

## **SOCER FIESTA INDOOR SOCCER** **"THE LAWS OF THE GAME"**

We wish to keep our rules simple.

We expect each team to play within the spirit of fair play with an emphasis on skill.

The field of play will be approximately 180' long by 100' wide 30' high. It will be marked with white lines. The goals will be provided 7' x 21'.

**The Goal Area:** Only the Goalkeeper may handle the ball inside this area.

**The Ball:** Will be FIFA approved size 5 and size 4 as laid down in league match play rules - size of ball.

**Number of Players:** Teams will play 6v6 for U13 – U19 and 7v7 for U9 – U12 - one must be a goalkeeper. AT THE COMMENCEMENT OF A GAME A TEAM MUST HAVE FIVE PLAYERS.

**Players Equipment:** As laid down LAW FOUR FIFA/USSF Laws of the Game.

**Referees Law Five:** Duties as laid down in FIFA/USSF Laws of the Game.

**Linesmen:** NONE

**Duration of the Game:** Two equal half's of 25 minutes, 2 minutes half-time interval.

Team punctuality is essential. A team will be given 10 minutes to field a team or forfeit the game.

A forfeit game will be played but the playing time will be reduced to keep to scheduled time. A total forfeit game, i.e. Team is under minimum players or no show will be a 3-0 win will be awarded to the opponents.

**Start of Play Law 8:** As laid down in FIFA/USSF Laws of the Game.

**Ball In And Out Of Play:**

Determined by FIFA/USSF Law 9, but modified to an Indirect Free Kick-In rather than a Throw-In. If the ball strikes the building an Indirect Free Kick is awarded from beneath the point of contact unless inside the goal area, where it will be moved to the nearest point outside of the goal area.

**Method of Scoring:** As laid down Law 10 FIFA/USSF Laws of the Game.

**Offside:** There are none.

**Fouls and Misconduct:** Law 12 as laid down in FIFA/USSF Laws of the Game.

**Free Kick:** Law 13 as laid down in FIFA/USSF Laws of the Game. Except at free kicks a player must retire 5 Yards. Indirect free kicks in the goal area will be taken from the nearest point outside of the goal area.

**Penalty Kick:** Any major fouls that occur in 'the goal area' committed by a defender will result in a penalty kick taken from 10 yards from the goal line.

**Throw In:** The ball is placed down and kicked in. **It is considered an indirect kick.**

**Corner Kick:** As laid down Law 17 FIFA/USSF Laws of the Game

**Goal Kick:** The kick is taken from anywhere inside the 6 yard box

Substitution: Allowed at any stoppage as long as your team has possession or if the team in possession is substituting.

1. The player leaving the field must be off before the new player enters.
2. Time wasting will not be tolerated.

Red Card: Any player or coach awarded a red card will leave the field and a player may not be replaced. The offending player will be suspended for the next game or for as long as the management deem necessary. Coaches and Parents are discouraged from shouting at players.

Yellow Card: A player will leave the field for a minimum of 2 minutes, but may be substituted for.

Goalkeepers: The ball may be handled by the Goalkeeper per FIFA rules, Goalkeepers U9 – U11 may punt the ball from their hands, all other keepers must distribute the ball by throwing or dropping to the ground before passing. Goalkeepers of all ages cannot pick up a back pass from their team (per FIFA rules).

Points:                    Win - 3 points                    Tie - 1 point

Tie Breaker:

1. Head to Head
2. Goal Difference (Goals for – Goals against)
3. FIFA PK's (modified) 3 for each team, if still tied then sudden death

Spirit of the Game: We think it's important that the 'spirit of the game' is encouraged - safety, fair-mindedness, equality.

Encouragement and support of players is important, but shouting at players is discouraged. We want the players to enjoy the game. We like to see creativity and soccer development as the main theme of each game.

We do not always have control over the teams that want to play. Playing abilities can vary. To win a game 10-0 is not in the spirit of Soccer Fiesta.

If a team gets 4 goals ahead the opponents can add one player, at the invitation of the referee. If a team gets six goals ahead they may be required to remove one player at the discretion of the referee. Teams who are ahead can always work on a soccer development theme, be it possession, one touch, the referees decision on all aspects of the game shall be final.

Warm Up: There is sufficient room for players to do some running and stretching prior to the game on the outside of the arena. Starting punctually is essential, as the Duty Park Attendant will close down on time at night. Hours will not be extended if we run late. The clock will start on time and games shortened if teams arrive late.

Color Clashes: The first named team on the schedule will be listed as home, and will be required to change in case of a conflict. Please bring alternative uniforms to each game in case of conflict.

If your league is decided by play-off format and your team enters two teams into the same division, and these two teams finish first and second, they will not be able to play each other in the championship game. Thus, the third place team will replace the second place team and vice versa.

All players must have a signed liability waiver form to play in The Soccer Fiesta league. Players, who do not have a signed waiver form, will not be allowed to play.

Soccer Fiesta divisions are created to produce good competition to all teams involved. Divisions may have teams of different ages to create this environment.

**Your cooperation is appreciated.**