

Wide World of Indoor Sports

Soccer Rules- Revised 11/21/14

Fields:

Fields 1/2: 205'x90'

Field 3/4: 180'x90'

The Ball:

U8: Size 3

U10-U12: Size 4

U14-Adult: Size 5

Teams/Rosters:

All rosters must be submitted by the first game. Rosters are frozen at the start of the fourth game; no changes can be made for the duration of the season. Only players and coaches on the roster are permitted in the bench area.

Youth Roster Limit: 18 Players

Adult Roster Limit: 14 players

**See notation for Adult Over-30/40 Leagues and Adult 10v10 Leagues*

Field Players 6v6: Each team consists of five field players and a goalie. Minimum number of players needed to start play will be four (three field players and a goalie).

Field Players 7v7: Each team consists of six field players and a goalie. Minimum number of players needed to start play will be five (four field players and a goalie).

Field Players 10v10: Each team consists of nine field players and a goalie. Minimum number of players needed to start play will be seven (six field players and a goalie).

Equipment/Jerseys:

Each team must have matching colored jerseys. Jerseys must be numbered with no duplicate numbers. Numbers must be at least 8 inches tall and 1 inch thick. Numbers must be dark enough to be read from across the field.

Shin guards must be covered by socks and be made of rubber, plastic or a similar suitable material and must provide a reasonable degree of protection.

Footwear is limited to sneakers, indoor turf shoes or cleats with rubber or plastic spikes. Metal spikes are not permitted.

Team colors must be easily distinguishable from the opposite team as well as the referee. Each goalkeeper must wear a color distinguishing themselves from other players as well as the referee. Pinnies are available in the office if needed.

Players may not use equipment or wear anything that may be dangerous to himself/herself or any other player. This includes any form of jewelry.

Duration of the Game:

All league games will consist of two 25-minute "running time" halves with a two minute break at half-time. No timeouts.

The referee may stop the clock in the last minute of the game for obvious game-delaying tactics (ex. kicking the ball away, standing in front of the ball, etc.) The clock will restart when the ball is kicked.

Start of Game:

The first team listed on the schedule is considered the home team. If there is a conflict in jersey color, the team with less/no players in matching jerseys is to wear pinnies. If both teams are fully uniformed in matching jerseys, the home team is to wear pinnies.

The home team kicks off the ball. Every player is to be on their own side of the field, at least five yards from the ball. The ball may move forward or backward on a kick-off. The kicker cannot touch the ball again until it has been touched by another player.

U8-U10: Kickoffs are indirect kicks.

U12-Adult: Kickoffs are direct kicks.

Teams switch sides at half-time. Any stoppage of play for an unforeseen reason will be restarted by an indirect kick by the team that, in the referee's discretion, last had possession of the ball.

Ball In/Out of Play:

The ball is out of play when it crosses the line completely. The team that did not kick the ball out will throw the ball in.

Balls that hit the ceiling will be considered in play unless the ball changes direction. Determination will be made at the referee's discretion. The team that did not kick the ball will take the indirect kick. If the ball hits the ceiling and changes direction between the dotted line and the goal line, the kick will be from the closest spot on the dotted line.

The defending team must stand at least five yards from the ball for all free kicks.

The offensive team, including the goalie, will have 6 seconds to put the ball back into play once they are in possession of the ball. Failure to do so will result in the ball being turned over to the opposing team with an indirect kick.

If the goalkeeper does not play the ball within six seconds the ball will be turned over to the opposing team for an indirect kick outside the penalty area.

Scoring:

When the ball crosses the goal line completely between the goalposts and underneath the cross bar a goal is scored. The team with the greatest number of goals will be declared the winner. If the teams have the same number of goals at the end of play, the game will be considered a tie.

Substitutions:

Substitutions in all games will be done on the fly. The player coming onto the field must come on at the same place as the person coming off, within 3 yards. Any of the other players on a team may change places with the goalkeeper during a stoppage of play. The referee must be informed before a goalie change is made.

Throw-Ins:

There will be throw-ins. The team that did not kick the ball out will throw the ball in. A goal cannot be scored directly from a throw-in. Opponents must be at least two yards away from the point at which the ball is thrown in. After throwing the ball, the player throwing may not touch the ball again until another player touches the ball.

Goal Kicks:

There is no half-line rule on goal kicks.

Corner Kicks:

Corner kicks will be taken as stated by FIFA.

Off-Sides:

There will be no off-sides.

Injuries:

The clock will be stopped at the referee's discretion regarding serious injuries. Any bleeding player must leave the field of play. The player may return once the bleeding has stopped and the wound has been covered. Clothing with blood on it must be changed. The referee must be satisfied that these requirements are met before the player returns to the field of play.

Fouls/Misconduct:

As stated by FIFA with the following additional information:

A direct kick will be awarded if a player: kicks or attempts to kick an opponent, trips or attempts to trip an opponent, jumps at an opponent, charges an opponent in a violent or dangerous manner, charges an opponent from behind, strikes or attempts to strike an opponent, pushes an opponent, tackles an opponent, holds an opponent, or slides. If any of the above are committed by a defending player within the penalty area, a penalty kick should be awarded against their team.

An indirect free kick will be awarded to the opposing team if a goalkeeper, inside their own penalty area, commits any of the following offenses: controls the ball with their hands for more than six seconds before releasing it from their possession; touches the ball again with their hands after releasing it from their possession before it touches another player; touches the ball with their hands after it has been deliberately kicked to him/her by a team-mate; touches the ball with their hands after he/she has received it directly from a throw-in taken by a team-mate.

An indirect free kick will also be awarded to the opposing team if, in the opinion of the referee, a player: plays in a dangerous manner; impedes the progress of an opponent; prevents the goalkeeper from releasing the ball from his hands; commits any other offense, not previously mentioned for which play is stopped to caution or send off a player. The indirect free kick is taken from the place where the offense occurred.

All referees are instructed to monitor fouls downfield away from the primary game play action. Any player called for a foul under these conditions will receive a yellow card and the game will restart with a direct free kick. A second offense by the same player will result in a red card.

Yellow Card: Indicates a player has been cautioned. Awarded if a player persistently infringes the laws of the game, unsportsman-like behavior, or shows, by word or action, dissent with any referee decision.

Red Card: Indicates a player has been sent off the field. Awarded if a player commits a serious foul play, is violent and/or offensive in conduct, spits on another person, spits on the field, receives a second caution, denies the opposing team an obvious goal-scoring opportunity by deliberately handling the ball or denies the opposing team an obvious goal-scoring opportunity by committing an offence punishable by a free kick.

The red card must be shown to the player, the player must leave the field and the bench area and their team will play short-handed for the duration of the game. The player may also be asked to leave the building at the discretion of facility management. The expelled player will automatically be suspended for one game and may receive additional suspension depending upon the severity of the incident. After a red card offense, play will resume with a direct free kick. Any player who has been shown a red card before the match begins may be replaced by another player.

Players/coaches may not sit on the team's bench area when they are serving a suspension.

Any red card will result in an automatic suspension. The suspension starts on the day the red card is given and is to be served for consecutive weeks. During the player's suspension, said player may not play in any other league at the Wide World of Indoor Sports. All red card suspensions are reviewed and handled by the WWIS.

Free Kick:

As stated by FIFA with the following additional information:

The defending team must stand at least five yards from the ball for all free kicks. The team taking the free kick has six seconds to touch the ball. Any free kick not taken within six seconds will be turned over to the opposing team for an indirect kick. Inside the defending team's goalie box, if a foul is called that results in an indirect free kick, the ball should be placed at the closest point on the edge of the goalie box. The player who kicks the ball into play on a free kick may not touch the ball again until another player has touched the ball.

Penalty Kick:

As stated by FIFA with the following additional information:

Penalty kicks should be taken from the penalty spot marked on each field. The goalkeeper may move his/her feet while remaining on the goal line, but may not come off the line by stepping or lunging forward until the ball has been kicked and moves forward.

The Referee:

As stated by FIFA with the following additional information:

The referee's decisions connected with the game shall be final and extend to players, coaches, and/or spectators. This includes all league, weekend and tournament games. Referees may stop, suspend and/or terminate a game when he/she deems it necessary (ex. Elements, spectator interference, etc.). The referee will refrain from penalizing in cases where he/she is satisfied that, by doing so, he/she would be giving an "advantage" to the offending team.

Confronting referees is strictly prohibited. Threatening/making contact with a referee will result in a minimum suspension of one year. Complaints regarding referees will only be heard in writing on a form provided by management. Management and the referee assignor will review all referee complaints.

General Rules:

Fighting is strictly prohibited at Wide World of Indoor Sports. Striking of another player in any way is considered a fight. Any fights after the conclusion of a game will result in a forfeit for each team for their next scheduled game. Further suspensions will be assessed.

No SPITTING at all!! SPITTING will result in an automatic RED CARD. Also NO gum chewing or food of any kind is allowed on the fields.

No sliding will be allowed. Sliding will result in a direct free kick for the opposing team. The only exception to this is that the goalie can slide in his/her own penalty box.

Each team is required to complete a roster form. Only players listed on the official team roster will be eligible to play for said team. All rosters will be held on file in the Business Office. Completed rosters must be turned in with a team deposit. Please see team roster and captain responsibilities for more detailed information about rosters.

Roster Size- Over 30/Over 40 Leagues: For leagues designated as Over-30 or Over-40, each team is allowed to roster two players under the specified age however, they must be within two years of that age. Ex. An Over 30 roster may have two players who are 28 or 29 years of age. For any adult league, a player's age is defined by how old they are at the end of the session.

Roster Size- Adult 10v10 Leagues: For leagues designated as 10v10, each team is allowed to roster upto 20 persons.

Scheduling changes, standings and announcements will be posted on our website, www.wideworldofindoorsports.com. Players and coaches are responsible for monitoring the website for any changes.

Standings are determined by Total Points. Tiebreakers: 1- Total Points, 2-Least Points Against (Least Goals/Points Against), 3- Most Wins, 4-Goal/Point Differential, 5-Coin Toss

Playoffs: All games must have a winner. In the instance of a tie during a semi-final, penalty kicks will be taken to determine a winner. Penalty kick procedures will be followed as stated by FIFA. Three players from each team will be chosen to take penalty kicks. If the game is tied following the top-3 penalty kicks, teams will continue to choose 1 player from each team for head-to-head penalty kicks. No player may go twice until each player from that team has taken a penalty kick. In the instance of a tie in a final, teams will play one sudden-death 5-minute overtime period. The first team to score will win the game. If the game is tied following the 5-minute overtime, penalty kicks will be taken to determine a winner. Penalty kick procedures will be followed as stated by FIFA. Three players from each team will be chosen to take penalty kicks. If the game is tied following the top-3 penalty kicks, teams will continue to choose 1 player from each team for head-to-head penalty kicks. No player may go twice until each player from that team has taken a penalty kick. Coed Leagues: One of the first 3 kickers must be a female.

During inclement weather all teams are expected to report to the Wide World of Indoor Sports for their scheduled game. Cancellation information will be available on the website, www.wideworldofindoorsports.com.

Youth Soccer Rules:

Wide World of Indoor Sports reserves the right to move teams into different age group bracket/levels for the purpose of maintaining fairness in game play and competition. (Ex. Moving a team from 12B to 12A).

U8 Divisions: All kicks are indirect, including corner kicks.

U8 Throw-Ins: A player's throw-in violation will be called by the referee. For each individual player, per game, the referee will give the player brief instruction on a proper throw in and the player will be given a second opportunity. Additional offenses by the same player in the same game will result in a violation without a second throw-in opportunity.

7v7: No player is allowed to play in two divisions of the same age group. Also, players are allowed to play up an age group providing it is in a lower division than what they are currently playing. Example: if a player plays in Girls U12A, she can only play in a Girls U14B or C division. If a team is suspected of double rostering the office staff should be notified during the course of game-play; please do not wait until the game is over. The team coach will be responsible for checking off all players present on the referee game-sheet prior to each game. It is the responsibility of the team coach that the roster is accurate. Any coach found with an illegal player will be suspended from the premises for one full calendar year. Any player found double rostering will receive a warning. A second offense for a player is a one year suspension.

Youth 10v10: Due to the amount of requests for 10v10 gameplay, WWIS will allow double rostering for the 10v10 leagues ONLY, with the following specifications: If a player is playing 7v7 they may also play 10v10 in the same age group and gender; any player may only play on one 10v10 team regardless of age group and gender. When a 10v10 team uses a 7v7 player, they must have written/documented permission from the 7v7 team's organization (specifically a board member of that organization). Recruiting will not be tolerated; please refer to the WWIS Recruiting Policy for clarification and consequences. 10v10 is a brand-new program at WWIS South, we are testing the best policies/procedures for this league. WWIS will be reevaluating the 10v10 Double-Rostering policy in the Spring of 2013.

Coaches must carry with them a copy of their current approved roster. Only three coaches may be in the team bench area per game.