



INDOOR SOCCER RULES

Targeting Year 3, 4, 5 & 6 participants starting on the 19 February and running for 6 weeks.

Each grade can accommodate 6 teams, game times will be between 2 & 4 pm each week.

Draw: A draw will be emailed to each team contact prior

Manager: Each team must have an adult team manager to accompany their team, referees will be provided.

How to Enter: Simply fill out the entry form and post to Robyn King at Tauranga Leisure, P.O. Box 15 218 Tauranga.
Payment must accompany registration.

Grading: Sunday 19 February – teams will need to be at the Arena for the full 2hrs as they will be playing more than one game. Grading games will be 20 min in duration.

Stadium Rules: **All teams must obey the rules set out by the Tauranga Leisure management. These include no food or drink on the playing area, and non-marking shoes only to be worn.**

THE GAME

Duration

- The game is played for 40 minutes including 2 minutes for half time.

Players

- Ten players maximum registered per team
- Players may be of mixed gender.
- Five players on the court at one time, of which one is the goalkeeper.
- Teams may not play unregistered players.
- Players are not permitted to wear anything while on court that may endanger them or other players i.e. jewelery, rings etc.
- Appropriate footwear must be worn on court. No bare feet.

Substitutes

- Substitutions may be made at half time or when the ball goes dead.
- The substituted player must be off the court before the replacement goes on.
- Coaches and substitute players are not permitted on the court area during play.

Blood Bin

- Any players with bleeding wounds must leave the court. A substitute can take up the vacant position.

Changes

- PLEASE NOTE ALL PLAYERS ARE ALLOWED IN THE GOAL CIRCLE DURING NORMAL PLAY.

Competition Scoring

- 5 Points for a win
- 3 Points for a draw
- 2 Points within 2 goals of opponent score
- 1 Point for a loss.
- 0 points default

Uniforms & Equipment

- Teams are encouraged to wear their own team tops, for both appearance and comfort reasons. Bibs will be provided if needed.
- Match balls will be provided for each match but warm up or practice balls will not.

Goals

- For a goal to be scored the whole of the ball must be over the goal line.
- A goal may be scored directly from a corner.
- All other dead ball kicks are indirect.

Goalkeepers

- A goalkeeper is the only person who can handle the ball inside the goal area.
- Once the ball has **gone dead** over the bye line a goal keeper must return the ball into play underarm within 4 seconds and if the ball is received by his team over the halfway line a free kick is awarded to the opposite team which is to be taken from the halfway line. From a **dead ball** position a goalkeeper cannot receive the ball back from his player until it has been touched by a second player. The goalkeeper is not permitted to throw or kick the ball back into play from a **dead ball** situation. Penalty will be a free kick from where the ball was played.
- The goalkeeper may change places with one of his team mates provided that the referee has given authorization and the change is made at a stoppage in the game.

General Rules

- The white line marks the playing area. Once the whole of the ball crosses the white line it is out of play. The game will restart with a kick in within 4 sec. The ball must be placed on the line and be stationery before the kick in. Anywhere over the back line would mean a roll in by the goalkeeper from within the goal area within 4 seconds as well.
- Opposing players must stand at least 4 meters from free kicks unless the kick is within 4 meters of the goal area. They can then stand on the edge of the goal area. The penalty for this is the free kick will be retaken until the rule is abided by.
- Free kicks may only be taken once the referee has blown the whistle.
- If when taking a kick in, a player delays for more than four seconds from the time he takes possession of the ball, the kick in will be awarded to the opposition. Part or all of both feet must be on or behind the line when the ball is kicked into play. If a player puts his whole foot over the line on a kick-in, the penalty will be awarded to the other team.
- Players may not play the ball above shoulder height. This will result in a free kick to the opposition where the infringement took place.

Infringements

- Yellow cards can be awarded for deliberate hand ball, slide tackling, pushing and dissent which will result in 5 minutes on the bench.
- Red cards can be awarded for the following offences and will result in a player being sent off the court of play.
- Guilty of serious foul play
- Guilty of violent misconduct
- Guilty of using foul or abusive language
- Guilty of persistent misconduct after receiving a caution
- Obviously under the influence of alcohol or drugs

NOTE WELL: under FUFA laws, there is no right of appeal other than for mistaken identity. Once a player has been sent from the court for either a yellow or red card offence they cannot be replaced.

Disciplinary Action

- All carded players will have their name recorded by the referee on the scorecard and those receiving a red card must leave the playing area of the stadium and not sit on the substitute bench.
- In the event that the incident in question warrants a greater penalty than a one match suspension the incident in question will be reported to the Program Manager who will decide the appropriate action
- If the incident warrants further action an incident report may be required which could result in suspension for a number of games or expulsion from the Centre for the offending player.

Points

5 points = Win

3 points = Draw

1 point = Loss

0 points = Default

5 Bonus Points = Pd full fees by second grading night of the league.