soccer shoes, indoor turf or tennis-type shoes will be permitted on the fields. **No cleats** or studs with less than 30 studs per shoe or hard sole shoes are allowed. **Watches and other jewelry will not be allowed on the field.** Braces and other protective type devices may be worn if **covered** & only if in the opinion of the referee is adequately padded and presents no reasonable danger to other players. No hard casts are allowed. The goalkeeper may wear gloves and approved protective headgear.

4.2 **UNIFORMS** - All team jerseys must be alike in style and color. All jerseys must have a number. Your team will not be allowed to have a duplicate number on the field. Goalkeepers are not required to have numbers, but their jersey should be distinctly different in color from both teams on the field. **Home team must change in a color conflict.** It is highly suggested that a team have a back up jersey, but is not required. Tyler Indoor Sports however will not be responsible for providing an alternate jersey for a jersey conflict. Jerseys may not have foul, abusive, or misguided language of any sort.

4.3 **REFEREES** – Tyler Indoor assigns only referees that are certified to call indoor play. Two referees are usually assigned to all Men's I and Men's II games. All other games will have one referee. However, games can be played if only one Referee is

available. All indoor referees are members certified by US Indoor Soccer Association. Any complaints and/or protests involving referees' decisions or abilities need to be directed in writing to Tyler Indoor Sports. If you feel you want to talk in person after writing us, a \$25 fee will be charged to hold a conference. If management feels your complaint is valid, then the \$25 will be returned to you.

- 4.4 **WARM-UP**- The schedule provides 5 minutes between each game. The two teams to play next may each use one end of the field to warm up during these times. We ask that you immediately clear the field and players' box as soon as your teams' game is over.
- 4.5 **GAME BALLS** - Game balls will be provided by Tyler Indoor Sports with the exception of youth. A size 5 ball is the official indoor ball for all U14 & up, U12 and below will use a size 4 ball and U6 will use a size 3.
- 4.6 **LEAGUE GAMES & FORFEITS** - All league games will consist of two 20 minute halves & a two minute halftime period. Games that end in ties are considered ties during the regular season. Teams must be ready to play at the appointed game times with ID cards ready. At game time, if a team does not have enough players or if they are not prepared to start the game, the clock will start. The team has 5 minutes to field enough players to start the game or they will be assessed a forfeit. The team that causes the delay of game will receive a 2 minute penalty starting after halftime unless the team is not playing at full strength. If a forfeit is awarded, the winning team will be awarded a 6-0 win (2 points) and can have use of the field for the remaining game time. The team that had to forfeit will be given a loss (0 points). If the score is tied at the end of regulation play in a play-off or final game, a 5 minute sudden death period is started after a 1 minute rest period. If still tied after sudden death, an overtime shootout will be used with 3 players from each team. The shooter will have 5 seconds to score. If still tied at the end of shootouts, alternating shootouts with the remaining team players will be used until a goal is scored with the other team not scoring.
- YOUTH LEAGUE** - If a team is ahead by 9 points that team must play down a man until opposing team closes the point spread. This rule will take effect after September 1st, 2009.
- 4.7 **MINIMUM NUMBER OF PLAYERS TO START OR COMPLETE A GAME** -The **minimum number of players required to start** and continue a game is:
- | | |
|---------------------|--|
| Under 6 | 4 Players |
| Under 8 & Under 10 | 6 Players |
| Under 12 & Under 14 | 5 Players |
| Under 16 & up | 4 Players |
| Co-ed | 5 Players (1 Women, 3 Men to field & goalie) |
- 4.8 **GAME CLOCK**- The game clock on the scoreboard will start at kick-off. The game clock will not stop unless the Referee calls a time-out for a blue card or an unusual situation.
- 4.9 **KICK-OFF** - Visitors will kick-off the first half and the home team the second half. A goal can be scored from a kick-off.
- 4.10 **THREE LINE VIOLATION** - A three-line violation is called when a pass crosses both red lines in the air toward the opponent's goal without being touched by another

player, the wall, the net, or the referee. Change of possession in the form of a direct kick from the first-crossed red line restarts play.

- 4.11 **TEAM FOULS** - When a team accumulates **six non-time penalty fouls in a half**, a **shootout** is called. A **Blue Card** does not count as a foul. Red-line violations, two-touch fouls and time penalties do not count toward team fouls. A shootout will be given on every sixth foul incurred in each half. Illegal substitution and bench penalties are not considered team fouls.
- 4.12 **FREE KICKS** - Major and minor infractions are penalized by a direct kick and in some cases, depending on the severity of the foul, time in the penalty box by the offending team. Opposing players must be at least 15' from the ball. A goal may be scored directly from a free kick. All kicks must be kicked in 5 seconds or less after the referee's signal, failure to do so will result in the other team receiving a direct kick.
- 4.13 **SHOOTOUTS** - The ball is placed in the center of the red line. All other players except the shooter and the goalkeeper shall be behind the halfway line; defending players in the center circle, attacking players outside the center circle. The goalkeeper must have at least one foot on the goal line and not move until the referee's whistle. On the referee's whistle, all players may enter the attacking half. The ball must be played forward. The two touch rule does not apply on this kick. Any foul resulting in a shootout with less than 5 seconds left in any period will result in a penalty kick.
- 4.14 **OVERTIME SHOOTOUTS**- The team winning the coin toss shoots first. Both teams, except the kicker, will be in the team bench area. The shooter will have five (5) seconds to score. If the goalkeeper fouls the shooter within the five seconds, a penalty kick for the top of the arch will result. If the goalkeeper makes a save within the five seconds, the shootout is terminated. Best of three (3) shootouts is the winner. Sudden death if tied after three shootouts.
- 4.15 **SLIDE TACKLES** - No slide tackles are allowed by any player except the goalie. The goalie may slide within his/her goal or arc. If the goalie's momentum carries him/her out of the arc, the slide is allowed. **SLIDE TACKLE** is defined as leaving one's feet to propel one or both feet, legs, or other body part in the direction of an opponent with or without the ball. This includes diving header and sliding on one knee. The intent of the rule is to protect players. Players guilty of **DANGEROUS** slide tackles will be awarded a two-minute penalty. All slide tackles will be called based on referee's discretion.
- 4.16 **GOALKEEPERS** The following will result in a free kick from the top of the goal arch for the opposing team:
- 1) If the keeper handles the ball after putting it down to be played before an opponent touches the ball.
 - 2) If a teammate passes the ball to the keeper from any zone and the keeper plays the ball with hands.
 - 3) The keeper may not dribble the ball into the penalty area and then touch the ball with their hands.
 - 4) If the keeper bounces the ball or moves the ball from hand to hand.
 - 5) If the goalkeeper controls the ball with either his hands or foot inside of his penalty arch for over 5 seconds.

Goalkeepers must throw the ball out from their arc. If they elect to drop the ball to the ground (i.e. drop kick) it is considered "live." Opponents must be (5) yards away from the goalkeeper before challenging the ball. Goalkeepers cannot play the ball to themselves from a "Goal Clearance".

4.17 **TIME, PENALTIES** - Penalties are called and time is served in the penalty box for serious fouls, delay of game, ungentlemanly conduct (two minute penalties), and violent conduct (five minute penalty and ejection). If a player is given a time penalty, that player's team must play one man short on the field for the allotted time (the other team is thus in a power play situation). The player serving time in the box may re-enter the game when his penalty time expires, or when the other team scores, which ever comes first. Any player on the field may serve an illegal substitution penalty, bench penalty and time penalty given to the goalkeeper. The referee shall signal the player when he is allowed to leave the penalty box. Time remaining on a penalty at the end of a half carries over into the next half or overtime period. A player given their second personal time penalty will receive an automatic yellow card; their third personal time penalty will result in an automatic red card.

A. **Blue Card:** A blue card results in a two-minute penalty. The referee has the discretion to award a two-minute penalty for any foul which he judges to be very serious. Also, the referee can, in order to calm an out of control player down, award a two-minute penalty to any player who consistently infringes the laws of the game. If a team is scored upon during a Blue power play, then the penalized player may resume play. If a team scores "shorthanded," the player serving the time penalty remains in the penalty box until two minutes has expired, or the power play team scores within the two minutes.

The following offenses are automatically awarded a **blue card** (two-minute penalty):

- 1.) Deliberate handball
- 2.) Goalkeeper endangerment
- 3.) Failing to automatically give the opposing team (5) yards on any restart. (Delay of game)
- 4.) Boarding or SPITTING ON FIELD
- 5.) Unsporting behavior. (refer to US INDOOR Official Rules 10.2)
- 6.) Team penalties (refer to US INDOOR Official Rules 10.4)

B. **Yellow Card:** Any player who receives a second blue card shall also be shown a yellow card. A yellow card is also a two-minute penalty. Any foul which, in the opinion of the referee, is of a serious enough nature may be awarded a yellow card directly. A penalized player must serve the entire two minutes during a Yellow power play regardless of any goals scored. If a player receives 2 consecutive blue cards in the same instance, he will receive a 4 minute time penalty but may rejoin play if his team is scored on.

C. **Red Card:** Any foul in which the referee feels is of a serious enough nature to warrant an immediate ejection from the game may be punished by a red card. He may be replaced, but his substitute must serve a five minute penalty in which his team must play short the entire five minutes regardless of any goals scored. Also, any player awarded a third blue card or a blue card after having been cautioned (yellow card) will be awarded a red card and shall be ejected from the game. The players team must play short for 2 minutes regardless of any goals scored. Any

player receiving a red card must leave the game and the building immediately. **RED CARD** MAXIMUM SUSPENSIONS PLUS FINES WILL APPLY:

Any Red Card	1 Game
Abusive Language	2 Games
Un-sportsmanlike Conduct	2 Games

Violent Conduct/Fighting-----6 Months- 1 year *Management of TYLER INDOOR SPORTS reserves the right to extend any of the above suspensions based on severity or the nature of the violation. A player may be able to pay a \$25 fine in lieu of game suspension at the discretion of management. Player may also be placed on probation. All decisions concerning 3rd red card suspensions are final.

- 4.18 **DELAY OF GAME** - Delay of game is called if a player deliberately puts the ball out of play, the defending players line closer than 15 feet for direct kicks and encroachment is called, or players take longer than five seconds to put a free kick in play after having been signaled to do so by the referee. Players must be 15 feet away on all free kicks except kickoff, A goalie shall be called for delay of game if they do not distribute the ball outside the penalty box within 5 seconds of possession with either hands or feet. The goalkeeper may not bounce the ball.
- 4.19 **OUT-OF-BOUNDS** –
- Any ball striking the ceiling will be considered a dead ball and out of play. Play will be re-started from the violator's red line.
- Any ball hitting the side net is out of play. Play will be restarted with a kick-in by the opposing team from the touch lines.
- 4.20 **SUBSTITUTIONS** - All substitutions are made "on the fly". You do not need permission from the referee. The player leaving the field must be within 3 feet before the new player enters the field or a blue card will be issued. However, a time penalty will be given if a substitution is in progress with both substituting players on the field and one of the play touches or makes a play on the ball. The referee resumes play by blowing the whistle. There are no guaranteed substitutions.
- 4.21 **CAUTIONS & EJECTIONS** - Coaches are asked to warn their players that abuse of any Tyler Indoor Sports equipment or facilities is not tolerated. Players slamming bench doors shut, or slamming the walls will be given a blue card caution by the referee as non-verbal dissent. **If a player or coach receives a red card, they must leave the facility immediately or their game could be forfeited. Any adult who is red-carded must leave the building and parking lot immediately. If the Tyler Indoor Sports manager must call the police to assist in the removal of said player or coach, the player or coach could be suspended from Tyler Indoor Sports indefinitely.** Any player, coach, or parent who continues to dissent, obstructs or refuses to leave the field will, be asked to leave the premises. *This rule applies to any spectator.* Coaches are responsible for themselves, players, parents and spectators. Unruly CONDUCT and PROFANITY WILL NOT BE TOLERATED!
- 4.22 **PROTESTS** - There will be no protests allowed involving referee judgment calls. All referee decisions are final. The only protests allowed are those involving interpretations of rules of events affecting the outcome of a game, or those

involving the suspected play of an illegal player. A written protest must be received in the Tyler Indoor Sports office within 48 hours of the game in question, accompanied by \$25 cash. The protest fee will be refunded only if the protest is upheld by the Tyler A & D Committee. Questions regarding player eligibility, scheduling conflicts, forfeits and games abandoned by the referee for cause or inclement field conditions shall be referred to Tyler Indoor Sports management.

- 4.23 **BENCH/BOX AREA**- The bench area is reserved for players and 2 coaches only. Any person not on a teams roster must stay out of the bench area at all times. It is the teams responsibility to keep spectators out of their own bench area.

V **SPECIAL CO-ED RULES**

The coed division is a noncompetitive alternative for male and female recreational soccer players. It is our main concern to keep the level of intensity lower. The rules of all coed divisions are specifically designed to provide extra protection to participants (particularly female) to ensure the game remains safe.

Dangerous play: Anything considered by the referee to be dangerous, flagrant, or out of control will be called. This includes dangerous running at top speed, even if the run would be perfectly legal in men's or women's leagues.

Hard Kick Rule: Applies to Coed III If, in the opinion of the referee, a hard and dangerous kick above the knees is taken and the ball comes within playing distance of a field opponent, a direct free kick will be given from the point where the kick originated. The exception to the rule is that if a person stands in a wall on a free kick they are offered no protection.

- 5.1 **TEAM SIZE** – Each team will field seven players, three women, three men and a goalkeeper of either sex. The minimum to start and continue a game is five players (four field players plus goalkeeper-one of the four field players must be a female). A team may have more female players on the field than male players on the field at any time. Similarly, there can be more male players on the field than female players as long as there are no more than tree male players (not including the goalkeeper)

- 5.2 **SCORING – FEMALE SCORER**: Goals scored directly by female players will count two (2) points (including a shootout goal). All other goals will count (1) point including:

A.) A shot taken by a female player that makes contact, whether intentional or incidental, with a male teammate or an opponent other than the goalkeeper prior to going into the goal will count point.

B.) A shot taken by a male player that makes contact, whether intentional or incidental, with a female teammate, and then goes into the goal, will count two (2) points.

C.) An own goal will count one (1) point.

Note: A deflection into the goal is not considered an own goal.

Note: Contact of ball by goalkeeper does not change point value of goal.

ELIGIBLE MALE SCORER: A male player is eligible to score if he:

A.) Shoots from outside the offensive zone (red line). A male is ineligible to score if the ball is on or above the red line.

B.) While in the offensive zone, he receives the ball directly from a female teammate, who may be anywhere on the field of play.

Note: A male player maybe outside the red line when the female player plays the ball as long as his first touch on the ball is in the offensive zone. He does not have to be in the offensive zone when she plays the ball to him.

This includes instances when a ball played by the female teammate is deflected by the opposing goalkeeper. The male player loses his eligibility to score from inside the offensive zone if the ball touches a defensive player (other than the goalkeeper), touches a male teammate, touches or crosses the red line or goes out of play. A male may not score from inside the offensive zone if he takes the ball away from an opponent.

C.) Is taking a shootout.

Note: If a ball played by an ineligible male scorer deflects off an opponent into the goal, the goal will not count. Restart play with a corner kick.

Note: A goal direct by an ineligible male scorer will not count. Play shall be restarted with a goal clearance.

5.3 **TIME PENALTIES** - Penal time penalties charged against a male goalkeeper must be served by a male. Time penalties charged against a female goalkeeper may be served by a male or female.

VI **LEAGUE STANDINGS AND AWARDS**

6.1 **LEAGUE STANDINGS** -League standings are determined by wins, losses and ties.

3 points are awarded for each team win, 1 point for a tie and 0 points for a loss.

Forfeits are scored as 6-0 games giving the winning team 3 points. In case of a tie in points, the tie-breaker system is as follows:

- A) Head to Head play
- B) Most wins
- C) Goal Differential (goals scored minus goals against) up to 6 goal
- D) Least goals against for all games
- E) Coin Flip

6.2 **AWARDS** - Only 1st place teams will receive t- shirts or trophy award in each division with the exception of U6 in which every registered player receives a

trophy. Also, Men's Division will either receive \$15 off next season fees or t-shirt, but not both.

VII THE PARKING LOT SPORTS BAR

- 7.1 Alcohol Consumption - A player may not consume alcohol within 1 hour prior to playing his or her game. Any player found under the influence will be escorted from the field and the facility.

We Thank-you for choosing to play at Tyler Indoor Sports and hope your season is full of fun, excitement and good sportsmanship! Any rule not addressed in the above rules will be subject to the Official Rules of US Indoor Soccer Association.

REFUNDS - No refund shall be given to a registered team or individual player after they play an official game.

Please let us know what we can do to make your indoor soccer experience a more enjoyable one!

