



THE OFFICIAL RULES OF INDOOR SOCCER – Virginia Beach Field House Edition

As of October 2020 - *Subject to changes and modifications adhere to COVID Guidelines

Rule 1 - The Field of Play

The field of play is defined as any space on or above the playing surface, not to include any net or player bench areas. If the ball hits the net or leaves the field of play, it is considered out of bounds, and restart will occur by kick-in at the point on the turf nearest to where the ball went out of bounds or hit the net. (Field Dimensions: 180'x90')

Rule 2 - The Ball

- **2.1 Specifications:** The dimensions and weight of the ball are as follows:
 - **Size 3** – U6 – U8
 - **Size 4** – U9-U12
 - **Size 5** – U13 - Adult
- **2.2 Ball Change:** The ball may not be changed except by the Referee – game balls will be provided by the Field House.

Rule 3 - The Players

- **3.1 Teams:** A game is played by two registered and rostered teams having a recommended roster size of 10-15 eligible players. No fewer than five (5) or more than seven (7) players from each team shall occupy the field during each half. Each team must have a Goalkeeper, having the privileges specified under these rules.
 - Coed Divisions: all teams must always have at least two (2) female field players to be on the field during play. (A female goalie does not count towards the 2 female requirement)
 - *If teams are unable to field two (2) female players then they shall play short, meaning if only one female player is present, they will play with one less player, and if no female players are present, they will play with 2 less players.
 - No other personnel may occupy the team bench, including spectators, minor children of players and coaches, and parents. The bench is for players and coaches only. Injured players that have not dressed for the game, but are on the roster, are permitted on the bench.
- **3.2 Substitution During Play and Stoppages:** Each team may substitute players freely; provided that, players must substitute off the field of play or within arm's reach of the gate in the area of their team bench. During substitutions, neither the player entering the field, nor the player being substituted may play the ball while the other is on the field.



- **3.3 Substitution Violations:** The Referee issues a team penalty for having too many players on the field and for substituting during the first 3 seconds of a shootout, if applicable.
- **3.4 Player Requiring Treatment for Injury:** The Referee sends any player to his team bench who requires treatment for injury or blood (regardless whether the blood is his own or another's or is on his body or uniform). This occurs at the first opportunity recognized by the Referee, whether at the game's next stoppage or his order when:
 - (i) the injury is deemed critical,
 - (ii) by the location of the injured player, he is likely to interfere with play, or
 - (iii) the injured player's team has control of the ball. Any player sent off for treatment may not reenter until fit to return and until, if applicable, the expiration of the player's time penalty. The Referee shall approve any blood treatment prior to allowing the player to reenter the field. If allowed by the Referee and permitted by administrative policy, a player whose uniform is stained with blood and untreated may wear alternative clothing.
- **3.5 Player Eligibility:**
 - (i) Adult leagues:
 - Players will be allowed to play on multiple teams but cannot play on multiple teams in a single division (i.e. Johnny cannot play on two teams in the same Coed division on Wednesday nights, but can play on a Coed team Wednesday night and Thursday night).
 - (ii) Youth leagues:
 - Players will NOT be allowed to play in the competitive division and the recreational division within the same season.
 - Players will be allowed to play up age groups but will not be allowed to play down at any age group.
- **3.6 Guest Players:**
 - (i) Adult leagues:
 - Guest players for teams will now need approval from the Director or MOD. Team Coaches / Captains will need to submit a request via Google Form on our website prior to the game.
 - Criteria for a sub player: roster size below 8 players and/or if you do not meet the requirement for Coed for female participants. Guest Player fee is \$15.
 - Once a player has guest played for a team, that player will be added to that team's roster and will be counted towards the team's roster max (Rule 3.1).



- Guest players will not be allowed once the rosters are locked (Rule 3.7).
- (ii) Youth leagues:
 - Guest players will be allowed in our youth leagues, if the player is eligible. These players will be added to the roster, but ONLY for the match they are guest playing in (unless otherwise stated that the coach/manager would like to add the player to the roster permanently).
 - Guest players will not be allowed once the rosters are locked (Rule 3.7).
- **3.7 Roster Lock Dates:** Rosters will be locked at the END of the 4th week of games in any given season. This does NOT mean your 4th game played, as some teams may have bye weeks/doubleheaders.

Rule 4 - The Players' Equipment

- **4.1 Uniform:** Players, other than Goalkeepers, wear their team's uniform, consisting of the same color jersey. Shorts/athletic pants, socks, shin guards, and indoor footwear are required. No screw-ins or metal cleats are permitted.
- **4.2 Goalkeeper:** The Goalkeeper wears jersey colors distinguished from all other field players and from the Referees. Other permitted equipment includes gloves and pants instead of team shorts and approved headgear. In all other respects, Rule 4.1 applies.
- **4.3 Dangerous Equipment:** A player may not wear any jewelry or other accessory. If a player is unable to remove a necklace or ring, it is taped to his chest or finger. Casts, splints, or body braces made of a hard substance must be padded to the satisfaction of the Referee. No clothing with pockets is permitted. Fitness bands are permitted provided they are wrapped with padded material.

Rule 5 - The Referee

- **5.1 Referees:** Beach Premier Indoor League will have two (2) Referees to officiate each game; A, B, and Classic League will have one (1) referee. The Referee may be assisted by a second floor Referee, an Assistant Referee, and/or a League Supervisor. So long as a Referee is on the facility compound of an assigned game, he shall execute, or delegate to other Game Officials the execution of, these rules.
- **5.2 Decisions of Fact and Rule:** The decisions of the Referee regarding facts connected with play and interpretation of rules are final. The Referee may change any decision prior to a restart upon his own reconsideration.
- **5.3 Powers:** The Referee's power to assess penalties, and otherwise assure fair play and maintain control of a game, extends to violations of these rules committed during play, during stoppages, and as players and other team personnel proceed to and from the facility or field of play. This includes the power to:



- **Award or Disallow a Goal:** The Referee determines whether a goal is scored.
- **Suspend or Terminate the Game:** The Referee stops, suspends, or terminates the game at his discretion by reason of the elements, interference by spectators, an unsafe condition, or other justifiable cause.
- **Stop the Clock:** The Referee stops the game clock due to an unusual delay (subject to administrative policy.) The clock will be stopped to set up for a shootout, if the time remaining on the game clock is one (1) minute or less.
- **Prohibit Field Entry:** The Referee ensures that no unauthorized person enters the field of play during a game.
- **Summon Security:** The Referee asks facility security guards to prevent any spectator, including team personnel, from interfering with the play of the game for:
 - (1) Violent conduct, including tossing objects onto the field of play;
 - (2) Foul or abusive language or behavior; or
 - (3) Persistent unseemly behavior.
- **5.4 Game Report:** Subject to administrative policy, the Referee and/or League Supervisor files a Game Report, including information on attendance, any disciplinary action and other incident (e.g., serious injury) or circumstance occurring before, during, or after the game.

Rule 6 - The Duration of the Game

- **6.1 Periods:** A regulation game consists of 20-minute periods, subject to the following:
 - (a) Overtime Period and Tiebreaker: If, in a tournament or playoff, the game is tied at the end of regulation, a 5-minute “sudden-death” overtime period follows. If still tied at the end of the overtime period, a tiebreaker takes place, as set forth in Rule 12.
 - (b) Running Clock: Except in the case of an unusual delay, as determined by the Referee, the game clock counts down continuously through each half or overtime period.
 - (c) Extension of Play: Play may be extended to permit a shootout required under Rule 10.6.
 - (d) Clock Malfunction: If the game clock does not count down properly, the Referee may add or subtract time as he deems appropriate. All violations occurring during a clock malfunction are treated as if occurring while the ball is in play.
- **6.2 Period Intervals:** There will be a 5-minute halftime and a 1-minute intermission before any overtime period and/or tiebreaker starts.

Rule 7 - The Start and Restart of Play



- **7.1 Start of Play:** A “Kickoff” from the center mark starts play at the beginning of each half and after every goal. A kickoff starts play at the beginning of any overtime period. Immediately prior to the kickoff, all players remain in their respective defensive halves, and all defending players are outside of the center circle. Once the Referee signals the kickoff, a player of the team having the kickoff has five (5) seconds to play the ball. The same player may not again play the ball until it touches another player.
- **7.2 First Possession and Defensive End:** The away team will always receive the kickoff at the beginning of the game. The home team defends the side of the field that corresponds to the home bench for the first half of the game.
- **7.3 Kickoff After Goal:** Except at the end of a half, play restarts after each goal with a kickoff by the opposing team.
- **7.4 Start of Second Half:** For the start of the second half, the teams change defensive ends, and the kickoff is taken by the other team that took the first half kickoff.
- **7.5 Restarts:** A “Restart” is the manner of resuming play after a goal or other stoppage. Restarts take place by either a kickoff, free kick, Goalkeeper throw-in (if applicable), or dropped ball, as set forth elsewhere in these rules. The team opposing that which is responsible for the stoppage takes the Restart. The same player who takes a restart may not again contact the ball until touched by another player. Other than for kickoffs or as provided below, restarts occur within three (3) feet from the spot of the ball at the moment of stoppage. Other than a Goalkeeper throw-in, all restarts are direct, unless stated otherwise by the Referee or Administrative team.
- **7.6 Free Kick:** A team receives a Free Kick after stoppages other than when a dropped ball or Goalkeeper throw-in is required. Before the team takes the free kick, the ball must be stationary. All opposing players are at least 15 feet from the spot of the free kick (or, if within 15 feet of the opponent’s goal, along the goal line) until after the restart. The Referee whistles the restart for all free kicks taken from any circle mark and after stoppages due to an injury, time penalty, or other incident within the Referee’s discretion. In the instance of a time penalty or ejection, the Referee whistles the restart after the player serving the time penalty has sat down in the penalty area (designated by the administrative team) or the ejected person has left the area visible to the field of play. The spot of the free kick is that provided in Rule 7.5, except as follows:
 - (a) Within Own Penalty Arch: A free kick within a player’s defensive penalty arch may be taken from any spot therein. All opposing players remain outside the arch and at least 15 feet away until the ball is in play beyond the arch. If, after the free kick, any player touches the ball before it has left the penalty arch, the free kick is retaken.



- (b) Within Opponent's Penalty Arch: When a team is awarded a free kick within its opponent's Penalty Arch, the free kick takes place at the opponent's free kick mark ("Top of the Arch").
- (c) Illegal Pass Back to Goalkeeper: A free kick occurring after an illegal pass back to the Goalkeeper (Rule 10.3) is taken at top of the arch.
- (d) Delayed Penalty: After a delayed penalty (Rule 11.6), the restart is taken: (i) According to the ensuing stoppage, as normally administered, or (ii) in case the defending team obtains possession of the ball during play, at the spot of the original offense. If the original offense would have resulted in a shootout, but for the delayed penalty, the restart is a penalty kick or shootout (depending on administrative policy), except when the attacking team scores or commits a foul or carded offense, in which case (i) applies.
- (e) Shootout: The restart for a penalty kick or shootout is taken in accordance with Rule 12.
- (f) Kick-In: If the ball crosses over a length of the perimeter wall, a free kick (i.e., kick-in) is taken from the point nearest where the ball crossed over. If the ball goes out of play after touching a player substitute or other bench personnel, who is inadvertently extending into the playing field, or if the ball exits the field through an open door of a team bench, the kick-in is taken by the other team.
- (g) Corner Kick: When the whole of the ball, having last touched a defending player, crosses an end of the perimeter wall between the corner marks, the opposing team takes a free kick from the corner mark, nearest to where the ball exited play.
- (h) Goalkeeper Throw-In: See Rule 7.8.
- (i) Three-Line Violation: For Three-Line Violations, the restart is taken from the offending team's red line mark.
- **7.7 Dropped Ball Restart:** If neither team has clear possession of the ball at a stoppage, the referee restarts play with a dropped ball. A dropped ball caused while the ball is inside a penalty arch takes place at the nearer free kick mark; otherwise at the spot of stoppage. The ball is "in play" once the ball contacts the ground untouched. Dropped balls will NEVER be "face off" style.
- **7.8 Goalkeeper Throw-In:** Play restarts with a Goalkeeper throw-in (according to administrative policy) after an attacking player has last touched the ball before crossing an end perimeter wall between the corner marks. The restart is taken from any point within the penalty arch. Opposing players are at least 15 feet beyond the penalty arch until the ball is "in play." The provisions otherwise apply as to free kicks and restarts.



Rule 8 - The Ball In And Out Of Play

- **8.1 Ball in Play:** The ball is “in play” once each kickoff or restart legally begins and the ball makes any discernible movement. The ball remains “in play” until a stoppage, recognized by the Referee.
- **8.2 Restarts Within Defensive Penalty Arch:** For restarts by a team within its Penalty Arch, the ball is not “in play” until the game is properly restarted, and the ball is propelled beyond the penalty arch by the player taking the restart.
- **8.3 Ball Out of Play:** The ball is “out of play” once any stoppage occurs which the Referee acknowledges or orders, whether for goals, fouls, time penalties, injuries, out of bounds, or three-line violations.
- **8.4 Three-Line Violation:** A “Three-Line Violation” occurs when a player propels the ball in the air across the two red lines and the halfway line toward the opponent’s goal without touching the perimeter wall or another player or a Referee on the field of play.

Rule 9 - The Method of Scoring

- **9.1 Goal:** A team scores a goal when the whole of the ball legally passes over the goal line, between the goalposts, and under the crossbar. A goal may be scored directly from a kickoff or any restart.
- **9.2 Winning Team:** The team scoring the greater number of goals during a game is the winner.
- **9.3 Interference:** No goal is allowed if an outside agent alters the path of the ball on its way over the goal line. In such instances, Rule 7.5 dictates the manner of restart, except for a penalty kick or shootout, in which case it is retaken.

Rule 10 - Fouls and Other Violations

Each time a team commits 6 fouls that are not otherwise penalized by a time penalty, the opposing team is awarded a shootout. VBFH will use a 3-card penalty system for serious fouls and offenses, as defined below:

Blue Card – Two Minute Penalty

Yellow Card – Three Minute Penalty

Red Card – Ejection and time penalty

*(*Player who receives a Red Card will be suspended the following game)*

- **10.1 Penal Fouls:** A foul, resulting in at least a free kick and up to ejection, is assessed to a player who commits any of the following offenses in a manner that the Referee considers careless, serious, reckless, or involving excessive force:



- (a) Kicking an opponent;
- (b) Tripping an opponent;
- (c) Jumping at an opponent;
- (d) Charging an opponent;
- (e) Striking or elbowing an opponent; and
- (f) Pushing an opponent.

A foul also occurs if a player commits any of the following offenses:

- (a) Holding an opponent;
- (b) Handling the ball (except by the Goalkeeper within the penalty arch);
- (c) Playing in a dangerous manner;
- (d) Impeding the progress of an opponent (“Obstruction”); and
- (e) Preventing the Goalkeeper from releasing the ball from his hands. Should a player simultaneously commit 2 or more different fouls; the Referee penalizes the most serious one.

- **10.2 Unsporting Behavior:** The Referee stops play for unsporting behavior, resulting in a free kick, for the following offenses:
 - (a) Illegal Substitution After Injury: Attempting to enter play without the required Referee consent;
 - (b) Equipment Violation: Entering play without an ordered uniform adjustment;
 - (c) Leverage: Using the body of a teammate to propel oneself to head the ball;
 - (d) Encroachment: Entering the protected area of an opposing player taking a free kick (after initial warning);
 - (e) Trickery: Passing the ball back to a Goalkeeper by trickery (Rule 10.3(b));
 - (f) Dissent: Committing any of the following offenses, whether before, during, or after the game:
 - (g) Referee Abuse: Words or actions directed by any player or team personnel at an official in dissent;
 - (h) Breach of Bench Area Decorum: Delay in entering the bench area; failure to sit and remain seated in the penalty area after a warning; or premature or unpermitted exit from the penalty area;
 - (i) Entering the Referee crease without the Referee’s permission;
 - (j) Other: Behavior which, in the Referee’s discretion, does not warrant another category of penalty.
- **10.3 Goalkeeper Violations:** For the following violations by a Goalkeeper, the opposing team receives a free kick:



(a) Illegal Handling: Bringing the ball from outside of the penalty arch to his hand within it, or receiving the ball again after a goal kick or Goalkeeper throw-in without the ball's having first touched another player;

(b) Pass Back: Handling the ball, having been passed deliberately and directly to him from a teammate; except that he may handle a ball which a teammate passes to him by the head, chest, or knee and without "trickery" (the use of a wall or foot to flick the ball to a head, chest, or knee before making the pass);

(c) 5-Second Limit: Controlling the ball with either his hand or foot inside of his penalty arch for over five (5) seconds.

- **10.4 Team Violations:** The Referee issues a team penalty for the following violations by a team or unidentified person:

(a) Leaving Team Bench: Players leave a team bench to join a fracas, melee, or confrontation with the opposition or a game official;

(b) Bench Dissent: After an initial "Warning" issued to the team captain, one or more unidentified players from a team bench verbally abuse the Referee.

- **10.5 Flagrant Fouls:** A shootout (subject to administrative policy) is awarded for the following fouls committed by a defender in his defensive half of the field:

(a) A foul within the penalty arch or goal;

(b) A foul from behind against an attacking player, having control of the ball and one or no defensive players between himself and the goal; and

(c) Any foul where he is the last player on his team between the attacking player with the ball and the goal.

- **10.6 Blue Card Offenses:** Unless otherwise provided in Rules 10.7 or 10.8, the Referee issues a blue card for serious violations of Rule 10.1 and for:

(a) Deliberate Handball: Handling the ball deliberately (or by a Goalkeeper outside of his penalty arch);

(b) Goalkeeper Endangerment: Endangering a Goalkeeper within his penalty arch by sliding or charging into him, regardless whether he is in control of the ball;

(c) Boarding: Propelling an opponent into the perimeter wall, whether or not intentionally;

(d) Sliding (except by the Goalkeeper within the Penalty Arch), whether near an opponent or not;

(e) Players' Unsporting Behavior: Players' violating Rule 10.3; and

(f) Team Penalties: Violating Rule 10.4.



- **10.7 Cautionable Offenses:** The Referee issues a yellow card for serious or reckless violations of Rule 10.1 and for the following (except when Rule 10.6 applies):
 - (a) Second Blue Card: When Rule 10.6 applies, committing a second blue card offense;
 - (b) Deliberate Handball: Handling the ball deliberately (or by a Goalkeeper outside of his Penalty Arch);
 - (c) Goalkeeper Endangerment: Endangering a Goalkeeper within his penalty arch by sliding or charging into him, regardless whether he is in control of the ball;
 - (d) Boarding: Propelling an opponent into the perimeter wall, whether intentionally;
 - (e) Unsporting Behavior: Violating Rule 10.3 by any team personnel;
 - (f) Team Penalties: Violating Rule 10.4; and
 - (g) Provoking Altercation: Making physical contact with an opponent (e.g., pushing or poking), short of fighting, as defined in Rule 10.8, or using the ball in so doing, particularly in the case of a Goalkeeper.

- **10.8 Ejectionable Offense:** A person receives a red card for violations of Rules 10.1 and 10.7, which the Referee considers violent or use of excessive force, and for:
 - (a) Second Yellow Card: Receiving a second yellow card;
 - (b) Third Time Penalty: When Rule 10.7 applies, receiving a third time penalty;
 - (c) Elbowing: Intentionally elbowing an opponent above the shoulder;
 - (d) Vicious Slide Tackling: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him;
 - (e) Fighting: Striking or attempting to strike an opponent with intent to injure;
 - (f) Leaving Team Bench: Leaving a team bench or penalty area to join a fracas, melee, or confrontation with the opposition or a game official;
 - (g) Extreme Unsporting Behavior: Committing particularly despicable behavior, including:
 - (1) Spitting at an opponent or any other person;
 - (2) Persistent use of extremely abusive language or behavior toward a Game Official;
 - (3) Bodily contact with a game official in dissent; and
 - (4) Leaving the penalty area to engage in dissent.

Rule 11 - Time Penalties

- **11.1 Penalties for Carded Offenses:** The following penalties apply to offenses for which a card is issued (subject to further action by the Administrative Authority):



- (a) Blue Card (when Rule 10.7 applies): 2-minutes (i.e., in the penalty area)
- (b) Yellow Card: 3-minutes;
- (c) Red Card (for accumulation of Cards by player): 2-minutes (provided that the accumulation of penalties recorded at any one time may not exceed 5 minutes), plus ejection;
- (d) Other Red Card: 5-minutes, plus ejection. (**Player who receives a Red Card will be suspended the following game*)

- **11.2 Service of Penalties:** A person who commits a carded offense serves the full penalty. A person who receives a red card after the game has started may not return to the area visible to the facility, until subsequently allowed. Players serving time penalties proceed swiftly to their team's bench area, have their time penalties posted and counted down in unison with the game clock (from the time of the restart of play) and serve their time penalties, seated, until their expiration or the conclusion of the game, except that, if a player's release from the penalty area would cause too many players to be on the field from his team (as could occur in the case of the expiration of multiple, simultaneous time penalties, or time penalties to three (3) or more players from the same team), he is released upon the earlier of:
 - (i) the expiration of a teammate's time penalty resulting in fewer than two (2) teammates in the penalty area with penalty time remaining,
 - (ii) a stoppage, when permitted by the Referee, or (iii) the next occasion that the ball goes over the perimeter wall.

11.3 Short-Handed Play:

- (a) For each time penalty being served by a player, his team shall play with one fewer field player until its expiration; provided that a team may not have fewer than the minimum under Rule 3.1, regardless of the number serving time penalties. Should a player receive a time penalty, while two or more teammates are already in the penalty area, his team continues to play with the minimum while he joins his teammates in the area.
- (b) For teams that are at even strength due to players serving time penalties, goals being scored do nothing.

11.4 Exceptions to Penalty Time: Under the following circumstances, time penalties either expire prior to their completed countdown, or have the beginning of their countdowns delayed:

- (a) Power Play Goal: If a team is scored upon having fewer players on the field of play, due to one or more players serving time penalties, a player other than the player who is being penalized from the team is released from the penalty area into the field of play, unless prohibited under Rule 11.2, and the player's penalty or penalties are wiped out. If



the team has two (2) players in the penalty area, only the player whose time penalty or penalties are recorded earlier is affected.

(b) Multiple Penalties: If two (2) teammates are serving time penalties when another teammate is penalized, his time penalty does not begin to count down until at least one of the teammates' time penalties has expired and his time penalty is next to begin.

(c) Release of Teammates Serving Simultaneous Time Penalties: When two (2) or more teammates' time penalties expire simultaneously, the order in which they are recorded dictates the order of their release.

(d) Simultaneous Ejections: When two simultaneous red cards carrying the same time, penalties are assessed to opposing players, their time penalties are not served.

(e) Maximum Time Penalty: No player may receive more than 5-minutes for penalties arising at the same time on the game clock, irrespective of the number or nature of accumulated offenses or the fact that one or more teammates may be designated to serve such time.

(f) End of Regulation. All time penalties expire at the end of the second half.

Rule 12 - Shootouts

• 12.1 Behavior of a Shootout

(a) All players serving time penalties remain in their appropriate bench area. All players of the attacking team stand behind the halfway line and outside of the center circle. Players of the defending team stand behind the halfway line and inside of the center circle;

(b) The ball is placed at the center of the red line nearest the attacking goal;

(c) The Goalkeeper has at least one foot on or behind his goal line and may not move off of it until after the Referee whistles the shootout to begin and the ball is in play;

(d) Any foul committed by the Goalkeeper results in a blue card and a retake of the shootout; the Goalkeeper must be substituted with a player on the field at the time of the whistle.

(e) Once the Referee whistles the shootout to begin, the ball is "in play" and the player taking the shootout plays the ball forward using any legal manner to score (e.g., direct shot on goal, dribbling and shooting, playing the ball off of the boards, passing to a teammate, etc.);

(f) Neither team may substitute until the earlier of the first three (3) seconds or the next stoppage.

(g) There must be at least five (5) seconds on the clock to start a shootout. If the result of a foul with less than five (5) seconds of play on the game clock would be a shootout, then the game clock would be reset to five (5) seconds. The game clock would then



“Restart” upon the Referees’ whistle blow to begin the shootout. If the Referee blows his whistle and then time expires (0.0 seconds on the clock and the horn blows, whether it be halftime or the end of the match), and that foul would result in a shootout, then five (5) seconds are put on the game clock and the shootout would ensue (as listed above).

12.2 Tiebreaker: Tiebreakers are only used in playoff or for championship games. Regular season league games may end in a tie. Tiebreaker proceeds with penalty kicks or shootouts (according to administrative policy) under Rule 12.1 or 12.2, except that:

- (a) The Referee designates the goal at which both teams shoot and the team which shoots first (according to administrative policy);
- (b) All players, other than the player taking the shot and the defending Goalkeeper, remain within their team bench areas;
- (c) Subject to (d), both teams may have three (3) shots, with players from each team kicking alternately. In coed, the shooters must alternate between male and female players;
- (d) If, at any time, a team obtains a 2-goal advantage, the tiebreaker ceases and the winner is declared;
- (e) If, after both teams have taken three (3) shots, neither has an advantage, the tiebreaker continues, alternating one player at a time, until both teams have taken an equal number of shots and one team has scored when the other has not;
- (f) During a tiebreaker, no player may take more than one (1) shot for every set of five (5) of his team;
- (g) In the case of penalty kicks, the players taking the shots may not touch the ball a second time;
- (h) In the case of shootouts:
 - (i). The player has five (5) seconds to score after the Referee’s whistle;
 - (ii). Except when a goal is scored, any foul committed by the Goalkeeper results in a penalty kick, to be taken by any player on the shooting team; and
 - (iii). Carded offenses are recorded as in normal play, except there are no time penalties.

Rule 13 - The Season

13.1 Season length:

- A season will consist of eight (8) games plus a potential championship game, played within a set time period. Some double headers/bye weeks may occur during any given season depending on any complications that may arise during the season.
- A season may be shorter (consist of less games played) depending on the time of the year and the opening of the facility.

13.2 Championship game:



- The top four teams within a division will be the participating teams in the playoff games (unless otherwise stated by the Administrative Team).
- The championship game will take place on the last night of league matches (unless otherwise stated by the Administrative Team).
- The top four (4) teams will be decided by a total points system (rule 13.3).

13.3 Points system:

- A team will receive points for the result of the match:
 - (i) Match Result:
 - (a) If the match results in a winning result for a team, that winning team will receive +3 points.
 - (b) If the match results in which both teams have scored the same number of goals (or as a “Draw”), both teams will receive +1 point.
 - (c) If the match results in a losing result for a team, that losing team will not receive (+0) points.

13.4 Standings Tiebreakers: The top four (4) teams will be decided based on the point system (rule 13.3). If any teams are tied on points after the eight (8) matches have been played, the teams will be decided by tiebreakers listed below (in this order).

- (i) Head-to-Head: If the two (2) or more teams in the tiebreaker have played a match prior in the season, the team with the winning result would be placed into the championship match. If the two teams did not play against each other within the season, or played against each other multiple times within the season (and both teams received a winning result against each other), then the next tiebreaker would be used.
- (ii) Goal Differential: If the two (2) or more teams are tied in points, and no team can be chosen from the Head-to-Head rule (listed above) then the team with the greater goal differential (this is the difference between goals scored and goals allowed) will be placed into the championship match. If teams are still tied on goal differential, then the next tiebreaker would be used.
- (iii) Goals Allowed: If two (2) or more teams are tied on points, and a team cannot be decided from tiebreakers (i) or (ii), then the team with the LEAST number of goals allowed will be placed into the championship match. If teams are still tied on goal differential, then the next tiebreaker will be used.
- (iv) Goals Scored: If two (2) or more teams are tied in points, and a team cannot be decided from tiebreaks (i), (ii), or (iii), then the team with the MOST number of goals scored will be placed into the championship match.
- (v) Administrative decision: If two (2) or more teams are tied in points, and a team cannot be decided from tiebreakers (i), (ii), (iii), or (iv), then the Administrative Team will decide who will be placed into the championship match.

Appendix A - Other Game Officials



A.1 League Supervisors: The League Supervisor is positioned at the halfway line, beyond the field of play. The League Supervisor's duties, in conjunction with the field Referee(s), are the following:

- I. Signaling Three-Line Violations
- II. Signaling Illegal Substitutions
- III. Assuring the accuracy and completeness of each team's attendance record (if applicable);
- IV. Keeping and maintaining the game report for the Referee;
- V. Supervising the bench area and notifying the Referee of any violation of bench area decorum;
- VI. Controlling the appropriate release of a player from the bench area; and
- VII. Signaling a time penalty for "Persistent Team Fouls" (if applicable) by holding a blue or yellow card overhead.
- VIII. Signaling 6-foul shootouts

Appendix B - Definitions

Charging: Initiating physical contact with an opponent with or without the ball

Dangerous Play: High kicks, bicycle and scissor kicks, or attempts to play the ball while sitting, kneeling, or lying on the ground

Encroachment: Violating the 15-foot halo in a free kick, or the 5 foot halo around a Goalkeeper attempting to execute a goal throw

Indoor Soccer: That form of soccer whose play is bounded by a physical structure (e.g., wall, board, or combination thereof) within the field of play

Obstruction: Intentionally impeding an offensive or defensive player's strategic movement by moving into his or her path "Other" Unsporting Behavior: As set forth by administrative policy (See Rule 10.2(g); e.g., entering play without permission, as in the case of blood or uniform violation; intimidation tactics by a male of a female in coed play; abusive or foul language at, or taunting of, an opponent)

Persistent Team Foul: Every 6th team foul during a game, which foul does not otherwise result in a time penalty (See Rule 10.4, "Team Time Penalties;") results in a shootout.

Possession by Goalkeeper: Control of the ball, either under his or her foot, unchallenged, or off the field surface in one or two hands

Sliding: Leaving one's feet to propel one or both feet, legs, or other body parts in the direction of an opponent with or without the ball, or toward the ball itself. Any slide results in a 2-minute penalty.