

JUNIOR INDOOR SOCCER RULES

(SEAMER SPORTS CENTRE)

GENERAL

1. The game will consist of 2 x 15 minute halves with 1 minute for a half time break and 4 minutes between games.
2. There is no off-side in general play, however at kick off, all defensive players must start in their defensive Third whilst all attacking players must start behind the halfway line.
3. Hats and jewellery are NOT permitted to be worn.
4. Footwear – non marking flat soled shoes – **NO STUDS.**
5. Abuse, violence or serious aggression of any kind towards fellow players or officials will not be tolerated and will be dealt with in the strongest possible way.
6. If the ball hits the referee, play will continue if no team gains an unfair advantage. If there is an unfair advantage, play will stop and a 'drop ball' will be set up between the two closest players to the referee.
7. A penalty of 1 goal for each 3 minutes a team is late up to a maximum of 9 minutes. Teams arriving later than this will be considered a forfeit and the forfeit rule will apply.

All rules apply as per outdoor soccer with the following exceptions:

TEAMS

1. A team consists of five on court players including a goalkeeper, with a maximum of 2 additional players to be used as interchange.
2. Unlimited interchange applies. Teams may only make interchange after a goal has been scored, at ½ time or because of injury. Teams may make interchanges at any stoppage of play i.e free kicks

KICK OFF

1. At the commencement of the match, half time and after a goal is scored, the ball is brought to the centre circle and kicked backwards to a team mate in the defending half of the court.
2. Opponents are not allowed into the middle third of the court until after the ball has been played.
3. A goal may be scored direct from the kick off.

GOALKEEPER AREA

1. The goalkeeper is the only person allowed in the goalkeeper area (semi-circle around the goal)
2. If a defender enters the goalkeeper area but does not touch the ball, an indirect free kick is awarded 3 metres from the goalkeeper's semi-circle
3. If a defender enters the goalkeeper's area and touches the ball, a Direct free kick from point of infringement (3m rule applies)
4. If an attacking player enters the goalkeeper's area, a free kick is awarded to the goalkeeper.

5. If the goalkeeper is out of the area with no contact, a free kick is awarded to the opposing team.

THE GOALKEEPER

1. Once the goalkeeper has control of the ball within their area, they have 5 seconds to release the ball before an indirect free kick is awarded.
2. Once the goalkeeper has taken clean possession of the ball in their hands, the goalkeeper can only release the ball via a throw or place kick.
3. Goalkeeper substitutions apply as per field players.
4. If the goalkeeper is holding the ball and the ball is outside of the goal area (View the circle as an imaginary wall going to the roof), it is to be judged as a hand-ball and will result in a direct free kick from the point of infringement (minimum of 3m back from the semi-circle)

FREE KICKS (All outdoor rules apply with the following additions.)

1. **Direct free kicks** will be awarded for:
 - a. A defender enters the goalkeeper area, coming into contact with the ball
 - b. Any contact due to charging or attempting a tackle from behind.
 - c. Slide tackles or tackling whilst on the ground.
 - d. High feet, only if considered dangerous play at the referee's discretion.
 - e. 'Pinning' a player against the net. The player in possession must be allowed room to move in one direction of at least half a metre. This particularly applies to players in possession of the ball in corners of the court.
2. **Indirect free kicks** will be awarded for:
 - a. Any field player entering either goal area. This includes reaching into the goal area from the field of play. (View the circle as an imaginary wall going to the roof.)
 - b. Holding the net.
 - c. Intentionally playing the ball back to the goalkeeper from the defending third.
 - d. The ball making contact with the roof of the net, with the free kick awarded from the point of contact with the roof. The only exception to this is when a goalkeeper saves an attempted shot on goal from an opposing player and the ball unintentionally hits the roof.
 - e. Ball touching the top net unless it's a deflection from a keeper save where play will resume if this is the case
3. Opposition players must be at least two metres from the ball on all free kicks.
4. The referee will play on if he determines the infringed team has advantage.

PENALTY SHOTS AT GOAL

Penalty shot at goal will be awarded when;

1. A foul is committed and the referee feels there is a direct chance on goal with only the goalkeeper to beat whilst in the final third of the court
2. When taking a penalty players can only take a 2 step run up (one step, kick)
3. Only the goalkeeper can defend a penalty kick – goalkeeper stands on the goal line and cannot move until the player taking the penalty kick has made contact with the ball.

4. Other players must stand behind, and not within, 3 metres of the penalty taker.

TACKLING

1. Tackles can only be made from the front of the player whilst in control of the ball
2. Players must be on their feet to tackle or play the ball
3. Slide tackles are not permitted at any stage

SCORING

1. A goal is scored when the referee determines the whole of the ball has passed over the goal line through the face of the goal.
2. Any field player may score from any field position as long as the goal area rules are not infringed. (Refer to 'Indirect free kicks'.) Goalkeepers are permitted to score.

PLAYER MISCONDUCT

A Yellow and Red card system is used to monitor player misconduct. Any time a yellow or red card is awarded, a free kick or penalty will be awarded.

Yellow Card - The yellow card is a warning that the player may be sent off if they continue displaying the unwanted behaviour. It indicates a formal "caution" for any of the following offenses;

1. "Unsporting behaviour" - this includes hard fouls; holding an opponent or deliberately handling the ball for the purpose of preventing an opponent from gaining possession of the ball; faking an injury; worrying the goalkeeper or trying to prevent him from putting the ball into play, blatant cases of holding and pulling an opposing player or his uniform; any action designed to deceive the Referee
2. Dissent by word or actions, including arguing with the referee and harassing opponents
3. Persistently breaking the rules.

Red Card – The Red card is given to any player who receives two yellow cards in the same game or is deemed to be not playing in the spirit of the game. When a red is issued the player is ordered off the court and cannot be replaced or substituted during the game. This player is also required to miss the next match.

The offenses for which a player must be shown a Red Card and sent off are:

1. Serious foul play (includes any use of excessive force or brutality against an opponent when challenging for the ball. A tackle, which endangers the safety of an opponent, must be sanctioned as serious foul play.
2. Violent conduct
3. Spitting
4. Receiving a second yellow card in one game.

COURT DIMENSIONS

See below

