



Game Day Indoor Soccer

Game Rules

1. All players must have a current Player ID Card to enter the playing field!
2. All players must wear shoes and shin guards! (NO Cleats!)
3. Only six players will be allowed on the field during the game; however in all leagues other than Div I, a team trailing by 4 and 8 points may add 1 additional player until the score differential is less than 4, at which time the additional player must leave the field.
4. The clock will start at the scheduled game time. A minimum of 4 players must be present to play the game. Teams that do not arrive on time will be penalized a goal every 2 minutes that passes until 4 players are present. After 6 minutes have passed, the game is ruled as a forfeit.
5. If a ball makes contact with the side netting, a dead ball will be whistled and possession will change and be restarted 1 yard from the wall at the point on the field closest to the net contact.
6. If a ball makes contact with the ceiling or top netting, travels from one defensive zone to the other in the air before contacting the floor, wall or another player, a dead ball will be whistled and will change possession and be restarted at the yellow spot directly in front of the offending teams goal.
7. A foul will be called on individual players for: Unnecessary contact or roughness, Player interference (pulling or pushing), Playing a ball while on the ground and/or Poor sportsmanship.
8. When a foul is called the opposing team will be awarded a free kick at the point of the foul, the offending team must allow 5 feet of space from the point where the ball is spotted. The free kick may be taken as soon as the kicking team has spotted the ball and is ready to restart. The kicking team may ask the official for 5 yards space, but is not required. Players that line up inside that space and touch the ball on a free kick will receive a blue card!
9. **Blue card offenses: Chewing Gum, Spitting on the field, any foul committed intentionally, illegal substitution, slide tackles, encroachment on any restart (free kick, or net contact) and/or inappropriate language or disrespect toward the referee, scorekeeper or opponent. Card penalties do not accumulate as fouls.**
10. **Red Card (Ejections) offenses include but are not limited to: Fighting, Offensive language, Severe Unsportsmanlike behavior, Entering the field from the player box to join in a fight, Spitting at or on another person and /or third blue card.**
11. Substitutions are made on the fly; a substituting player must wait for the player they are replacing to leave the field (in the neutral area in front of his substitution door) before they may enter the field, the game clock will not stop. If while in the neutral area a player makes a play on the ball before his team mate has left the field it is also an illegal substitution.
12. The Goalkeeper may use his or her hands only when the BALL is inside the designated goalkeeper area. He may not bounce the ball after he has picked it up with his hands and may not bring the ball back into his area to pick it up.
13. After 6 fouls the opposing team will be awarded a shoot-out attempt from the 50' penalty spot. The shooter will have 5 seconds after the whistle to dribble the ball to create an open shot. The remaining players will start from behind the midfield line, offense on the outside of circle and defense on the inside of circle.

Coed Rule Exceptions:

- Adult Coed teams may have no more than 3 men on the field, except when adding a player because of goal differential.
- Men may only touch the ball 3 times before making a pass or shot and may score only 3 goals each.
- Women may score unlimited goals and each will count as 2 points.

*Complete set of United States Indoor Soccer Association rules are posted on line at the following link
<http://www.usindoor.com/images/rulessummary0411.pdf>



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Penalty and Discipline

Disciplinary measures for carded offenses:

- **Blue Card Offense (FLAGRANT FOULS)**
 1. When a player receives a blue card he must return to the player box and cannot be replaced until after a 2 minute penalty has been served or after the opposing team scores a goal, whichever occurs first.
 2. When a goal keeper is given a blue card he may remain on the field and his 2 minute penalty may be served by another player on his team.
 3. If a player receives 3 blue cards in the same game he will be ejected from the game.
- **Yellow Card Offense (CAUTIONS)**
 1. If a player receives a yellow card he will leave the field the same as a blue card. He may not return or be replaced until after a 4 minute penalty has been served or the opponent scores a goal.
 2. If a player receives another card, blue or yellow he will be ejected from the game.
- **Red Card Offense (EJECTIONS)**
 1. When a player is ejected from the game for a Red Card Offense, he is not permitted to remain at Game Day for the remainder of that day and must leave immediately.
 2. That player will not be permitted to play until after he has served a minimum of 1 game suspension during his next scheduled game in the division he was ejected, and paid \$20 for a replacement I.D. Card. Fines and suspensions will multiply by the number of ejections for that particular player.
(2nd card = 2 games & \$40 fine, 3rd card = 3 games & \$60 fine, etc.)
 3. The player is not permitted to play in any other leagues during his suspension period.
 4. A team who has more than 3 different players with red cards in a particular session will not be eligible for play-off games.
- **Double Card Offense**
 1. Double Card Offense is given to opposing players who are both guilty of a flagrant foul towards each other.
 2. If players receive a card (any color) for the same infraction, the entire time penalty will be served by both members and will not be shortened by goal scoring for either team.

****All suspension and fines above are minimum penalties and may be increased at the discretion of the facility staff.**



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Registration and Player Guidelines

In an effort to keep registration and game scheduling uniform, Game Day will implement these procedures effective immediately.

Adult Team Registration Fee is \$850 and will be paid by the following guidelines.

- A team is registered for a league session by filing a registration form and paying \$800, or by paying a \$350 registration deposit with a balance of \$500 to be paid by the 3rd game of the upcoming session.
- If a team pays \$800 at registration or prior to its first game, a \$50 discount is applied to the original cost of \$850 and the team is considered “paid in full”.
- As a service to our teams, Game Day will accept payments from individual players and credit the amount to his/her specific team after the player has been placed on the team roster.
- Teams are required to have the full amount paid by the day of the 3rd scheduled game for that team.
- If a team has not paid its fees by the third game, Game Day will charge a game fee of \$10 per player for each game until that team has completed its full team fee payments. The team will not be allowed to play after the 5th game if the fees are not paid in full.

Player Eligibility and Roster requirements:

- Players are required to check in at the registration window prior to their scheduled game.
- Teams may have only 14 team members (player and coaches) inside the arena during each game.
- During adult games guests and/or children are not allowed inside the arena or player bench.
- The team registration fee includes the registration of 14 team members, additional players or coaches will be required to pay a \$15 registration fee.
- Players may play on only ONE team in any specific league.
- If an ineligible player participates, that team will receive a forfeit for any game in which the player participated.
- Once a team has qualified for a play-off position, it must play the remaining games with its current roster. No new players may be added.

Game Scheduling

- Games are scheduled according to league days. Team time preferences are considered and honored when possible.
- To reschedule a game there will be a \$25 rescheduling fee. The reschedule date must be acceptable to the opposing team.