

Winter Youth Indoor League Rules

1. General

- FIFA Laws of the Game shall apply except as amended herein. See age specific rules for details.
- Lack of knowledge of these Rules will not relieve any coach, team official, parent or player of a team from the responsibilities and possible penalties herein. ALL CLUBS, TEAM OFFICIALS, PARENTS AND PLAYERS, BY PARTICIPATING IN the KRSC Winter Indoor League PLAY, AGREE THAT THEY ARE BOUND BY THESE RULES.
- If two age groups are combined, then the division will play based on the older age groups rules, if they are different.

2. Age Specific Rules

- All players in the Recreational League must be in the specified grade or a lower grade. Exceptions may be made for kids whose birthdays fall within the age group for one grade but are in a higher grade.
 - U6 - Kindergarten
 - U7 - 1st Grade
 - U8 - 2nd
 - U9 - 3rd
 - U10 - 4th
 - U11 - 5th
 - U12 - 6th
 - U13 - 7th
 - U14 - 8th
 - U15 - 9th
 - U16 - 10th
 - U17 - 11th
 - U18 - 12th
- All players in the Premier/Competitive League must be born on or after January 1st of the specified year. No exceptions.
 - U9 - 2010
 - U10 - 2009
 - U11 - 2008
 - U12 - 2007
 - U13 - 2006
 - U14 - 2005
 - U15 - 2004
 - U16 - 2003
 - U17 - 2002
 - U18 - 2001
 - U19 – 2000

3. The Ball

- U6-U7 will use a size 3 soccer ball
- U8-U12 will use a size 4 soccer ball.
- U13 and up will use a size 5 soccer ball.
- If two age groups are combined in a division that normally use different size balls, the older age groups ball size will be used.

4. League Roster

- League roster must be turned in before the first league game. The Roster Forms were attached to confirmation emails at registration, but can also be accessed on our Website (Club>Forms>on right side of page are all the links to indoor forms)
- Player(s) may be added to the roster prior to the start of the second league game.
- Player(s) may only be deleted from the league roster prior to the first league game.
- A guest player may play on your team at any time to help prevent forfeits, but a Guest Player Form must be filled out and turned in prior to the game.

5. Field Players

If a team in rec or premier gets down by 7 goals, their coach may elect to add an additional player to the field. Should the score get back down to a 5 goal difference, then the extra player must be removed.

Recreational Indoor League

- U6-U10 - 4v4 (3 field players + keeper)
- U11-U12 - 7v7 (6 + k) or 4v4 (3 + k) (depending on which was chosen in registration)
- U13-Up - 6v6 (5 + k)

Premier Indoor League

- Pre-Academy - U10 – 4v4 (3 field players + keeper)
- U11 - U12 - 7v7 (6 + k) or 4v4 (3 + k) (depending on which was chosen in registration)
- U13 - Up - 6v6 (5 + k)

Adult Indoor League

- MO40 - 6v6 (5 + k)

6. Minimum Players to Start Game

- U6-U10 – 3 players
- U11-U12 – 3 for 4v4, 4 for 7v7
- U13-U18 – 3 players
- A FORFEIT WILL BE AWARDED IF A TEAM HAS FAILED TO FIELD THE MINIMUM NUMBER OF PLAYERS WITHIN FIVE (5) MINUTES OF THE GAME START TIME.
- Additional Reasons for Forfeits
 - Not enough players to start or continue a game.
 - If 3 red cards are given to one team in one game.
 - Misconduct of players, coaches and/or spectators.
 - Using non-rostered players. Defined as players not registered in our league. Guest players not registered with the league should be registered before playing.
 - Benches clearing during a fight.
 - Forfeits are scored as a 3-0 win/loss.
- Referees will not referee forfeited games. Players with signed waivers may use the field time for practice or scrimmage.

7. Player Equipment

- Players must have jerseys of a like color and style.
- **Color** conflict – visiting team is required to change team colors either by changing shirts or wearing appropriate colored pennies.
- Shin guards are REQUIRED and must be totally covered by socks.
- Indoor turf soccer shoes, flat soled soccer shoes, or sneakers are allowed. **NO CLEATS.**
- Goalkeepers must wear colors that distinguish them from all other players and referees. Pennies can be used for this purpose.
- No jewelry of any kind allowed. **NO EXCEPTIONS.**
- Cast, knee braces, anything except shin guards made of rigid material must be covered with at least ½ inch of foam and must be approved by the center referee. All edges must be completely covered so they do not show.
- Protective head gear and goalie helmets are optional.

8. Duration of the Game

- In the recreational League, U6-U8 will play two, 20-minute halves, with a 3-minute half time
- All other age groups in both Recreational and Premier will play two, 24-minute halves, separated by a 3-minute halftime.
 - The clock shall be stopped for serious injuries.
 - If time expires after a foul was called in the box, the team will still be allowed to kick the PK.
 - Leagues games can end in a tie.
- Duration of games may be shortened based on unusual circumstances and at the discretion of the league management or building supervisor.

9. Start of Play

- A kick off will start the game and restart the game after a goal has been scored.
- Teams will change direction at half time and alternate kick off.
- A goal may **not** be scored directly from a kickoff.
- The ball does not need to go forward on the kick off.

10. Goalkeepers

- Outdoor FIFA rules apply when passing back to the goalkeeper.
- Goalkeeper may slide tackle only if the ball is inside the penalty box.
- Goalkeeper may throw, punt, or roll the ball the entire length of the field without penalty.
- **The following only apply to games in Rush Arena (walled field)**
 - the goalie may not advance the ball past the midline in the air.
 - When the goalie has control of the ball and is playing the ball out of the box, the opposing team must retreat behind the midline and cannot cross until the player the goalie plays the ball to has touched it.

11. Substitutions

- Teams may substitute on their own possession, and on opponent's substitution.
- Substituting players must enter/exit field in a location defined by the referee.
- Any player may change places with the goalkeeper, provided the referee is informed before the change is made, and provided also that the change is made during a stoppage of the game.
- Substitute players are to remain in the player bench area.
- A player receiving a yellow card must be immediately substituted. The player may re-enter play during the next substitution opportunity for that team.

12. Ceiling/Out of Bounds

- If the ball touches the netting, it is considered a dead ball and will be placed according to the following guidelines.
- If the ball touches the netting directly above the playing field, the ball shall be placed on the turf, within a 3 feet radius below where the ball initially touched the netting. The team that did not touch the ball last shall restart play.
- If the ball touches the netting above the goal box area, and was last touched by the offensive team, the result will be a goal kick. If the ball was last touched by the defensive team, the result will be a corner kick (on the walled the center mark). A whistle must signal the restart.
- A throw-in, corner kick, or goal kick will be awarded when the ball goes out of bounds. A throw-in may not go directly into the goal.
- Player has 5 seconds to put ball back into play.

13. Off Sides

- Off sides **will not** be called, but you may not cherry pick (park a player in front of the goal box). It is at referee's discretion to call offsides if he/she feels a team is cherry picking.

14. Fouls

- FIFA outdoor soccer rules apply to all infractions, including but not limited to: kicking, pushing, tripping, hand balls, etc... Thus, we will play direct and indirect kicks depending on the foul. **Just as in our outdoor recreational leagues, all U6-U10 games will only have indirect free kicks.**
- No slide tackling – Slide tackling will be defined as anything other than the feet touching the ground when attempting to take the ball away from an opponent. Players may slide to save balls from out of bounds when no other player is nearby – the rule is no tackling.
- Goalkeepers may slide inside the penalty box.

15. Free Kicks

- The following applies to all restarts:
 - Indirect and direct kicks will be given according to FIFA rules of the game. **Rush Arena (walled field), U6-U10 will only have indirect free kicks.**
 - Ball is in play when it makes contact with the initial player.
 - Opposing players shall be 5 yards from the ball.
 - Player taking a kick cannot play it again until someone else touches the ball.
 - If an opponent refuses to move back 5 yards on referee's request, he may be given a yellow card for unsportsmanlike conduct.
 - If a player taking the kick delays for longer than five (5) seconds after having been signaled to do so by the referee, the opposing team will be awarded the kick.

16. Heading Instructions

Per US soccer recommendations there will be no deliberate heading at U11 and below. When a player deliberately heads the ball in a game, an indirect free kick (IFK) should be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the IFK should be taken on the goal area line parallel to the goal line at the point nearest to where the infringement occurred. If a player does not deliberately head the ball, then play should continue.

17. Yellow Card Policy

- A player receiving a yellow card must be immediately substituted off the field and may re-enter at the next substitution opportunity for that team.
- A player receiving two yellow cards in a single game will result in a red card. (see below)

18. Red Card Policy

- Players receiving a red card in a game will not be allowed to play the remainder of the game and the player's team will play a man down for the remainder of the game.
- Players receiving a "soft" red card (two yellow cards in single match) will be allowed to play next game with referee's note of approval. Referee can note that player punishment should be enforced as a "hard" red.
- Players receiving a "hard" red card will miss the remainder of the game and will be automatically suspended from the next game in the season.
- If the person is ejected in the last game of the season, said person shall be prohibited from playing/coaching in the first game after he/she registers for another season.
- The following are red card eligible offenses:
 - Foul and abusive language.
 - Persistent infraction of the rules after receiving a yellow card.
 - Violent conduct (including, but not limited to: spitting, threatening, continued rough play, etc.) will be suspended as outlined above and in addition, will be suspended one additional game and subject to further disciplinary action as decided by the complex management.
 - Assaulting a referee, participant or spectator will be suspended indefinitely from all activities at the Kansas Rush Indoor Facility.
 - An assault shall be defined as an attempt to commit a battery upon a person; and an act which is close to accomplishment shall be sufficient to constitute an assault upon a person. Local authorities will be notified.
 - Any player or coach who accumulates three cautions (yellow cards) during league matches per session will be suspended for one league game. Should a coach of a team be unable to control a player's or spectator's actions after a red card is issued, the coach will also be suspended as outlined above.
 - A player or coach accumulating three red cards over a one-year period will face serious disciplinary action, possibly banning them from Kansas Rush Indoor Facility.
 - Any team that clears the bench will automatically forfeit the game and score will be recorded as a 3-0 loss.
 - Team Probation – Any incidents occurring for a two-month probationary period will be grounds for suspension from Kansas Rush Indoor Facility for 1 year.
 - No refunds will be given to suspended players or teams.
 - If for any reason an official/referee or employee of the Kansas Rush Indoor Facility asks that a person leave the facility, the person must leave the property or authorities will be notified.
 - Fighting: **"Zero Tolerance Policy"** Anyone fighting will be ejected from said game and suspended for a minimum of two games and up to permanently. Anyone threatening or stalking another player, coach, staff, referee or spectator will also be ejected and reported to the local authorities.

19. Referee Authority

Referee authority applies to enforcing the laws of the game; anything outside of that he/she must consult with league management. All calls are the judgment of the referee and are final. Any and all calls made by the referee are not subject to protest. If a referee has given 3 red cards within the game, he or she is to halt the game and contact league Management. At which point, league management has the discretion to terminate the game. The referee has the ability to present a red card, prior to, during and after a game. It is the sole authority of the league management to determine player/team suspensions.

20. League Standings Point System

- The Winter Youth Indoor Soccer Leagues will abide by the following rules with regards to standings
 - Standings will be determined by points
 - Win = 3 points
 - Tie = 1 point
 - Loss = 0 points
 - Red card by player, coach, manager or spectator = -1 point
- League games that end in a tie score after regulation play shall remain a tie game.

21. Division Standings - Team Ties

- Any divisions ending in a tie at the end of league season shall be governed by the following tie breaking system in order:
 - Head to Head results between tied teams
 - Goal differential – max of 5 goals per game, when scores are posted this will be the max difference
 - Fewest goals allowed
 - Coin flip

22. League Fees

All teams must pay the full balance at the time of registration to secure a spot in the league. If a team removes itself from a league, all fees paid shall be forfeited. If KRSC Management drops a team from a league, all fees paid shall be forfeited. Refunds will only be given if we are unable to place a team in an appropriate age group division and these refunds will be at the discretion of KRSC Management. No refunds or game credits shall be given for the following:

- Forfeited games
- Inclement weather
- Stoppage of game due to player and/or spectator misconduct or injury

23. Play Out Lines

All 4v4 games will use the midline as a playout line. Once the keeper has control of the ball (and for goal kicks), the opposing team should immediately move behind the playout line.

- If the keeper plays the ball to a teammate on his/her side of the line, the opposing players may cross once the teammate has touched the ball.
- If the keeper plays the ball without waiting for the opposing team to get behind the line, then it is a live ball right away.
- If the keeper plays the ball to a teammate past the playout line, then it is a live ball right away.

Only age groups U10 and below in full field games will use a playout line. It will be marked with cones on the side of the field as opposed to using the midline.