



LRYS Indoor Rules

Game Duration/play: Division 1 (u8-u10) will play **Three** 8 minute quarters with a 2 minute break in between. Division 2/3 will play **Three** 10 minute quarters with a minute break in between. Teams need to be ready to play 15 minutes prior to start of game time. Games may be forfeited if a team does not have enough players 15 minutes after the scheduled start time. It is a running clock the only time the clock will be stopped is during an injury, ejection, or timeout. Each team is awarded three 30 second timeouts per game. They may be called by a coach or player. If a 4th timeout is called the timeout will be denied and the team will be issued a blue card (minor penalty) and will play down a man for 1 minute.

Players on the Field: - 15 minute grace period to have enough players for a game. Games will start on time

Division 1 - 5v5 plus a goalkeeper. (Less than 4 players is a forfeit)

Division 2/3 – 4v4 plus a goalkeeper. (less than 4 is a forfeit)

Uniforms/equipment:

* All players must wear issued t shirt in order to play.

* Shin guards are required Socks must cover the shin guards completely.

* Indoor soccer shoes or tennis shoes are required (**No Cleats!**) Div 1 will use a size 4 ball. Division 2/3 will use a size 5 ball. Players are not allowed to wear any loose jewelry during games.

Goalkeepers: The goalkeeper wears a jersey of distinct color from both teams. The Goalkeeper may handle the ball for up to 4 seconds after controlling the ball. The goalkeeper may not control the ball with his hands after the ball has been deliberately passed to him (waist down) by a member of his own team. The goalkeeper may dribble the ball into the penalty area and use his hands, so long as another player from the opposing team touched the ball since the goalkeeper last touched the ball. Once the ball has been placed on the ground, the goalkeeper may not touch the ball again until an opposing player has. In the event that there is a pass back/ hand ball in the box a free kick will be given at the top of the key. The goalie may bounce the ball and not offend this rule. Any infraction of these rules, will be penalized by an indirect free kick at the spot of the infraction in the penalty area(no closer than the goal box) The goalkeeper is allowed to slide tackle within the penalty area. A slide tackle outside the penalty area, results in a direct kick and possibly a blue card (1 minute penalty) there is no punting or drop kicks. The goalkeeper may not throw it past midfield. Result in doing so is a free kick at the top of the key. In the event the goalkeeper is carded (blue) they do not have to serve the penalty another player can. in the event they receive a yellow/red card they will need to serve the penalty and need to be substituted out of the game.

3 line violation: Field players with the ball behind their orange line may not kick/throw the ball in the air over the opponents orange line. A violation of this results in a direct free kick at the top of the arc. In the event it touches a player in front of the 3rd line the “3 line violation” should be waived off and play shall resume. Also if the ball makes contact with the wall/floor on or before the 3rd line the violation should be waived off.

Substitutions: Substitutions are on the fly and must occur within the box. A substituted player may not make a play on the ball until the exiting player is no longer in contact with the floor. In the event a player does make contact while the exiting player is still on the court. The first offense will be a Blue card (1 min penalty). 2nd will be a yellow (2 min penalty). Any offenses thereafter will continue to be a yellow.

Kickoff: The ball must move, but can move in any direction to be put in play. The kicker may not play the ball a second time until another player has touched it. All players must be on their side of the field until the ball is put into play. The referee will blow the whistle to start the kick. Kickoff is indirect.

free kick: All fouls or handballs in the attacking half of the court will be awarded as direct free kicks.

Fouls/handballs in the defensive half of the court will be indirect. Opposing players must be 5 feet from the ball or encroachment may be called and the player may be given a blue card(1 minute penalty). The referee will signal this kick by raising his arm straight in the air. The ball must be put into play within 4 seconds.

Off sides: There are no offsides in indoor soccer

Ball off netting/ ceiling: If the ball hits the netting, the ball is considered out of play. The ball will be placed on the ground below where it hit the ceiling(indirect free kick) or a goal kick, corner kick or All balls out of play must be kicked in. The ball must be put into play within 4 seconds. A ball that is played out of bounds with a minute or less remaining in the game will stop the clock. IF the goal differential is greater than 3 goals the clock will continue to run.

Penalties: A player receiving his/her first blue card must sit out 1 minute. The team will play shorthanded for 1 minute. A player receiving a 2nd blue card will receive a yellow and must sit out 2 minutes. The team will play shorthanded for 2 minutes. A player receiving a red card(3rd blue or 2nd yellow) is ejected from the game. The team will play shorthanded for 3 minutes. The offending player or sub may return after time expires or a goal for the opposing team is made.

Shootout: Any Handball/Foul committed in the box will result in a 1 on 1 shootout. If a goal is scored the game will restart the same as a goal in regular play. IF the shot is stopped the play is dead and the goalkeeper will be given the ball to play as a goal kick (goalkeeper distribution). The player taking the shot must be on the court at the time of the foul, no substitutions may be made until the play is dead. A sub occurring during this time will result in a blue card for an illegal substitution and at the end of the play the subbing team will be forced to play down a man for 1 minute. If a card is issued for the foul/handball and a goal is scored the player may return to play immediately. If the shot is stopped the player must remain off the court until either a goal is scored or time expires on the penalty.

How the shoot out works: The ball will be placed at mid court. the attacking player must dribble at the goal without stopping or going backwards. The shooter may move the ball left and right to evade the goalkeeper before taking a shot. The goalkeeper must start on the goalline, once the ball is touched they may come off their line. Any attempt to save/ slide must be done within the box, a handball or foul will result in a blue card and must be served by the goalkeeper. The shootout will be taken again with a different player filling the role of the goalkeeper.

Putting the ball in play: the ball must be put in play within 4 seconds once the ball has been placed on the ground. The ball must be at a complete stop before being put into play. This includes goal kicks, corner kicks, direct kicks and indirect free kicks. The Ref will blow their whistle to signal the start of the count.

Infraction of this rule will result in an indirect kick for the opposing team.

Slide tackling/playing from the ground: No slide tackling is allowed by any player on the field(see exception for goalkeeper) A player may not fall down and attempt to be a part of the play. A card and direct kick will be awarded to the opposing team for either infraction.

Spectator Behavior- Abusive, verbal or physical conduct of spectators, of any type, directed at participants, officials, or sponsors of Lebanon Revolution activities will not be tolerated and will result in removal from the facility and all activities.

Card-able Offenses

Cursing - using foul or inappropriate language

Boarding - pushing, checking, slamming a player into the boards

Slide tackling - sliding on the ground feet first to make a tackle on the ball

Unsportsmanlike conduct - a **foul** or offense that violates the accepted rules of sportsmanship and participant conduct. Examples include verbal abuse or taunting of an opponent, an excessive celebration following a scoring play, or feigning injury.

Delay of game - failure to put the ball in play in the time granted. (listed above) Playing the ball out of bounds purposely to kill time to not allow opponents to get into game flow, to disrupt game flow.

Consistent fouling - a player reaching 3 fouls is subject to a card.

Dissent - arguing with a referee

Fighting - getting into a physical altercation.

Improper gear - (no shinguards, wearing jewelry)

illegal substitution / too many players - not subbing in the player box, subbing a player on without a player coming off.

ALL SCORES WILL BE REPORTED BY REFEREES AND WILL BE FINAL.