



**FELLOWSHIP BAPTIST CHURCH  
INDOOR SOCCER  
LEAGUE RULES**

Updated December 2018

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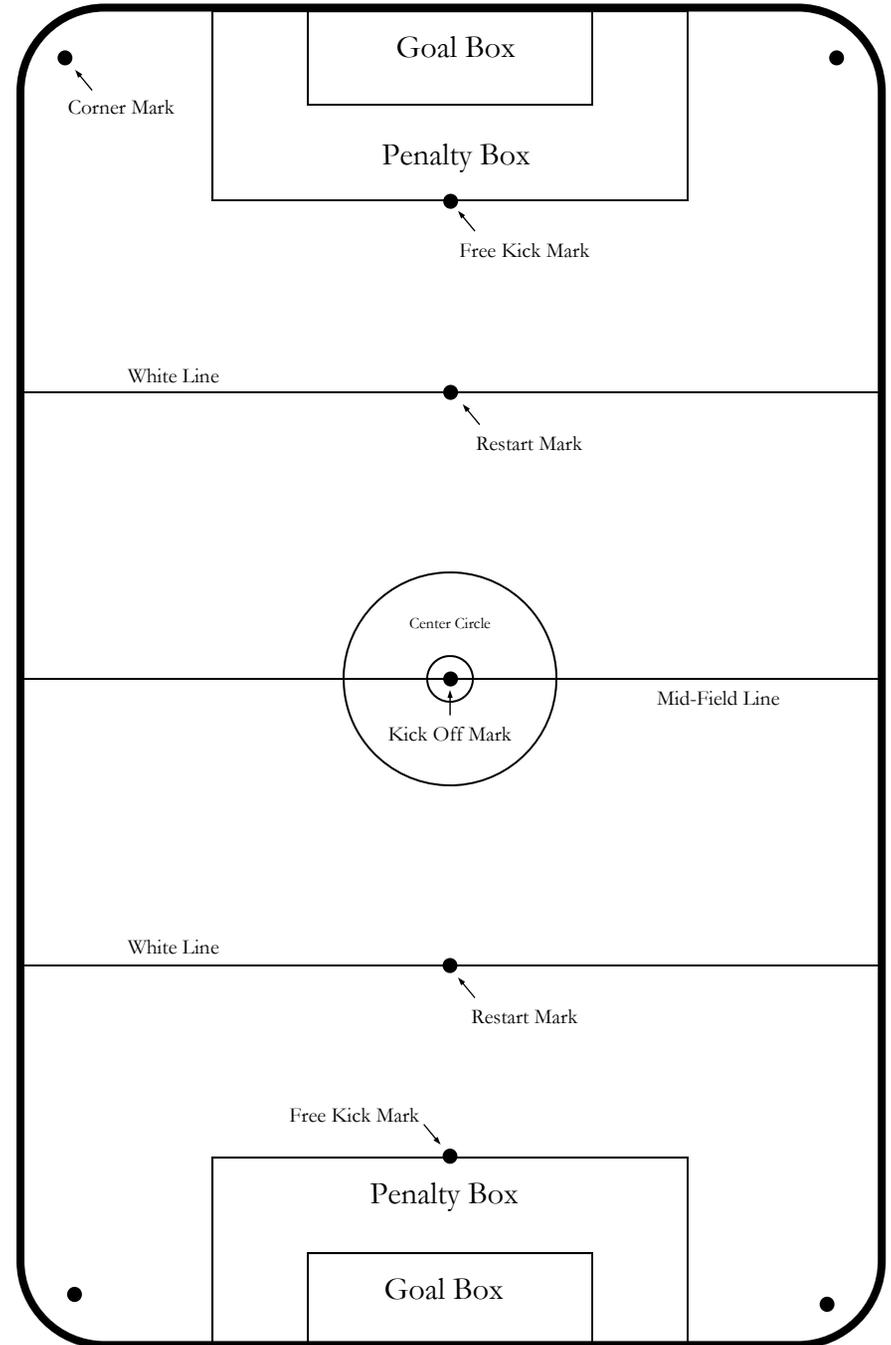
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## FIELD OF PLAY



# INDOOR SOCCER RULES

## Rule 1. Field of Play

See Field of Play Diagram.

## Rule 2. The Ball

The official game ball is a size 4 felt Indoor Soccer Ball.

## Rule 3. The Players

- (a) All players must be in 1st through 6th grade, unless special approval has been granted.
- (b) A team shall have a minimum of five players and a maximum of eight players.
- (c) A team shall only have five players on the Field of Play during play, including the goalie.
- (d) Substitutions are made on the fly and can be made at any time during the game. The exiting player must be completely off the field before the substitute player can enter the Field of Play.
- (e) Goalie substitutions can only be made on a dead ball.

## Rule 4. The Player's Equipment

- (a) All players must wear their Team Jersey.
- (b) Goalies must wear a black penny jersey in addition to their Team Jersey.
- (c) All players must wear shin guards.
- (d) All players must wear indoor active footwear (i.e. no cleats).
- (e) No jewelry or other loose accessories are permitted on the Field of Play.

## Rule 5. The Referee.

The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final.

## Rule 6. Game Duration

- (a) A regulation game consists of four 8-minute quarters.
- (b) There will be a two minute break between quarters 1 & 2 and 3 & 4 with a ten minute break between quarters 2 & 3.
- (c) The clock will continue to run unless a Referee calls for the clock to be stopped due to injury.
- (d) Overtime will only be applied during tournament play. For more information on Overtime play, see Rule 12.

## Rule 7a. Kickoff

- (a) A coin toss at the beginning of each game will determine which team takes the Kickoff. Teams will alternate Kickoffs so that teams will take the Kickoff either quarters 1 & 3 or 2 & 4.
- (b) A Kickoff from the Kickoff Mark starts play at the beginning of each quarter and after every goal.
- (c) The Kickoff is an Indirect Kick.
- (d) A player who starts play may not play the ball again until it touches another player. Violation will result in a Free Kick for the opposing team at the Kickoff Mark.
- (e) All players must be on their team's half of the Field of Play until the ball is in play.
- (f) All opposing team players shall remain at least 6' from the ball.
- (g) The ball is not in play until it has moved forward half its circumference.
- (h) A player has 5 seconds from the Referee's signal to play the ball.

## Rule 7b. Free Kick

- (a) A team receives a Free Kick after stoppages other than a Dropped Ball, Goal Kick, or Penalty Kick.
- (b) The ball must be stationary before the kick.
- (c) All players must remain at least 10' from the spot of the Free Kick.
- (d) The team with possession of the ball at the time of the stoppage takes the Free Kick.
- (e) A player has 5 seconds from the Referee's signal to play the ball or the opposing team will receive a Free Kick.

- (f) The spot of the Free Kick will determined as follows:
  - i) Free Kick: Indirect Kick at the spot of the violation except if one of the following situations apply:
  - ii) Advantage Rule: Indirect Kick at the nearest Restart Mark.
  - iii) Kick-In: Indirect Kick from the nearest Corner Mark.
  - iv) Three-Line Violation: Indirect from the offending team's Restart Mark.
  - v) Superstructure Violation: Indirect Kick from the nearest Restart Mark.

### **Rule 7c. Dropped Ball**

- (a) If neither team has clear possession of the ball at a stoppage, the Referee restarts play with a Dropped Ball.
- (b) The ball will be dropped at the spot of the stoppage.
- (c) The ball is not in play until it has touched the ground.
- (d) A dropped ball within the Penalty Box will take place at the Free Kick Mark.

### **Rule 7d. Penalty Kick**

- (a) A team receives a Penalty Kick for any violation within their own Penalty Box.
- (b) The Penalty Kick is a Direct Kick.
- (c) The ball will be placed at the Free Kick Mark.
- (d) Only the Goalkeeper and the player taking the Penalty Kick are allowed inside the Penalty Box. All other players must remain outside of the Penalty Box.
- (e) The player has 5 seconds from the Referee's signal to play the ball.
- (f) The ball must be played toward the goal.
- (g) A player who takes a Penalty Kick may not play the ball again until it touches another player of either team.

### **Rule 7e. Goal Kick**

- (a) Play restarts with a Goal Kick for any violation within his or her own Penalty Box by the opposing team.
- (b) The ball will be placed at either corner of the Goal Box for all Goal Kicks.

### **Rule 8. Out of Play**

- (a) The ball is deemed in play except for the following:
  - i) Out of bounds: The ball completely crosses over the perimeter wall or makes contact with the net or metal.
  - ii) Superstructure Violation: The ball contacts any portion of the building above the field of play (i.e. ceiling).
  - iii) Three-Line Violation. A player propels the ball in the air across the two White Lines and Halfway Line without being touched by another player, the ground, or the wall.

### **Rule 9. Method of Scoring**

- (a) A goal is scored when the whole ball legally passes over the goal line.
- (b) The team with the greatest number of goals at the end of the game shall be the winner.

### **Rule 10a. Fouls and Other Violations**

- (a) Fouls
  - i) Kicking or attempting to kick an opponent;
  - ii) Tripping or attempting to trip an opponent;
  - iii) Jumping at an opponent;
  - iv) Charging or obstructing an opponent;
  - v) Striking, elbowing, or attempting to strike or elbow an opponent;
  - vi) Pushing an opponent;
  - vii) Spitting at an opponent;
  - viii) Sliding;
  - ix) Playing in a dangerous manner (i.e. boarding);
  - x) Holding an opponent;
  - xi) Handling the ball (i.e. carrying, striking, or propelling the ball with his hand or arm);
  - xii) Trapping the ball against the wall or the ground with the body for the purpose of delaying the game or gaining an unfair advantage; or
  - xiii) Entering into the Goal Box of the opposing team.

- (b) Goalkeeper Violations
  - i) Bringing the ball from outside the Penalty Box to his hands within it, or receiving the ball again after Goalkeeper Distribution without the ball's having first touched another player.
  - ii) Handling the ball, having been passed deliberately and directly to him/her by a teammate, except if the teammate passes by the head, chest, or knee without purposely forcing the ball into the air in order to pass it back.
  - iii) Controlling the ball with either hand inside the Penalty Box for over 5 seconds.
- (c) Unsportsmanlike Behavior
  - i) Leverage: Using the body of a teammate, wall, or goal to gain an advantage.
  - ii) Encroachment: Entering the protected area of an opposing player taking a Free Kick (after a warning).
  - iii) Dissent: Any verbal or physical abuse of the Referee or deliberately throwing, kicking, or propelling the ball away from the Referee.
  - iv) Other: Any other behavior which, in the Referee's or League Administration's discretion, does not warrant another category of penalty (i.e. delay of game, taunting, foul language).

### **Rule 10b. Consequences**

- (a) Free Kick. Fouls or violations committed outside of their own Penalty Box will result in an Free Indirect Kick at the spot of the foul or violation..
- (b) Penalty Kick. Fouls or violations committed inside their own Penalty Box will result in a Penalty Kick from the Free Kick Mark.
- (c) Ejection from Game
  - i) Second 2 Minute Time Penalty;
  - ii) Fighting;
  - iii) Intentional Boarding; or
  - iv) Extreme Unsportsmanlike Behavior, as determined by the Referee or League Administration.

- (c) **Advantage Rule.** The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage. The Referee will allow play to continue until:
  - i) Opponents Possession: The team of the offending player gains control of the ball.
  - ii) Stoppage: The Referee stops play for any reason.

### **Rule 11. Time Penalties**

- (a) 2 Minute Time Penalty
  - i) Any intentional foul;
  - ii) An excessive number of fouls as determined by the referee;
  - iii) Any behavior deemed unsportsmanlike conduct; or
  - iv) An excessive number of team fouls, as determined by the Referee, may result in a player (determined by the coach) serving a 2 Minute Time Penalty.
- (b) Short-Handed Play. For each Time Penalty being served by a player, his or her team plays with one fewer field player until its expiration.
- (c) Exceptions. Under the following circumstances, Time Penalties will expire prior to their completed countdown:
  - i) Powerplay Goal: If a team is scored upon having fewer players on the field of play, due to one or more players serving Time Penalties, a player is released from the Penalty Area into the field of play, unless otherwise prohibited, and the player's Penalty or Penalties are wiped out. If the team has two players in the Penalty Area, the player with the earliest recorded Time Penalty is released.
  - ii) End of Game: All Time Penalties carry over between periods and expire at the end of the game.

## Rule 12. Overtime and Tiebreakers

- (a) If a regulation game ends in a tie the game will be recorded as a tie and there will be no tiebreaker.
- (b) Tiebreakers will be reserved for tournament play only and will follow the rules outlined below:
  - i) If a game is tied at its conclusion the game will proceed to Overtime play.
  - ii) Overtime play is a maximum of two 4 minute periods.
  - iii) A coin toss will determine which team takes the Kickoff.
  - iv) The first team to score will be awarded the victory.
  - v) If neither team scores in overtime play, play will proceed to a Shootout for the tiebreaker.
- (c) Shootout
  - i) For each goal attempt the ball will be placed at the Free Kick Mark.
  - ii) Each team will receive 3 goal attempts by 3 different players with each team alternating attempts.
  - iii) The player has 5 seconds from the Referee's signal to play the ball.
  - iv) If at any time a team goes up by 2 kicks, the shootout is ended.
  - v) If after 3 goal attempts, the teams are still tied, the Shootout continues until there is a one goal lead with both teams having taken an equal number of attempts.

## Rule 13. Mercy Rule

- (a) If at any time a team goes up by 5 goals the Mercy Rule will be invoked.
- (b) The team with the 5 goal lead will pull one player from the Field of Play.
- (c) The leading team will continue short handed play until the lead is less than 5 goals.
- (d) If at any time a team is leading by 10 goals, the scoreboard will be shut off and time will be kept by the scoreboard operator.

## INCLEMENT WEATHER POLICY

### Policies and Procedures for Cancelling Practice

1. Coaches may cancel practice due to inclement weather at their discretion.
2. League Administration may cancel all practices and events if conditions at the church or the area are deemed to be hazardous.

### Policies and Procedures for Cancelling Games

1. League Administration, in consultation with Fellowship Baptist Church Staff, will make the decision to cancel or post-pone games due to inclement weather.
2. If games are postponed, the postponed games will be rescheduled for the last game day. The games scheduled for the last game day will be rescheduled to the last week of practices.
3. Games may be cancelled if it would be impractical to reschedule.

### Methods for Verifying Practice or Game Cancellation

1. Contact coach.
2. Check the website: [www.fellowshipjoplin.org](http://www.fellowshipjoplin.org).
3. We will notify KSN, KODE & KOAM of all game cancellations.

Please do not call church office to inquire about cancellations.

## SPECTATOR GUIDELINES

Parents and other spectators are always welcome to come and support the children or enjoy the game; however, for the enjoyment and safety of the children, coaches, and league staff we ask all spectators to observe the following guidelines.

1. Be a positive role model for the children by demonstrating sportsmanship, respect, courtesy, and positive support for all players, coaches, officials, and other spectators at every game or practice.
2. Refrain from any unsportsmanlike conduct with any official, coach, player, or parent such as booing, taunting, heckling, etc.
3. Treat players, other spectators, coaches, referees, and other officials with respect.
4. Refrain from ridiculing or yelling at any child (including your own child) for making a mistake or losing a game.
5. Promote the emotional and physical well-being of the children ahead of any personal desires for any child to win.
6. Respect the officials and their authority during games and refrain from questioning, discussing, or confronting coaches or referees during the game.
7. Refrain from confronting an official at any time during or after games. If a spectator has a question or issue with a call, they should speak to their coach and allow the coach to speak with the referee if needed.
8. Refrain from coaching any child or player during games or practices unless I am one of the official coaches.
9. Help teach children that doing one's best is more important than winning and praise their performance rather than the outcome.
10. Approach the coach first if there is a problem with the coach or the team and then approach league administration to solve a problem.

Any violation of these policies may result in ejection from a game, further games, or the league.

## COACH EXPECTATIONS

Coaches are the backbone of the Fellowship Baptist Church Indoor Soccer League and we appreciate our coaches and their hard work to teach the game of soccer of the children. We expect all coaches to:

1. Be present or send a representative to any league coaches meetings.
2. Be present or have representation at every game and practice.
3. Teach the skills and game of soccer to all children regardless of skill or ability.
4. Coordinate after game snacks for each game.
5. Emphasize playing your best over winning.
6. Teach and emphasize sportsmanship to the team.
7. Be a positive role model for all the players, parents, and other coaches.
8. Promote the emotional and physical well-being of the players ahead of any personal desires to win.
9. Refrain from confronting a referee or disputing a call during the game. Coaches may ask for clarification of a call during the game.
10. Give all players equal playing time regardless of skill, ability, or size.

Any violations of these policies may result in ejection from a game or expulsion from the league.

