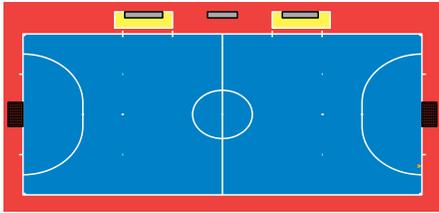




## Winter Indoor Arena Soccer Laws of the Game (Rules & Guidelines)

Play will be governed by **US Soccer Laws of the Game** except where amended to accommodate recreational indoor play for the Casper Soccer Club Indoor League as stated below.



### Law 1 - Field layout for Indoor Soccer – adopted from Futsal

**Law 2 - Indoor Balls** will be provided for the games. Size 4.

**Law 3 – Teams/Number of players:** Teams will consist of no more than 10 players and not fewer than 3 players. All teams are co-ed. Maximum number of players on the field per team is 5. A female player must be on the field at all times or the team plays a player short. If both teams do not have a female on the team, then they do not need to play short. Game format will be 5v5. \*\*\*All Players must be registered prior to participating in any of the games. All Players must submit a photo with their online registration in order for the registration to be complete. Incomplete registration will result in a player not being listed on the game card roster and will not be able to participate. The Referees will receive the game cards prior to the start of the games. The game card will list the rostered players and their photos. A *Women's Recreational* division may be considered if at least 3 teams of all female players register.

Due to the limited space, **only game officials and players** currently playing will be allowed on the arena floor during the games. Seating for spectators is available in the stands.

**Law 3 - Substitutions:** Substitutions can be made on the *fly* and are unlimited. The goalkeeper substitution can only be made when the ball is out of play and with the permission of the referee.

The team technical areas are defined as the area from the Center line to the goal line. Each team selects a technical area for the game. The players on the side line must stay in their technical area for the duration of the game. Substitutions will be made from the selected technical area. Opposing Players must not hinder the ability of the other team to make a substitution by being in their technical area.

\*\*\*On occasion a team may be short players due to work schedules, vacation etc. Guest players for a team will be allowed according to the following:

1. A Guest player must be a *current registered league player*.
2. Number of **guest players allowed is 3** in league play, **2 guest players** allowed in Semifinals & Final.
3. Team Captain/Team members are responsible to verify the guest player is a valid registered player.
4. A guest player must verify with the team that the team requires a guest player.
5. Guest players cannot be used if a team has 3 subs on the sidelines.
6. Must have at least 3 team rostered players playing in order for the game to count in the standings.
  - a. If a team rostered player arrives after the start of the game and joins the game, the guest player must leave the game if the number of subs on the sidelines exceeds 3 players.

The use of guest players is limited since the playoffs are seeded by the league games and the need to have consistency of players with the core of the team for the semifinal and final games

**Law 4 - Equipment:** Shin Guards are mandatory – soccer cleats are recommended for the dirt floor.

**All players on a team must wear similar jerseys of the same color.** Each jersey will have a number on the back. Duplicated numbers are not allowed within a team. Players will be associated with a number for the season. Business sponsored jerseys are acceptable. CSC reserves the right to reject jerseys of questionable content/logo. In the occurrence that both teams are in the same color or similar color, the home team will be required to change jerseys or wear pennies as provided by the league. If a team does not have similar colored jerseys, the team must wear the colored numbered pennies provided by the league.

**Law 5 - Referee:** The referee enforces the laws, applies the advantage rule, keeps a record of all incidents before, during and after the game, stops game when deemed necessary, cautions or expels players guilty of misconduct, violent

conduct or any other inappropriate behavior. The referee will be the official timer keeper of the game. All decisions made by the referee are final.

**Law 8 - Game Duration:** 2 – 30 min halves / 5 min halftime – A game can start with 3 players on a team. A team that is more than 15 minutes late for the start of a game will forfeit the game. A team (min 3 players) must be present to receive a forfeit by the opposing team.

Standings will be recorded. Finals will be played the last night of games. The structure of the finals will be determined by the Indoor Soccer Committee based on the number of teams and divisions available. Standings will be determined by the 3 point system. 3 points for a win, 1 point for a tie and 0 points for a loss. Tie breakers determining the placement in the semi-final games will be as follows:

1. Head to Head
2. Goals against
3. Goals for
4. Penalty Shootout

Games played in pool play may end in a tie. If a tie occurs in the playoff or final games, the overtime procedure will consist of one (1) 10-minute period. Kick off will be determined by a coin toss and golden goal does not apply. If the overtime period ends in a tie, shots from the mark procedures will be applied to determine the winner.

**Law 9 - Start of Play** – Players must be in their own half of the field and the ball may be played in any direction. The kick-off is an indirect kick. A goal may not be scored directly from the kick off.

**Law 10 – Ball out of play/Ceiling & lights** – When a ball hits the ceiling it is out of play. The play shall be restarted with a kick-in at the touch line nearest to the place where the ball hit the ceiling. The opposing team takes the kick-in. The CSC reserves the right to pass on the cost of damaged lights or other items to the player responsible for the damage.

**Law 12 – Fouls & Misconduct – Law 13 – Free Kick**

***Due to the nature of the playing surface of the arena and safety concerns, physical contact between players will be limited during the run of play.***

**An Indirect Free Kick** shall be awarded to the opposing team if a player commits any of the following infringements:

- Kicking or attempting to kick an opponent
- Tripping or attempting to trip
- Jumping at an opponent
- Charging an opponent-shoulder charge, charging from behind, or in a violent or dangerous manner
- Striking or attempting to strike or spitting at an opponent
- Slide tackling (except for goal keeper in his own penalty area, provided that he does not endanger the safety of an opponent)
- Pushing an opponent

The indirect free kick shall be taken from the place where the foul occurred, unless awarded to the defending team in its own penalty area, which will be a direct free kick, taken from the penalty mark for the opposing team. All opponents must be behind the ball and no closer than 4 yards from the ball.

**An Indirect Free Kick** shall be awarded to the opposing team if a ***goalkeeper commits*** any of the following offences:

- A keeper's release goes over the half line without first touching a player or the floor
- He touches or controls the ball with his hands after it has been deliberately kicked to him by a team-mate
- He touches or controls the ball with his hands after he has received it directly from a kick-in taken by a team-mate
- He touches or controls the ball with his hands or feet in his own half for more than 4 seconds

The indirect free kick shall be taken from the place where the infringement occurred.

An indirect free kick shall also be awarded to the opposing team from the place where the infringement occurred, if, in the opinion of the referee, a player:

- Plays in a dangerous manner
- Deliberately obstructs an opponent
- Prevents the goalkeeper from throwing the ball with his hands
- Commits any other infringement not previously mentioned for which play is stopped to caution or dismiss a player

**Law 12 – Yellow/Red Card – Law 14 Accumulated Fouls-** Any player receiving a red card during a game will be sent off the field and will not be able to re-enter the game. The player will be ineligible to participate in their next

rostered game. The suspension will apply to the next game that they are rostered for, not as a guest player, and they will not be able to quest play for a team until the suspension is served. Any player receiving 2 red cards during the indoor season will be suspended from play for the rest of the season and possibly the next season. The accumulation of 3 yellow cards within the season will result in a one game suspension, the suspension will be carried over to the next season in which the player participates.

As needed, the adult league committee will meet and review the cautions and sendoffs for the season and determine if additional sanctions/suspensions are required for repeat offenders. The Casper Soccer Club reserves the right to impose a harsher suspension of a player depending on the violation and the nature of the violation.

**Law 16 - The Kick-in** is the method of restarting play, and must be taken within 4 seconds. Corner Kick is a direct kick and is taken from the corner of the goal & touch lines.

**Law 17 - Goalie-Goal Clearance** (throwing) is to be taken in place of a goal kick within 4 seconds. The goal keeper is to throw the ball into play from inside the penalty area, the ball is not in play until it clears the penalty area. If the goal clearance is received inside the penalty area, the goal clearance is taken over.

In the run of play, the keeper can re-establish himself or herself as a field player by allowing the ball to bounce on the floor twice before kicking it in the air over the half line.

CSC reserves the right to decide on matters that are not addressed in the above. CSC also reserves the right to make changes to any of the above items without notice for the betterment of the league. No protest or appeals will be considered for the Indoor Arena League.

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## **Code of Conduct Agreement For Winter Indoor Arena League at the Central Wyoming Fairgrounds**

By registering and participating in the CSC (Casper Soccer Club, Inc) Indoor Arena League, I have agreed to follow the code of conduct and will conduct myself in a manner that is respectful and honorable while participating in the CSC function that is held at a venue that **is not owned and/or operated by the CSC.**

The CSC and the Central Wyoming Fairgrounds are not responsible for lost or stolen items and will not be held liable for the actions of myself.

**I agree to abide by the following rules:**

1. I agree to follow any rules or guidelines set forth by the Central Wyoming Fairgrounds for the use of the arena. I will obey all and any posted signs on the Central Wyoming Fairgrounds.
2. Participation in the league is "at your own risk" and can result in serious injury and/or death.
3. **I understand that CSC and its members can be charged for any damages that may occur during our scheduled times in the Arena. CSC reserves the right to pass on expenses to those that are participating in the Winter Indoor Arena League.**
4. Skateboards, scooters, skates and bicycles are prohibited within the Arena.
5. I will remain in the designated spectator area if I am not participating in the game. I understand that I will not hold liable the CSC or the Central Wyoming Fairgrounds for any injury or accident that may occur by hanging or climbing on the fencing and gates in the Arena or by participating in the Indoor Arena League.
6. I understand that the Casper Soccer Club is a nonprofit organization and the registration fees are used to pay for the rent of the Arena, field setup, referee fees, equipment and general liability insurance and other expenses.

I understand that by participating and attending the Winter Indoor Arena League that I am agreeing to support and promote the Code of Conduct Agreement and the Casper Soccer Club. Further, my failure to comply with this agreement will result in disciplinary action, up to and including expulsion from the Casper Soccer Club.

**Remember we are guests at the Central Wyoming Fairgrounds Arena**

**Honor the Game with PRIDE!**



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