



***PenMet Indoor Soccer Center
Rules of Play – Revised for PAA
2014 - 2015***

1. Ball Size

1.1 Size #4: Grades 3-8

1.2 Size #3: Grades 1-2

1.3 Home team provides the ball

2. Number of Players

Teams with grades 1-8 shall have no fewer than 4 players and no more than 7 players on the field at the same time. Coaches must agree to the number of players and inform the official prior to game start.

2.1 Minimum Number of Players: The minimum number of players for the start of the game is 4 players, one of which is a goalkeeper.

2.2 Special Rules Affecting Number of Players:

2.2.1 5 Goal Differential: If any team is down by 5 or more goals then they may add an additional player or subtract a player from the team up by 5 goals.

3. Players Equipment

3.1 Flat-Soled or turf studded shoes designed for artificial surfaces must be used. Molded shoes must have more than 4 rear cleats to be allowed. No outdoor cleats will be allowed.

3.2 The goalkeeper must wear colors that distinguish them from all players.

3.3 Shin Guards are REQUIRED for all players. Socks must be worn over shin guards and be pulled up to completely cover the shin guards.

3.4 A player may not wear jewelry (watches, bracelets, etc.) which is dangerous to themselves or other players.

4. Duration of Match

4.1 Length of Halves: All games consist of two 15 minute halves, Grades 1-4 two 20 minute halves, Grades 5-8

4.2 Half-Time Interval: The half-time interval will be 60 seconds. In the interest of time constraints the half-time may be shortened to catch up on lost time due to injuries or other stoppages in play.

4.3 Time between games shall be 1 ½ minutes and team are required to be ready to play. Time constraints may also require this interval to be shortened.

5. *Start and Stop of Play*

5.1 Forfeits Not Rescheduled

5.2 Whistle Signals Start: A whistle by the referee is necessary for taking kickoffs.

5.3 Kickoffs Are Indirect: A goal cannot be scored directly from a kickoff.

5.4 The ball must be played within 5 seconds after the referee has signaled for play to begin or the opposing team is awarded the ball.

5.5 Kick-Off Direction: On a kickoff the ball may be kicked in any direction.

6. *Ball In/Out of Play*

6.1 Out of Bounds: The ball is out of play when it touches the netting above the perimeter wall or goes completely over the wall.

6.2 Kick In: When the ball passes over the perimeter wall or netting, it shall be kicked in from the point where it passed over the wall or hit the netting and within 3 feet of the wall. The ball may be played in any direction by a player of the team opposite to that of the player who last touched it before it left the field.

6.3 Throw In: When the ball hits the netting over the end perimeter wall between the corner marks (excluding when a goal is scored) having last been played by one of the attacking team, play shall be restarted with goalkeeper throw in, from any point within the penalty arc. The ball must be distributed to another player outside the penalty box within 5 seconds.

6.4 Corner Kick: When the ball hits the netting over the end perimeter wall between the corner marks having last been played by a player on the defending team, play shall be restarted with a corner kick. The ball will be placed on the corner spot nearest the point where the ball made contact with the netting. A goal may be scored directly from a corner kick.

6.5 Ceiling Out of Bounds: The ball is out of play when it makes contact with the ceiling.

7. *Three Line Violation*

7.1 Defined: A three-line violation is defined as the ball having crossed, in air, over both yellow lines without touching a wall, the ground or a player between the two red lines. Passing the ball three lines toward your goal is allowed. There is no violation for kicks taken from the yellow line.

7.2 Penalty: Violations will result in **Direct Free Kick** by the opposing team from the first line the ball crossed.

8. *Restarts*

8.1 Indirect Free Kicks: Kickoffs at the start of a half or after a goal and restarts after an injury time out are Indirect Free Kicks. All other restarts are Direct Free Kicks.

8.2 Free Kicks: The following apply to all re-starts;

8.2.1 No Second Touch: The player taking the kick cannot play the ball until someone else touches the ball.

8.2.2 Five Second Rule: If a player taking a kick delays longer than 5 seconds after having placed the ball for restart, the ball will be turned over to the opposing team to take the re-start.

8.3 Penalty Kicks:

8.3.1 PK Awarded: Penalty kicks are awarded when a defensive Physical Foul takes place in the goal box or is an attempt to deny an obvious scoring opportunity.

8.3.2 Top Arc: Penalty kicks shall be taken from the top of the arc.

- 8.3.3 Players behind Yellow Line: All players, other than the goalkeeper and the kicker, must be behind the Yellow line until the ball has been played.**
- 8.3.4 GK Stays on the Goal Line: The goalkeeper cannot leave the goal line prior to the ball being struck, but may move side to side.**
- 8.3.5 Penalty if GK LEAVES Goal Line Early: If the goal keeper leaves the goal line early and a goal is scored the goal will count. If the shot is missed or blocked the shot is retaken.**

8.4 Penalty Arc Restarts: The following goalkeeper violations shall cause the referee to stop play and award a direct free kick to the opponents at the top of the arc.

8.4.1 5 Second Violation: The goalkeeper with the ball in their hands has five seconds to distribute the ball outside the box.

8.4.2 Play the Ball into Box: The goalkeeper may not go outside the box, play the ball into the box and then play it with their hands.

8.5 Defensive players must be at least 9 feet from the ball for all opposing teams free kicks.

9. Substitutions

Substitutions are made during the play of the game. The referee will not stop either the game or time for a substitution.

9.1 Within 10 Feet of Players' Box: Substitutions must be made within 10 feet of your own player box area except in the case of injury.

9.2 Player Entering Must Wait: The player coming off the field must be within 10 feet of your box before the player replacing him/her may enter the field of play.

9.3 Possible Penalty: If players continue to enter the field of play before the exiting player is within 10 feet, could result in free kick.

9.4 Possible Penalty: If the player entering the field gets involved in playing the ball before the players exiting is off the field this will result in a free kick.

9.5 One Substitution at a time, except at a kickoff or approved stoppage of play.

9.6 Goalkeeper substitutions: A team can change its GK either during the play of the game as stated above or teams may request the referee for a goalkeeper change at the next dead ball. If this occurs the referee will hold play (when doing so will not take away an advantage for the opposing team) while the goalkeeper change is made within a reasonable time frame (10 -15 seconds).

10.Fouls & Misconduct

A player who commits any of the following offenses shall be penalized by the referee awarding a direct free kick to be taken by the opposing team from the point of infraction, at the referee's discretion. There will be no whistle to restart.

11.1 Kicking: Inadvertently kicks an opponent while attempting to strike the ball.

11.2 Tripping: Inadvertently trips an opponent while attempting to play the ball.

11.3 Charging: Inadvertently charges into an opponent while attempting to play the ball.

11.5 Pushing: Pushes a player in an attempt to prevent them from getting to the ball.

11.6 Dangerous Play: Playing in such a manner as to be out of control.

11.7 Charging the Goalkeeper: Charging into the goalkeeper.

11.8 Playing the Ball While on the Ground: Except for the goalkeeper in his own goal box, playing the ball, offensively or defensively, while on the ground or while having a part of your body, other than your feet (3-point rule) on the ground.

11.9 Hand Ball: Intentionally plays the ball with the hand and gains control or an advantage from the handball.

11.10 Holding: Holds an opponent to prevent them from playing the ball or defending.

11.13 Advantage: Advantage is to be used at the referee's discretion and in the offensive end.

11.14 GK Handball: The goalkeeper may not reach outside the goal box and their hands, even if they are standing inside the goal box.

12.1.2 Boarding: Propels an opponent into the boards in a violent manner. A trip that inadvertently causes a player to make contact with the boards may not result in a free kick

12.1.3 No Sliding (Slide Tackling): A reach for the ball by going to one knee could be considered a slide.

12.1.9 GK Protection: Kicking or striking the goalkeeper while the keeper has possession of the ball.