

WESL Indoor Soccer Rules

FIFA Rules Apply and will be governed except as noted in these rules.

***All rules as per FIFA guidelines, unless specified different below. WESL Rules and Regulations Apply.**

Sneakers or indoor shoes must be worn. Children must have shin guards and be covered by Socks. Spectators and players must remain in the gym at all times. Children must be with a parent or responsible adult at all times. Hanging out, sitting, running, and/or kicking a soccer ball in the gym is not permitted.

Division Guidelines:

No Guest players. All players on the field of play must be on the team roster. **WESL Indoor Soccer Director** Must approve any Players filling in if teams are short.

Duration of the Game:

Games will consist of two 25 minute halves and a 5 minute half-time. **Games will start at exactly 5 minutes after the half hour depending on schedule, Halftime will be held at the hour mark, game will end on the half hour no matter how much time is left on the clock. 4-6 Year old age group will have 20 minute halves with the game starting 15 minutes past the half hour mark. The first 15 minutes for this age group should be used for Practice.**

Number of Players:

The number of players on the field depends on age group. Age group 4-6 is 7v7 with goalie, age group 7-8 is 6v6 with goalie, age group 9-10, 11-12 and 13-17 is 5v5 with goalie. If a team cannot field the required number of players, all players in attendance from both teams should be mixed and placed on the field and a game should be played. Indoor is for fun, and there will be no forfeits. However, no games can be rescheduled.

Adult League – Teams should play 4v4 with a goalie.

Substitutions:

Substitutions may be done on the fly. Player(s) being substituted must be off the field of play before the substitute enters the field. You do not need to inform the ref of subs and play will not be stopped for subbing.

Start and Restart of play:

Play is started / restarted by any of the following: Kickoff, Free Kick, Goalkeeper distribution, kick-in or Dropped Ball. Defenders must be a minimum 5 feet from the ball on all free-kicks and restarts. After a goal is scored, Kick off can start immediately as long as all players are on their side of the court. Players do not have to wait for the refs whistle to begin play. **Ball must be at a complete stop prior to kicking, the ball cannot be rolling.**

Goalkeeper Throw/Kick-In:

Occurs for the same reasons a goal kick would have been awarded outside. A goalkeeper throw/kick in must touch the ground or another player prior to entering the goalie box on the opposing side of the field. If it does not the opposing team is awarded an indirect kick from the center line.

***Note: Clarification:** When the ball has gone out of bounds and the keeper is “kicking/throwing” to return it to play, he must be given clearing distance (10feet) and the ball does not become live until the keeper places it back into play by passing or throwing it out of the goal-box. No Punting allowed.

If the keeper has saved the ball and the ball has never left the field of play, and he is returning it to play, he must be allowed to return the ball to play. The ball becomes live when it touches the ground.

General Rules:

1. Kickoffs are indirect and may be taken in any direction. Kick-offs may not be played a second time by the kicker.
2. There are no off-sides.

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4. No Throw-Ins. The ball must be passed in. The ball may not be dribbled in. The ball may not be played a second time by the kicker unless it has touched another player first. All Kick-Ins are indirect. **The ball must stop prior to kick in.**
5. Corner Kicks are direct. A goal may be scored directly from a corner kick.
6. A player must be given 5 feet on any restart of play.
7. Goals can only be scored from a team's offensive half of the field. A goal cannot be scored directly from a team's defensive half of the field.
8. ALL Fouls are indirect except fouls taken in the blue area. These fouls will result in a penalty kick from top of basketball arc.
9. **Indoor Soccer is not meant to be physical and rough play will not be tolerated. Players may be ejected.**