

Town of Parker Youth Indoor Soccer Rules: Ages 6 to 10

The Town of Parker Rules are intended to create a balance of play in an atmosphere that fosters sportsmanship and fair play in a fun, safe and educational environment. All games will be played according to United States Soccer Federation (USSF) Laws of the Game. Documents may be used to support interpretations not specifically listed within the House Rules.

The field staff will have complete authority to administer the program and make decisions and adjustments as they see fit for this recreational setting. His or her decisions are final.

Supervisor On-site:

Duties: Field set-up and score clock responsibilities; assisting the coaches with rule knowledge and overall attitude around the kids, eyes and ears for the officials to ensuring that it is safe on the field for all players, assist with substitutions if needed, assisting the official when needed; field and equipment clean-up.

Number of Players:

7 v 7 (6 players, 1 goalie) should be on the field for each team unless players are added due to the goal differential (see mercy rule).

Substitution: No limit. Method: "Flying substitution" - all players but the goalkeeper enter and leave as they please within the marked boundary lines in your own bench area.

Goalie Substitution:

- A. Goalkeeper substitutions can only be made when the ball is out of play and with a referee's consent.
- B. A goalkeeper can substitute for any player on their team including player on the field. Substitutions should take no more than 30 seconds, at the referee's discretion.
- C. **During a PK**, a goalkeeper may be substituted *only by a player who is currently on the field*. There are no substitutions allowed from the bench unless the goalkeeper is injured.
- D. All other Substitution Guidelines apply.

Mercy Rule

To reduce the imbalance between two teams, the following mercy rules will apply:

- A. When the losing team is behind by 4 or more goals, they can add 1 player to the field for every 4 goal deficit (up to 12 goals).
 - a. 4 goals = 1 player
 - b. 8 goals = 2 players
 - c. 12 goals = 3 players
- B. If a team is losing by more than 8 goals, the score will not continue to be displayed.

Equipment:

- A. Parker youth shirts or jerseys should be worn by the teams.
- B. Shin-guards **MUST** be worn and covered.
- C. Regular tennis shoes and cleats are allowed. Cleats **MUST** be rubber molded
- D. Knee, ankle, and wrist braces or wraps **CAN** be worn as long as there is not a safety concern and the official approves the brace or cast. Hard casts must be covered by something soft.

- E. No Jewelry will be worn. (The officials will check all equipment prior to the start of the match.)

Game Ball:

- A. Size 3 for Ages 6 to 8
- B. Size 4 for Ages 8 to 10

Duration of the Game:

- A. There will be two equal periods of 20 minutes with a running clock.
- B. Time-outs: Injury timeouts only. There are no regular timeouts in indoor soccer. The play may stop to help substitute a goalie, but the game clock will still run.
- C. Half-time: Maximum of 2 minutes
- D. Overtime: None

The Start of Play:

- A. The home team will kick off during the first half and the away team will kick off during the 2nd.
- B. The kicker shall not touch ball a 2nd time before someone else touches it.
- C. All players must be on their half and outside of the center circle.
- D. Ensuing kick-offs are taken after a goal is scored.

Out of play is determined as:

- A. When the ball has hit the netting
- B. When the game has been stopped by a referee
- C. The ball has left the field
- D. A goal has been scored

Restart Regulations:

A restart is the procedure for resuming play after a stoppage. Restarts are kickoffs, free kicks and goalkeeper throws-ins.

- A. Once a referee signals for a restart, you have 5 seconds to resume (both from a kick or a throw in). If a 5 second violation occurs, the opposite team is given a free kick at the same location.
- B. The ball must be stationary; if it is not, the kick is retaken;
- C. For a double touch, the opposing team is given a free kick at the point of infraction.
- D. Opposing players may not encroach and must give 5 yards (wall may not move towards the kicker).
- E. A whistle **is not** required to restart the game after a foul has occurred, but some referees may still whistle to restart. Both are acceptable.

Restart Position:

- A. **From net contact:** if the ball strikes the netting along the sidelines, the direct free kick will take place on the turf, near the wall, at the point of contact; if it strikes the netting along the end line, the attacking restart will be a corner kick and the and the defending restart will begin with the goalkeepers throw, kick of a stationary ball, or punt.
- B. **Corner kick:**
 - a. The ball is placed on the corner spot.

- b. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule will result in a free kick to the opposing team from the point of infringement.
- c. Players on opposing team must be at least 5 yards away from point of the corner kick
- d. You can score goal directly from a corner kick

Direct Free Kicks (All kicks are *direct* kicks):

- A. Wall: At least 5 yards away until the ball is in play
- B. Ball in Play: When it has been kicked and moves.
- C. Time Limit: Kick must be taken within 5 seconds.
- D. You are able to score directly from the free kick without another player touching the ball.
Restriction: Kicker cannot touch the ball again until it has been touched by another player except for a 1v1 shootout (see PK specifications below).

Goal Scoring:

When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

Fouls and Misconduct: *Direct free kick awarded when a player intentionally commits any of the following offenses (a penalty kick awarded when infringement takes place in penalty area):*

- A. Kicking or attempting to kick an opponent or the GK
- B. Tripping an opponent
- C. Jumping at an opponent
- D. Charging an opponent in a violent or dangerous manner
- E. Charging an opponent from behind
- F. Holding an opponent
- G. Pushing an opponent
- H. All slide tackling or playing the ball while on the ground.
- I. Goalkeeper throws ball directly at an opponent with intent to injure
- J. Handling the ball (except goalkeeper)
- K. Dangerous play (e.g. attempting to kick ball held by goalkeeper)
- L. Obstruction
- M. Charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- N. Goalkeeper throws ball directly over the third line (without it first touching his own side of the turf or any player)
- O. A field player plays the ball in the air over the third line (without it first touching the turf or being touched by any player)
- P. Goalkeeper holds the ball for more than 5 seconds
- Q. Checking into the boarding

Accumulated Fouls:

Once a team has accumulated 5 fouls (those accumulated in the first half DO continue to accumulate into the second half. After accumulation has occurred a 1v1 penalty kick will be issued:

Penalty Kicks:

All PKs will take place as a one on one set-up:

- A. In the case of a shootout or PK, the restart is from the 3rd line nearest the goal.
- B. The keeper is to stand with at least one foot on his own goal line; all of the other players must be on the other half of the field (with the exception of the shooter).
- C. The remaining attackers must be outside of the center circle, the defending players line up inside of the circle.
- D. Once the referee blows the whistle the ball is “live” and the shooter can dribble, the keeper can come off his goal line, and the players in the other half of the field can then run toward the play.

Headers

If a player deliberately heads the ball in a game, a direct free kick should be awarded to the opposing team from the spot of the offense. If the heading occurs within the penalty area, the referee shall move the ball outside the penalty area and award a direct free kick to the opposing team.

ELASTIC POWER:

The Parker Athletic staff reserves the right to establish guidelines for any and all rules or infractions not covered in the league rules and to refuse participation to any individual or coach if they do not obey the rules and regulations and keep within the spirit of sportsmanship.