

Town of Parker Youth Indoor Soccer Rules: Ages 10 to 14

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 and Assistant Referee

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, assist with completing and check team rosters if needed, keeping a check on time-outs; assisting the official when needed; field and equipment clean-up.

Game Clock

- A. Game will consist of two 20 minute halves with a running clock.
- B. Time stops only for injury and team time outs
- C. 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.

Field of Play & Out of Play

- A. Full Field: 170' x 85'
- B. 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
- C. 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). 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; for a double touch, the opposing team is given a free kick at the point of infraction.
 - c. Opposing players may not encroach and must give 5 yards (wall may not move towards the kicker).
 - d. A whistle is not required to restart the game after a foul has occurred.
- D. 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 defending restart will begin with the goalkeeper's touch (hands or feet are allowed).
 - b. Corner kick:
 - i. The ball is placed on the corner spot.
 - ii. The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule will result in an indirect free kick to the opposing team from the point of infringement.

- iii. Players on opposing team must be at least 5 yards away from point of the corner kick
- iv. 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: After it has traveled the distance of its own circumference
- 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).

The Start of Play Procedure:

Home team will kick-off for the first half and away team will kick-off at the beginning of the second half. The defending players must be on their half and outside of the center circle. Kick-offs will also be taken after goals are scored.

- A. Number of Players - 6 v 6 PLUS Goalie:
 - a. 7 players should be on the field for each team unless players are added or removed due to the goal differential (see mercy rule).
- B. Minimum Number of Players to Start Match:
 - a. 4, one of whom shall be a goalkeeper.
- C. If there are not enough players on a team, coaches may agree to borrow players from another team or play the same number of players until others arrive.
- D. We will only delay the start by 5 minutes to allow players to arrive. Remember, our goal is to ensure a fun and enjoyable game for the kids, we want them to play
- E. Substitution: No limit.
- F. Method: "Flying substitution"
 - a. All players but the goalkeeper enter and leave as they please within the marked boundary lines in your own bench area.
- G. Goalkeeper 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.
- H. All other Substitution Guidelines apply.

Players' 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 and non-removable (no screw-in cleats)
- 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.
- E. No Jewelry will be worn. (The officials will check all equipment prior to the start of the match.)

Game Ball:

- A. Size 4 for Ages 10 to 12
- B. Size 5 for Ages 12 to 14

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).

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.

Fouls and Misconduct:

A direct free kick is awarded when a player intentionally commits any of the following offenses (**a PK is awarded when infringement takes place in penalty area**):

- A. Infractions that count toward the foul count:
 - 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. Goalkeeper throws ball directly at an opponent with intent to injure
 - i. All Sliding with or without the ball. Goalkeepers are allowed to slide inside the penalty box. They can slide out as long as the slide started inside the penalty arch.
 - j. Dangerous play (e.g. attempting to kick ball held by goalkeeper)
 - k. Obstruction
 - l. Checking another player
 - m. Charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
- B. Infractions that DO NOT count toward the foul count
 - a. Handling the ball (except goalkeeper)
 - b. Goalkeeper throws ball directly over the third line (without it first touching his own side of the turf or any player)
 - c. 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)
 - d. Goalkeeper holds the ball for more than 5 seconds

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 PK will be issued:

- A. Penalty Kicks: All PKs will take place as a one on one set-up:
- B. In the case of a shootout or PK, the restart is from the 3rd line nearest the goal.

- C. 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).
- D. The remaining attackers must be outside of the center circle, the defending players line up inside of the circle.
- E. 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.
- F. With the exception of normal dribbling, the player taking the PK may not touch the ball again until after it touches another player (i.e. may not take a second shot after a missed attempt, may not pass the ball to him/herself off the wall).

Goalkeeper Violations:

- A. Touching the ball with the hand outside the Penalty Arch
- B. Bringing the ball from outside of the Penalty Arch to his hand within Penalty Arch.
- C. Goalie cannot bounce the ball or if they lose control of the ball, they cannot be the first player to touch it with their hands, nor can they receive a pass back from their teammates.
- D. Using hands on a ball that was passed deliberately and directly to the keeper by a teammate; Except that he may handle a ball which a teammate passes to the keeper by the head, chest or knee and without trickery (the use of a wall or foot flick the ball to a head, chest or knee before making the pass)
- E. Controlling the ball with hands in the Penalty Arch for over five seconds. The keeper may control the ball for more than five seconds inside the Penalty Arch if played by the keeper’s feet.
- F.

Elastic power:

The Parker Athletics 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.

*****Unsportsmanlike conduct will NOT be tolerated. Players, parents and coaches will receive one warning. A second offense will result in then removal from the game. Anyone who is ejected from a game must also leave the park. We encourage coaches and players to shake the opponents’ and referees’ hands after each game to emphasize positive teamwork and sportsmanship.*****