



KIRKWOOD INDOOR SOCCER RULES

FIFA RULES WILL BE USED AT THIS FACILITY WITH THE FOLLOWING MODIFICATIONS

PARTICIPATION

The purpose of the league is to help develop the understanding of the game of soccer. It is strongly recommended that players be used in different positions throughout the game.

FIELD OF PLAY

- 1) Playing area is 135' X 75'. Overhead netting and wire is not considered playing area.
- 2) Penalty area with 10' radius at the top – no goal area.
- 3) Center circle with 10' radius.
- 4) 12' X 6'6" goals.

BALL

- 1) Game ball will be provided. No other balls will be permitted.
- 2) **Soccer balls are NOT permitted in the building.**
- 3) Ball: Futsal Ball will be used in all age groups.

NUMBER OF PLAYERS

- 1) 6v6 Game (including keeper) for U8-U14; 3v3 for U6.
- 2) Unlimited on the fly substitution,
- 3) Penalized players cannot be substituted

MAIN REFEREE

- 1) Duties include enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other bad behavior, allow no others to enter the pitch, stop game to have injured players removed, signal for game to be restarted after every stoppage, decide that the ball meets with the stipulated requirements.

DURATION OF GAME

- 1) 20 minute halves for all League Games



- 2) The clock will be stopped only for serious injury or cautions/ejections subject to the referee discretion.
- 3) Free kicks, except penalty kicks, must be taken within five (5) seconds of placement. If penalized, a direct free kick will be awarded to the opposing team at the spot of the ball.
- 4) There will be NO overtime in regular season play.

START OF PLAY

- 1) The home team defends the Home goal and has the first kick off. Teams **DO** change ends at half time.
- 2) The ball can be passed back on the kick off.

BALL IN AND OUT PLAY

- 1) Ball is out of play if it leaves the playing area, touches the netting (restart: direct free kick by opposing team from where it hit the net), or a goal is scored. If the Ball hits the wire at mid-field, it is a dead ball and will result in a DROP BALL.

OFFSIDES

- 1) There are no offsides.

FREE KICKS

- 1) All free kicks are direct free kicks, except for the kick-off, which is in-direct.
- 2) All defending players must be 5' from the ball.
- 3) Out of play balls will be put into play with a free kick for the opposing team.
- 4) Balls hitting the overhead net/wire will result in a **drop ball** beneath the point of contact.
- 5) Balls leaving the field of play (walls) will be placed within a three (3) foot perimeter of point of exit.

PENALTY KICKS

- 1) Taken from the mark at the top of the penalty area.
- 2) All players, except for the defending goalkeeper, must be out of the penalty area.

GOAL KICK

- 1) If the ball is played over the end wall by the attacking team, the defending team will be awarded a goal kick from the area



within the penalty area.

CORNER KICK

- 1) Ball is placed on the corner where the ball went out.
- 2) Must be taken within five (5) seconds; failure to do so entails indirect free kick to the opposing team from the corner mark.
- 3) The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing team from the point of the infringement.
- 4) Players on opposing team must be 5' away from the corner kick.
- 5) All corner kicks are direct kicks (a goal can be scored from a corner kick).

GOALKEEPER

- 1) Goalkeeper may not use their hands with the ball if played to him/her by their own teammate.
- 2) The goalkeeper is not limited in steps in his penalty area.

BOARDING

- 1) Boarding is not permitted. A direct free kick will be awarded to the opposing team.

SLIDE TACKLES

- 1) Slide tackling the ball by field players is not permitted. If penalized, a direct free kick will be awarded to the opposing team.

COACHES

- 1) There must be an adult coach, 21 years or older, in the team box at all times during a match.
- 2) A maximum of two coaches will be permitted in the box.
- 3) Coaches are responsible for bench players' behavior.
- 4) Coaches shall be warned for unruly behavior or Referee abuse. Further abuse may warrant a coach (es) ejection and game may be terminated.

