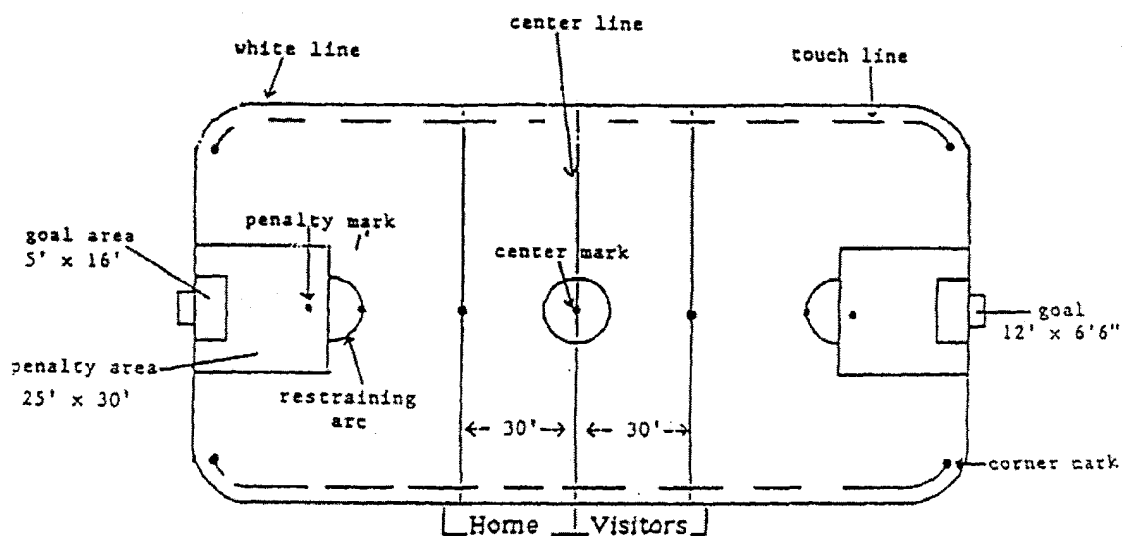




## Laws of the Game - Centennial Soccer Indoor League

### LAW 1: THE FIELD OF PLAY

A standard playing field is 200 feet in length and 100 feet in width with markings as illustrated below. Adjustments to the field may be made to accommodate the size and goals of the arena. Games will be played on a field with required markings sized to the arena.



### LAW 2: THE BALL

The home team will furnish a game ball. The size soccer balls to be used are:

- Under - 10 Size 4 ball;
- Under - 12 Size 4 ball; and
- Under - 13 to 19 Size 5 ball.

### **LAW 3: NUMBER OF PLAYERS**

The following is the number of players per age bracket.

<b>Age Group</b>	<b># of Field Players</b>	<b>Goalkeeper</b>	<b>Total # on Field</b>
U9 - U10	7	1	8
U11 - U12	7	1	8
U13+	5	1	6

- *The Centennial SC Indoor Director may adjust the number of players per side depending on registration numbers. Any change in numbers per side will be communicated to the Referee Assignor at the start of the indoor season.*

#### **Playing time**

**All rec players must play equal time**

#### **Substitutions**

Substitutions are:

- “Guaranteed” substitution: a team has up to 30 seconds to complete the substitution while play is held up; OR
- A team may substitute “on the fly.” Substitutions that are to be done “on the fly” will be of an unlimited basis provided the player leaving the field of play has a hand on the bench wall dasher board before the substitute enters the field through either open gate.

Substitutes **MUST** enter and exit through the gates. A penalty of unsportsmanlike conduct will be assessed to the player going over the boards. Coaches must also enter and exit through gates, a player on the team will serve the time penalty for the coach and the field players will be reduced by one.

“Guaranteed substitutions” are at the following times with play being held up by the referee to complete the substitution process and restarted with a whistle:

- Kick off;
- Goal kicks;
- Corner kicks;
- Kick ins;
- Game stopped for injury;
- Game stopped for a time penalty; and
- Ball possession turnover, failure to take kick within 5 seconds or any time the ball leaves the arena

During the last 2 minutes of each half there is no guaranteed substitutions.

All substitutes used during a game must be listed on the team's roster. Use of un-rostered players in a game will result in a forfeit by the offending team. Substitutions may be made during the taking of a free kick, **BUT** the number of players on the field must be correct when the ball is placed back in play or a time penalty could result if, in the referee's judgment, the extra player(s) were involved in the play. Goalkeeper can only be changed at a guaranteed substitution. If this is not complied with, a 2 minute unsportsmanlike penalty will be assessed against the team (served by player chosen by the coach) and a free kick will be awarded the opposing team from the offending's team top of the arc.

#### **LAW 4: PLAYERS EQUIPMENT**

A player will not wear anything that is dangerous to another player or self (**NO jewelry or metal/hard plastic items of adornment are allowed**). Footwear must be of the sneaker variety with flat soles and no protruding cleats (no turf shoes). Field players will wear uniform jerseys of sufficient contrast to the opposing team so that no confusion or ambiguity exists in the referee's judgment. Field players must wear shorts, no long pants allowed. Goalkeepers will wear jerseys, which will distinguish them from an official, any field player and each other.

All eyeglasses must be secured by an elastic eyeglass band or tape. Metal frames allowed by referee – if they present no safety hazard.

Padded casts are acceptable if allowed by the referee; minimum of ½ inch of padding on the cast is required. All players' jerseys, with the exception of the U6 and U8 age groups, must be numbered on the back with permanent, easily visible numbers of at least six- (6) inches in height. Players on the same team shall not share numbers. All players must wear a jersey in order to compete. In the event that both teams wear the same or similar color jersey, the home team (the team listed first on the schedule) must change color of their jerseys.

Shin guards are required to be worn by all players. All shin guards will be completely covered by socks including sock type shin guards, including the shin guards that are made into a sock.

#### **LAW 5: REFEREES**

A two (2)-person system shall be used to officiate. The referee's authority and the exercise of powers granted to them by the laws of the game:

- Commence as soon as the referee enter the field of play;
- Extends to the players and coaches and through the coach to fans as well; and
- Continue until the referee leaves the facility.

The referee's decision on all aspects of the game shall be final. Any argument by players, coaches or bench personnel (non player) over a referee's decision may lead to a penalty, caution and/or ejection from the game or abandonment of the game.

**Timekeeper's Duties:**

Each team is to provide a timekeeper for half of the game. The game will not begin until a timekeeper has been designated. If necessary, in the referee's judgment, a timekeeper is not following the referee's instructions; the referee may request a replacement timekeeper to be designated. The game will resume once the timekeeper has been replaced to the referee's satisfaction.

If a second referee is not appointed to help officiate a game, then the timekeeper may be designated to perform those duties such as; three line pass violations, illegal substitutions and penalty box jurisdiction.

The timekeeper is **NOT** permitted to coach from his/her position. If in the referee's judgment coaching does occur, the referee will assess a two- (2) minute bench time penalty.

**Referee Dress Code:**

The referee's uniform will consist of:

- A Gold shirt (long or short sleeve) or other official USSF referee jersey (not to conflict with players or goalkeeper). All referees must match in jersey color;
- Black socks;
- Black shorts;
- Flat soled shoes, black;
- Plastic cards of blue, yellow and red in colors that are shirt pocket size;
- At least two whistles; and
- Watch.

**LAW 6: DURATION OF THE GAME**

The game shall be 50 minutes in length, running time, consisting of two 25-minute halves sequenced with the arena clock. **ONLY** the second half will be adjusted by the timekeeper according to the referee's instructions based on the amount of time left in the hour allotted. All games will end on the half-hour or hour of the arena clock time depending on their start time (except for tournaments.).

There will be a maximum of a four (4) minute warm-up before the game with a 3-minute half time. The clock will only stop for injuries at the referee's discretion. If a team does not have the minimum number of four (4) players, required to play the game within seven (7) minutes of the scheduled start time, the game will be forfeited and the opposing team will have the option of using the balance of the time for practice. No refunds will be

given for forfeits. If a team arrives late for a game, but before the forfeit time has expired, the game will be shortened to allow other games to begin on time.

- There are no time outs.
- Teams are to leave the field immediately at the end of their game. Please leave through the back of the bench area so that the other team can warm-up before their game.
- Time will be extended at the end of any period for the taking of a penalty kick.

The referee may terminate a game at any time, due to the conduct or actions of either team, coach or supporters, if the referee deems that such conduct or actions are detrimental to the game. The Centennial Soccer Club Board of Directors shall determine the outcome of such termination.

**Note:** If the league has a playoff the game must have a winner. In the case of a tie score after the end of regulation time, the game will progress to “shots from the penalty spot.” Five players from each team will shoot according to the FIFA rules. These first 5 players must be on the field at the end of the game. After the first 5 have shot and the score is still tied, then one player from each team will shoot against a player from the other team. This will continue one on one, until one team has scored more goals than the other team.

## **LAW 7: START OF PLAY**

The home team shall defend the goal nearest its bench. The visiting team shall kick off. The home team will be the first team listed on the schedule. The kick will be taken from the center field mark. The ball will be “in play” after it has been moved in any direction.

All defensive players must be in their half of the field and outside the center circle. The kicker shall not play the ball a second time until another player, teammate or opponent, has touched the ball. A goal can be scored directly from the kick-off. Teams shall change ends at the start of the second half.

## **LAW 8: BALL IN AND OUT OF PLAY**

The ball shall be deemed to be out of play when any of the following has occurred and put back in play by:

- When the ball completely crosses the perimeter walls. The ball is put back into play by a free kick, named a “kick-in” to be taken at a spot adjacent to where it went out of play. This is a guaranteed substitution.
- If a foul was called that had occurred as the ball was being played and the ball crossed the perimeter wall, the ball is put back into play by a free kick to be taken at a spot adjacent to where it went out of play. It is a guaranteed substitution.

- When the ball hits any part of the roof, roof support structure, pipes or lights over the playing area. The ball is put back in play by a free kick being awarded to the opposing team at the center of the blue line nearest to where the ball touched the structure. This is not a guaranteed substitution.
- When the game has been stopped by one of the referees.
- In the event of a stoppage of play for an injury, the ball will be put into play by a free kick by the team in control of the ball when play was stopped. If no team was in control, it will be put back into play by a drop ball. This is a guaranteed substitution.
- When the ball hits the netting that is suspended above and behind the field, the ball is put back into play with either a goal kick or a corner kick, depending upon which team last touched the ball. This is a guaranteed substitution.

## **LAW 9: METHOD OF SCORING**

A goal is scored when the whole of the ball passes completely over the goal line between the goal posts and under the crossbar provided it has not been thrown, carried or intentionally propelled by hand or arm by a player of the attacking team, except in the case of the goalkeeper, who is within his own penalty area.

## **LAW 10: THREE-LINE VIOLATION**

A player is guilty of a three-line violation when the player passes the ball across three lines (two blue and the center line) in the air, towards the opponent's goal line, without the ball touching or having been played by another player, touching the dasher boards or touching a referee on the field of play.

If a three-line pass is declared, the referee shall award a free kick, which shall be taken by a player of the opposing team with the ball placed on the center point of the first blue line that the ball crossed. This is not a guaranteed substitution.

## **LAW 11: FOULS, MISCONDUCT AND PENALTIES**

### **A) Penal Offenses:**

A player, who intentionally commits any of the following offenses, shall be penalized by the award of a free kick to be taken by the opposing team from the place where the offense occurred:

- 1) Kicking;
- 2) Jumping at a player;
- 3) Charging violently;
- 4) Holding;
- 5) Defensive boarding;
- 6) Tripping/attempting to trip;
- 7) Charging from behind;

- 8) Striking/attempting to strike;
- 9) Pushing;
- 10) Charging the goalkeeper;
- 11) Handling the ball (except for the goalkeeper in his own penalty area);
- 12) Slide tackle (ref's judgment);
- 13) Dangerous play\*\*;
- 14) Obstruction\*\*;
- 15) Delay of the game\*\*; and
- 16) Fair charging away from the ball\*\*.

If any of the above sixteen (16) offenses are in the referee's judgment to be serious in nature, the referee shall inform the offender, assess a two (2) minute penalty, "blue card", to be served by the offender and restart the game with a free kick to the opposing team at the spot where the offense occurred.

If a defender commits one of the first twelve- (12) offenses in the above list in the defender's penalty area, a two- (2) minute penalty, "blue card" will be given to the offender and a penalty kick will be awarded. If a defender commits one of the four (4) offenses that are marked with a "\*\*", in the defender's penalty area then a free kick is taken from the top of the arc by the opposing team.

#### **B) Goalkeeper Restrictions:**

1. The goalkeeper may not play the ball with his hands if it has been intentionally kicked to him/her by their teammate and has not been touched or played by an opponent.
2. The goalkeeper must release the ball into play within five (5) seconds after the goalkeeper has taken possession and is not being interfered with by an opponent. If the goalkeeper fails to release the ball, a free kick is awarded to the opposing team from the top of the arc.
3. The goalkeeper may NOT punt the ball. A goalkeeper may "drop-kick" the ball, provided the ball touches the playing surface twice before it is kicked.
4. After releasing the ball into play, the goalkeeper may not use his/her hands again until the ball has been touched or played by an opponent, unless a stoppage of play occurs.
5. A goalkeeper who plays the ball outside the penalty area may not handle the ball in the penalty area until after another player has touched it or there has been a stoppage of play. An infraction of this results in a free kick for the opposing team from the top of the arc.

6. The ball is considered hand playable by a goalkeeper only when any part of the ball is on or inside the line that defines the penalty area, regardless of where the goalkeeper is standing.

**C) Time Penalties:**

1. A player may be assessed a two (2) minute time penalty for any foul/offense deemed flagrant or serious by the referee.

2. The two (2) minute penalty shall be assessed for any penalty kick, delay of game, encroachment of a free kick or a caution (yellow card).

3. Any player or coach going over the dasher boards will be assessed a two (2) minute time penalty (blue card). In the case of a coach receiving a penalty they will choose a player to serve the penalty and play a person short.

4. A player receiving two (2) blue cards, regardless of the offenses, unsportsmanlike or penal, shall be deemed to have received a caution (yellow card). Any additional blue card or yellow card issued to that player in the game will result in ejection, regardless whether penal or unsportsmanlike conduct.

5. If the goalkeeper is assessed a two (2) minute penalty, a teammate may serve the time penalty, except when the goalkeeper has been ejected. The player who is to serve the time penalty is to be chosen by the coach and field players will be reduced by one (1).

6. If a time penalty requires that a player is to be chosen by the coach and the coach does not choose a player within 30 seconds, the referee may terminate the game.

If a team is reduced to a lesser number of players on the field of play than its opponent by virtue of players serving time penalties, and such a team is scored upon by its opponent, then the player having the least amount of unexpired penalty time shall return to the field of play. Only one penalized player serving an unexpired time penalty may return after the opponent scores a goal.

If a player from each team is assessed a time penalty for simultaneous offenses, they must serve their penalty time completely, regardless if a goal is scored by either team. If more than two (2) players from the same team are in the penalty box, the penalty time is only active for two (2) players and the time penalties for the remaining players will start when a player's time penalty expires leaves the box (i.e. goal is scored or penalty time expires).

**D) Cautionable offenses:**

A player shall be cautioned for:

- Persistently infringing the laws of the game;

- Showing by word or action dissent from any decision given by the referee;
- Unsportsmanlike conduct;
- Encroachment; and
- Spitting on the field.

For any of these offenses, in addition to the caution (yellow card), a free kick shall also be awarded to the opposing team unless a more serious infringement was committed. When a caution (yellow card) is given for any of these offenses, the offender must serve a two (2) minute time penalty.

**E) Ejection:**

A player shall be ejected from the game if:

1. He/she are guilty of violent conduct or serious foul play;
2. He/she uses foul or abusive language directed at anyone;
3. He/she persists in misconduct after having received a caution; and
4. He/she received a third blue card (in this case the player will only serve a two-(2) minute time penalties regardless of whether penal or unsportsmanlike conduct.).

When a player is sent off (ejected - red carded) for the first three (3) above offenses, a five (5) minute time penalty shall be assessed against the offender. The time penalty is served by a teammate who is chosen by the coach. A player who has been ordered off after the game has started shall not return to the game. The player **MUST** leave the field area and go to the locker room or lobby. The penalty time will elapse if the opposing team scores a goal.

A player who has been ejected from a game for violent conduct or serious foul play is automatically ineligible for the team's next two (2) games. Ejections for the other three reasons will make player automatically ineligible for the team's next game. In addition, if, in the opinion of the referee, the foul was so severe and/or the ejected player's actions displayed a complete disregard for the Laws of the Game, the player may be banned from play for the rest of the season. The Centennial Soccer Club Board of Directors will have the final say in all player suspensions.

Players who receive two (2) ejections during the season shall be suspended for all of the games remaining in that season, with no refund.

**F) Delay of Game:**

If any player intentionally kicks the ball past the dasher boards or into the ceiling, pipes or lights over the field, in order to prevent play on the ball by an opponent, a free kick shall be awarded for a "delay of game" foul. A free kick shall be awarded to the opposing team at the top of the arc and a two (2) minute time penalty (blue card) shall be assessed to the offending player.

### **G) Assessing Time Penalties**

All penalties will be assessed in the order in which they were handed out. In the event that a player receives two cards before the game resumes (such as an initial blue followed by a straight red for foul language) the player is ejected and the coach will choose a player to serve the time penalties. The same person will serve both penalties, starting with the two (2) minute penalty for the blue card. If there is a goal scored during the first two (2) minute penalty then the scorekeeper will reset the clock for the five (5) minute penalty.

In the event that a team has more than 2 people in the penalty box only 2 penalties can be served at the same time. Once the first time penalty has expired or the other team has scored, the next time penalty will start. The team with more than 2 people in the penalty box will still only be playing 2 people short on the field, and will not add any player to the field until there is only 1 person in the penalty box. The player that penalty has expired for **CANNOT** go to the bench or to the field until there is a guaranteed substitution. They **CANNOT** go around to get back to the bench.

All time penalties will start when the ball has been put back into play, after the coaches are done with the guaranteed substitutions.

### **LAW 12: PENALTY KICKS**

Should a player of the defending team intentionally commit a penal offense within his own penalty area, he/she shall be penalized by a penalty kick and be issued the appropriate card and assessed no less than a two (2) minute time penalty.

A penalty kick can be awarded irrespective of the position of the ball, if in play; at the time an offense is committed. If the penalty kick results in a goal scored, the offending player shall be released from serving the two (2) minute penalty.

A penalty kick shall be taken from the penalty mark at the top of the penalty area. When it is being taken, all players, with the exception of the player taking the kick and the opposing goalkeeper shall be within the field of play, but outside the penalty area and at least ten (10) feet away from the penalty mark. The goalkeeper must have at least one (1) foot on the goal line until the ball has been kicked.

### **LAW 13: KICK-IN**

When the whole of the ball passes over the dasher boards at the touchline, a free kick shall be awarded to the opposing team that last touched the ball. The kick shall be placed at the point where the ball crossed the dasher boards. The kick-in can only be taken once the referee has whistled for the kick to be taken.

The kick-in may be played in any direction. Opposing players must be at least ten (10) feet from the placement of the ball and maintain that distance until the taking of the kick to avoid encroaching. A two (2) minute penalty will automatically be assessed for any violation of the encroachment rule - A goal can be scored directly from the kick-in.

#### **LAW 14: GOAL KICK**

When the attacking team causes the ball to go completely over the top of the dasher boards into the nets between the two corner flags, the defending team will be given a free kick that is to be taken from within the goal area. The ball is not in play until it has left the penalty area. A goal may be scored directly from such a kick.

#### **LAW 15: CORNER KICK**

When the defending team places the ball out of play over the end perimeter wall or retaining net between the corner flags, the attacking team shall take a free kick, when the referee has whistled for the taking of the kick, from the corner mark closest to the point where the ball went out of play. Opposing players may not approach nor make a play with any part of the body closer than ten (10) feet until it has been kicked and moved, to avoid encroachment. If encroachment does occur, it will result in an automatic two- (2) minute time penalty with a blue card shown to the offender and the kick shall be retaken.

A goal may be scored directly from a corner kick.

#### **LAW 16: FREE KICKS**

Free kicks can be directly scored against the offending side. The kicker is entitled to ten (10) feet before taking of the kick. If the kicker requests the ten (10) feet then the kicker must wait for a whistle from the nearest referee before the kick can be taken.

Encroachment, a defender being less than ten (10) feet from the ball at the moment of the kick or playing the ball before it has moved, shall result in an automatic two (2) minute time penalty with a blue card shown to the offender and the kick shall be retaken.

The kicker may not play or touch the ball a second time unless it has been touched or played either by a teammate or an opponent after the kicker has taken the kick. The kicker has five (5) seconds to play the ball once the referee closest has signaled to the kicker, either by whistle or by verbal instruction. If the kicker fails to place the ball back in play within the allotted five (5) seconds, then the opposing team gains possession of the ball at the same spot, after the guaranteed substitution has been completed.

#### **LAW 17: CONDUCT**

Conduct deemed inappropriate in the referee's judgment of any player, coach or fan can result in a stoppage of game, removal of the offender and a two (2) minute "bench"

penalty to be served by one of the field players of the offending team at the time of infraction.

If, in the opinion of the referee, there is any overly aggressive behavior, demonstrated by a team or teams, which compromise the safety of players, fans or referees it will result in the game being stopped and not continued.

## **Appendix A: U-6 RULES**

### **U-6 LAW 1: THE FIELD OF PLAY**

Games will be played across the width of the arena. Hockey sized nets will be placed at center of the field against sideboards forming end of field. Bench players and coaches shall be seated in space between the two fields.

### **U-6 LAW 2: THE BALL**

Home team will furnish a number 3 ball.

### **U-6 LAW 3: NUMBER OF PLAYERS**

Players on Field: 4 (maximum)

Substitutions: Coaches may substitute at any stoppage of play or on the fly, as outlined in Law 3, if they feel that they need to.

### **U-6 LAW 4: EQUIPMENT**

Players must wear shinguards and flat tennis shoes, or similar footwear. No moulded footwear or studs allowed. Players must wear shin guards that are fully covered by socks.

### **U-6 LAW 5: REFEREE**

Coaches will referee the games in accordance with the Laws of the Game as set forth herein.

### **U-6 LAW 6: DURATION OF GAME**

Game will consist one 25 minute half after practice is complete.

### **U-6 LAW 7: BALL OUT OF PLAY**

A ball fully out of play, including over the boards or lines shall be placed into play by a free kick by the team not touching the ball last. Ball stuck behind goal shall be placed into play by a goal kick by the defensive team.

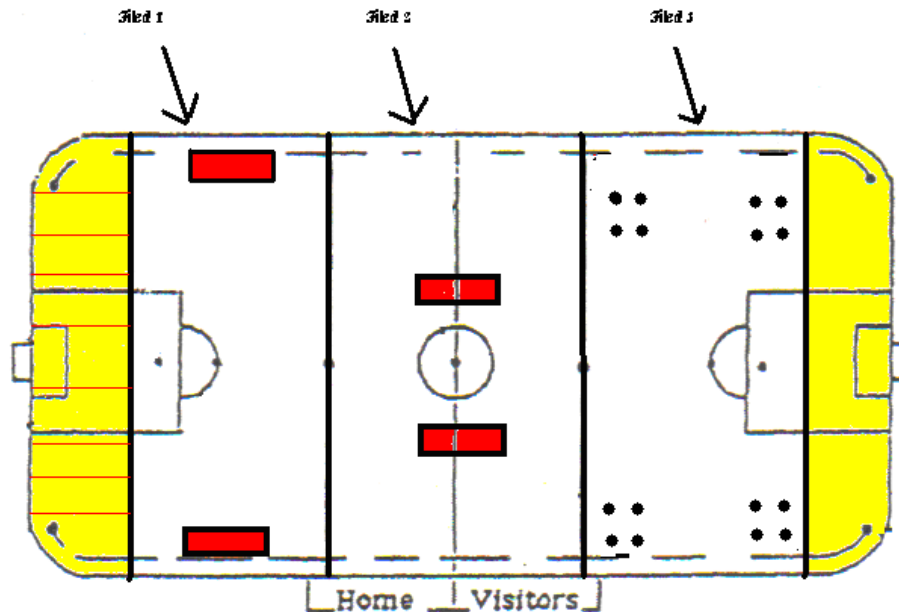
**U-6 LAW 8: SPECIAL RULES:**

- First teams playing shall set up goals; last teams playing U-6 games for the day shall remove goals and place where designated by arena.
- One coach is allowed on each field.
- There shall be no penalty kicks.
- Goal kicks, corner kicks and free kicks are per normal rules.
- No score shall be kept.
- There are no goalkeepers. Coaches should encourage field play and not the guarding of their net.

## Appendix B: U-8 RULES

### U-8 LAW 1. GOAL SIZE, LOCATION AND FIELD DIMENSIONS

#### Description of general U8 Arena lay-out



(a) *Field #1 (Standard Soccer format)*

The distance between the posts is 6 feet, and the distance between the lower edge of the cross bar and the ground is 4 feet. Nets will be placed at center of the field against sideboards forming end of field. The dimensions of the field shall be approximately 100 feet X 50 feet and shall be set up similar to a traditional soccer field.

(b) *Field #2 (Challenge Cup format)*

Nets will be placed back, with the front of the net facing away from the opposing net. There shall be a distance of no more than 10 feet between the backs of each net. The dimensions of the field shall be approximately 100 feet X 50 feet.

(c) *Field #3 (Corner Target format)*

Four square targets are placed near each corner of the field. A goal is scored each time the ball is passed into a target and stopped by their teammates. The dimensions of the field shall be approximately 100 feet X 50 feet.

## **U-8 LAW 2: THE FIELD OF PLAY**

Games will be played across the width of the arena with the field surface being split into three different playing surfaces as set forth herein. Special nets will be placed accordingly in the various fields of play. Bench players and coaches shall be seated off the field so that they do not interfere with the field of play.

## **U-8 LAW 3: THE BALL**

A size 4 futsal ball shall be used for all matches. If one is not available, the Home team shall furnish a number 3 or 4 soccer ball, or futsal ball.

## **U-8 LAW 4: NUMBER OF PLAYERS**

Each team may only roster up to twelve (12) players maximum, with a maximum of four (4) players on the field at any one time. (This number maybe changed at the discretion of the Indoor Director.)

Any number of substitutes may be used at any time. Substitutions will be made “on the fly” as set forth above in Law 3. A player who has been replaced may return to the playing area as a substitute for another player. All players are required to have equal playing time.

## **U-8 LAW 5: EQUIPMENT**

Players must wear shinguards and flat tennis shoes, or similar footwear. No moulded footwear or studs allowed. Players must wear shin guards that are fully covered by socks.

## **U-8 LAW 6: COACHES/SCORBOARD OPERATOR**

There will be no referees. Coaches will referee the games in accordance with the Laws of the Game as set forth herein.

A parent from the home team shall be nominated by the coaches to assist in operating the scoreboard. More than one parent may operate the scoreboard during a playing session. Scoreboard operators are to act as timekeeper and signify to the coaches by an agreed signal when the time of each match has expired.

No scores are to be kept and there are no standings.

## **U-8 LAW 7: DURATION OF GAME**

The duration of every match will be twelve (12) minutes with a running clock. At the conclusion of each match, all participants are expected to clear their field, and move to the next playing field.

The intermission between matches shall not exceed three (3) minutes running time. One playing session shall consist four games and last just over 1 hour time, and will ultimately be dictated by the Arena clock.

Centennial Soccer Club encourages fair play within the Laws of the Game and good sportsmanship. In order to speed up play, all participants are asked to respectfully shake hands at the conclusion of the final playing session.

## **U-8 LAW 8. START AND RESTART OF PLAY**

The “kick-off” at the start of the match or after a goal is scored consists of a drop-ball at the center of the playing area. One player from each team will complete for the ball. All other players must be 5 yards away from the ball in any direction. The ball is in play once it touches the playing surface, without being touched by a player.

A drop-ball will restart the match in the center of the playing area after play has been temporarily stopped for an injury, following a goal or for any other reason.

## **U-8 LAW 9. BALL IN AND OUT OF PLAY**

The ball is out of play when it has wholly crossed the goal line or touch line whether on the ground or in the air. The ball is in play at all other times, including when it rebounds from a goal post, crossbar or side wall and remains in the field of play.

A ball fully out of play, including over the boards or lines shall be placed into play by a free kick by the team not touching the ball last. Balls stuck behind goal shall be placed into play by a goal kick by the defensive team or corner kick by the offensive team, depending on who last touched the ball.

A goal cannot be scored directly from a free kick along the touchline.

### **(a) *Special Rule: Fields #2 and #3***

Any ball leaving the field of play, regardless of which line it completely crosses over, shall be subject to a restart as outlined in *U-8 Law 8*. There are no goal kicks or corner kicks.

## **U-8 LAW 10. METHOD OF SCORING**

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.

For the entire U8 program, there are no goalkeepers. Coaches should encourage field play and not the guarding of their net.

### **(a) Special Rule: Field #2**

A team can score in any goal (multidirectional game), and a goal is scored as provided for in Law 10, provided the following conditions are met:

- A player on the team scoring the goal is the last team to touch the ball before it completely enters the goal; and
- the player touching the ball is not within a designated “exclusion zone” in front of the goal.

A goal scored by a player last touching the ball, but in the “exclusion zone” shall not be counted. If this occurs, the appropriate restart is set forth in *U-8 Law 8*.

The “exclusion zone” extends three feet directly in front of the net from the goal post on each side.

### **(b) Special Rule: Field #3**

A team can score a goal by passing the ball into and have a player from the same team stop/control the ball inside the target zone. A goal can be scored inside any target zone—multidirectional game.

## **Appendix C: U10 and U12**

### U-10 and 12 Law 1: Scoring

Final scores are reported to the Indoor Director by the losing team. When reporting the score, provide the following information: 1) your team's name; 2) the team you played; 3) the date of the match; 4) total goals scored by each teams (including goals not listed on the scoreboard); and 5) the name of the coach reporting the score. All matches must be reported within 24 hours after the conclusion of the match via e-mail to the CSC Indoor Director.

Standings are not kept. The scoreboard shall not reflect greater than a 6 point differential.

## Appendix D: U-15 – U-19 (Competitive) Rules

1. For Referees, there will be a three- (3) person system used for the U-15/19 age group. Two (2) referees will be on the arena floor and the third referee in the timer's box. The floor referee's responsibilities are the same as for other age group's game. The third referee will assist the floor referee's by:
  - Indicating/calling of the three (3) line pass;
  - Indicating/calling when there is an illegal substitution, (i.e. too many players of the same team on the floor involved in the play at the same time.);
  - Administrate the timing of penalties of players in the penalty box; and
  - Administrate time and other game duties, (i.e. keep track of the foul count for both teams).

Due to the use of the third referee, timers will not have to be provided by the teams. The teams playing will be assessed a two- (2) minute time penalty when the foul count has reached six (6) fouls or multiples of six (6). The fouls that are counted are any one of the sixteen (16). Fouls that result in the awarding of time penalties or delay of game penalties are NOT included in the foul count. The person committing the 6<sup>th</sup> foul will have a blue card assessed against him/her and will serve the time penalty (this will count towards disqualification, if the situation arises).

2. Shoot Out
  - The Shoot Out is to ensure that play on the field in the attacking third of the field is kept in the spirit of safe play and in concert with the outdoor condition of the "break away take down". It is intended to offer an opportunity that the attacking team lost when one of its players was taken down and out of play on a break away. It focuses on play by both teams, outside of the penalty area and within the attacking third of the field. It is the only time the game clock will be stopped and play with the ball permitted for score.
  - Any foul committed by the keeper could result in additional two (2) minute penalties against the keeper, referee's judgment.
  - Once the captains have been informed of the "Shoot Out," a thirty (30) second time period for set up is started by the Assistant Referee. Any team not ready for play can have a two (2) minute "delay of game" time penalty or have the game terminated by either field referee.
  - Either floor referee can invoke a Shoot Out if the following conditions are met:
    - An attacker clearly is advancing towards the opponents goal;

- In possession of the ball;
  - In the defender's third area of the field;
  - That the attacker is facing/attacking as one-on-one;
  - The attacker is taken down by a defender from behind or outside his/her peripheral vision
- The procedures to be used by the referees calling the Shoot Out are as follows:
    - Whistle the foul;
    - Card (any color) and escort the offender to the Penalty Box; and
    - The other floor referee is to attend to fouled player if necessary
- The referee "calling the shoot OUT" calls the team captains to the referee crease and informs them.
  - The team captains inform their players and coaches.
  - The field players retire to the area directly in front of their bench, but remain on the field.
  - The lead referee informs the defensive goalkeeper and takes his/her position as a corner kick on the respective side.
  - The trail official positions the ball and the attacker chosen for the Shoot Out at the center of the blue line of the defensive zone.
  - The trail official will start the Shoot Out and the timing with the sounding of a loud whistle.
  - The timing will be kept by the trail official.
  - The lead official controls the Shoot Out once it has been started.
  - The trail referee will use two (2) loud whistle shrills to indicate the five (5) second time period has expired.
  - If a goal is not scored in the five (5) second Shoot Out time period, then the game is restarted by the attacking team kicking from the red line once all field players are in position.
  - **A goal can only be awarded if it is scored within the five (5) second time period of the Shoot Out. If a goal is NOT scored, then the defending team plays short for two (2) minutes or less if a goal is scored in the time penalty period. If a goal is scored within the Shoot Out time period, then the player in the penalty box will be released.**