

**TRI-COUNTY SOCCER CLUB**  
**Indoor Soccer League**  
**RULES OF PLAY**

**All games will be played by the FIFA Soccer rules, with the TCSC option to accept the recent changes by FIFA. The rules as set forth in this outline shall be strictly adhered to and supersede rules from all other sources in the specific areas with which they are concerned. In the best interest of the league, rules of play could be modified over the course of the season.**

**1. PLAYER ELIGIBILITY**

**1.1.** Players will be in appropriate age divisions of U10, U12 and U15 to participate in league play. With the new team formation established by U.S. SOCCER Federation by the date of birth, TCSC will adhere to the new guidelines. Children must be minimum age born 2010 to be eligible for league play. Age eligibility for winter 2017 & summer 2018 seasons:

<b>AGE CHART &amp; ROSTER FOR WINTER</b>	
<b>DIVISION</b>	<b>BIRTH YEAR</b>
U15 DIVISION	2003
U15 DIVISION	2004
U15 DIVISION	2005
U12 DIVISION	2006
U12 DIVISION	2007
U10 DIVISION	2008
U10 DIVISION	2009

- 1.2.** Each team is limited to a maximum of two (2) 1.5 hour per week for training.
- 1.3.** Players are not allowed to play in a younger age division. They may, however, play up in an older age division, upon parental or guardian written consent/release. Once a player moves up, he/she may not move back down.
- 1.4.** Players may only play on their one assigned team. Players are not allowed to play in more than one division per season in the TCSC Soccer League.

**2. COACHES**

- 2.1.** Each team is allowed a maximum of two (2) coaches in the bench area during the course of the game.
- 2.2.** All coaches must submit and pass the Criminal Background Check as required by TCSC.
- 2.3.** Selection of coaches is based on availability and filled in the best interest of the league and club's reputation.
- 2.4.** It is mandatory that all coaches conduct themselves in a manner appropriate for a TCSC Indoor league. Having fun and promoting sportsmanship should be the goal of all coaches. Coaches need to keep this in mind when conduct is concerned.

# TRI-COUNTY SOCCER CLUB

## Indoor Soccer League

### RULES OF PLAY

- 2.5. Coaches should not yell at their players during games or practices, but should provide positive guidance throughout over the course of the season.
- 2.6. A coach should provide direction and guidance for players during practice, timeouts and halftime, not play-by-play during the course of a game. The players need to learn how the game is played on their own and encouragement and applauding player/team efforts is encouraged.
- 2.7. Coaches should applaud opposing team's shot- and play-making abilities.
- 2.8. Coaches should be the voice of their team's players and parents. All concerns should be funneled through coaches and discussed in an appropriate manner with the TCSC Superintendent or with his/her designee.

### 2.9. TEAM ROSTERS - Team formation are up to each individual team. Rosters Freez are one week prior to the start of the season.

- 2.10. Each league has a maximum number of players, unless the TCSC deems it necessary to add players to teams:
  - Under 10 – fourteen (14) players
  - Under 12 – fourteen (14) players
  - Under 15 – fourteen (14) players

### 3. EQUIPMENT & UNIFORMS

- 3.1. All footwear is the responsibility of the parents/guardians. Indoor or turf shoes recommended, but not required. **NO** shoes having a toe cleat will be permitted.
- 3.2. Shin guards are required for ALL PRACTICES AND GAMES to prevent lower leg injuries.
- 3.3. Players who wear any type of glasses on the field **MUST** have a retainer strap.
- 3.4. Kneepads are optional.
- 3.5. No jewelry may be worn at any time during the game, unless medical alerts, which shall be taped down.
- 3.6. Wristbands and headbands must be worn on the wrist or on the head above the ears.
- 3.7. Referees may ban any equipment that they deem as unsafe or illegal.

### 4. PLAYER PARTICIPATION RULE

The following applies to each player that has made half (1/2) of all scheduled team practices within the last seven (7) days and who is on the field in uniform five (5) minutes prior to the start of the game. Non-compliance with the players' participation rule could result in forfeiture of the game up to dismissal of coach from the league.

- 4.1. Each player is required to play a **Minimum** number of minutes per game:

- **Under 10** – twenty (20) minutes
- **Under 12** – twenty (20) minutes
- **Under 15** – twenty (20) minutes

*Please note: Playing time is based on teams with the maximum numbers of players present at the game time. If the TCSC added more players to rosters, playing time could be affected.*

- 4.2. Injury Exception: In case of injury to a player, the coach must notify the official that an injury to a player prevents the player from completing the required time allotment. The injury may be

# TRI-COUNTY SOCCER CLUB

## Indoor Soccer League

### RULES OF PLAY

questioned by the TCSC Superintendent or his/her designee and player's parent(s) about the status of returning to the game. This decision does not require the coach's approval. If it is determined that this is a strategy or influence by the coach, the player will not receive credit for participation time and could result in a forfeiture of the game.

*Please note: If teams have players not meeting the practice requirement and/or missing games, they must notify the Superintendent or his/her designee. If the Superintendent or his/her designee is not officially notified, the player will be expected to play as stated above. Player participation issues will be handled on a case by case basis to determine player participation eligibility.*

#### 5. PLAYING RULES (ALL DIVISIONS)

- 5.1. Teams will be allowed a five (5) minute warm up prior to start of the game, if the games are on time.
- 5.2. The pre-game warm-up and any intermission periods may be cut short by the league official present if the games are running behind posted schedule.
- 5.3. No player, parent, coach is allowed along the goal line of the field at any time. An official game shall consist of:
- **Under 10** fifteen (15) minute halves
  - **Under 12** twenty (20) minute halves
  - **Under 15** twenty (20) minute halves

*If time allows two (2) minute halftime will be observed.*

5.4. The clock will run continuously each game, stopping only for referee discretion on severe injuries.

5.5. Ball Specifications:

Division	Ball Size
Under 10	#4
Under 12	#4
Under 15	#5

5.6. Kick-off: Each half begins with a kick-off. Teams change ends at the half.

5.7. Slide-Tackles (when both feet leave the ground as the player attempts to steal the ball) are NOT permitted.

5.8. Yellow cards & Red Cards

- (a) The official has great discretion in calling fouls, and may choose to ignore minor infractions that would slow the game. The official may give a yellow card and award an indirect kick to the opposing team in the event of undue harassment from coaches and spectators. If harassment continues, the referee will consider it unsportsmanlike conduct and will enforce the **CONDUCT DISCIPLINE POLICY** listed later.
- (b) Referees have been instructed to be lenient in the lower age groups and to make games a learning experience for the players.
- (c) Yellow Card – warranted by a player by means of a foul or misconduct. Player must leave the field of play until the next stoppage of play.
- (d) Red Card – warranted by a player or coach by means of a foul or misconduct. Player must leave the complex before play will resume. If teams play more than one (1)

# TRI-COUNTY SOCCER CLUB

## Indoor Soccer League

### RULES OF PLAY

game per day, the TCSC Superintendent or his/her designee will decide if player/coach returns for the second game.

- 5.9. No overtime will be played during the regular season play.
- 5.10. A game is considered official wants to the second half whistle is blown (In the event of weather or un-natural act that prohibits completion of a game).

#### 6. PLAYING RULES -START & RESTART OF PLAY

- 6.1. Start of Play: A “Kickoff” from the Center Mark starts play at the beginning of each Half and after every goal. Immediately prior to the Kickoff, all players remain in their respective defensive halves, and all defending players are outside of the Center Circle. Once the Referee signals the Kickoff, a player of the team having the Kickoff has 5 seconds to play the ball. The same player may not again play the ball until it touches another player.
- 6.2. First Possession and Defensive End: the Referee designates the team to take the First Half Kickoff and the end of the field each team will defend.
- 6.3. Kickoff After Goal: Except at the end of a Half, play restarts after each goal with a Kickoff by the opposing team.
- 6.4. Start of Second Half: For the Start of the Second Half, the teams change defensive ends, and the Kickoff is taken by the other team that took the First Half Kickoff.
- 6.5. Restarts: A “Restart” is the manner of resuming play after a goal or other stoppage. Restarts take place by either a Kickoff, Free Kick, Goalkeeper Throw-In (if applicable), or Dropped Ball, as set forth elsewhere in these Rules. The team opposing that which is responsible for the stoppage takes the Restart. Except for a Dropped Ball, the same player who takes a Restart may not again make contact with the ball until touched by another player. Other than for Kickoffs or as provided below, Restarts occur within three feet (3') from the spot of the ball at the moment of stoppage.
- 6.6. Kick-In: If the ball crosses over a length of the Perimeter Wall or hits the netting, a Free Kick (i.e., Kick-In) is taken from the point on the Touch Line nearest where the ball crossed over. If the ball goes out of play after touching a player substitute or other Bench personnel, who is inadvertently extending into the playing field, or if the ball exits the field through an open door of a Team Bench, the Kick-In is taken by the other team.
- 6.7. Corner Kick: When the whole of the ball, having last touched a defending player, crosses an end of the Perimeter Wall or the net, the opposing team takes a Free Kick from the Corner Mark, nearest to where the ball exited play.
- 6.8. Goal Kick/ keeper throw-in: On defensive restarts once the ball has crossed an end of a Perimeter Wall or net, the opposing team can restart by a goal kick or Keeper throw-in.

#### 7. PLAYING RULES –SUBSTITUTIONS

- 7.1. Substituting may occur at any time that a team has possession, during your team’s kick-in, your team’s goal kick/corner kick, on any goal kick, and any time that the opposing team is substituting a player.
- 7.2. Substitutions may also occur after a goal.
- 7.3. Each team may substitute players freely; provided that; players must substitute off the field of play or within the Touch Line in the area of their Team Bench. For substitutions within the Touch Line, neither the player entering the field nor the player being substituted may play the ball while the other is on the field.

# TRI-COUNTY SOCCER CLUB

## Indoor Soccer League

### RULES OF PLAY

- 7.4. A player who receives a yellow card must be substituted, provided there are substitutions available.
- 7.5. Every cumulative 5 team fouls in a match will result in a penalty for the opponent.
- 7.6. Substituting may occur at any time that a team has possession, during your team's kick-in, your team's goal kick/corner kick, on any goal kick, and any time that the opposing team is substituting a player.
- 7.7. Substitutions may also occur after a goal.
- 7.8. Each team may substitute players freely; provided that; players must substitute off the field of play or within the Touch Line in the area of their Team Bench. For substitutions within the Touch Line, neither the player entering the field nor the player being substituted may play the ball while the other is on the field.
- 7.9. Any player may change places with the goalkeeper, if the Official is informed before the change is made and the change is made during a stoppage in play. Penalty: Yellow Card

### **8. PLAYING RULES –THE BALL IN & OUT OF PLAY**

- 8.1. Ball In Play: The ball is “in play” once each Kickoff or Restart legally begins and the ball makes any discernible movement. The ball remains “in play” until a stoppage, recognized by the Referee.
- 8.2. Restarts Within Defensive Penalty Arch: For Restarts by a team within its Penalty Arch, the ball is not “in play” until the game is properly restarted and the ball is propelled beyond the Penalty Arch by the player taking the Restart.
- 8.3. Ball Out Of Play: The ball is “out of play” once any stoppage occurs which the Referee acknowledges or orders, whether for goals, Fouls, Time Penalties, injuries, out of bounds, Three-Line Violations, or Superstructure Violations.
- 8.4. Three-Line Violation: A “Three-Line Violation” occurs when a player propels the ball in the air across the two Red Lines and the Halfway Line toward the opponent's Goal without touching the Perimeter Wall or another player or a Referee on the field of play. Restart at the closest point of the first line.
- 8.5. Superstructure Violation: A “Superstructure Violation” occurs when the ball contacts any part of the building above the field of play(netting).
- 8.6. Substituting may occur at any time that a team has possession, during your team's kick-in, your team's goal kick/corner kick, on any goal kick, and any time that the opposing team is substituting a player.

### **9. PLAYING RULES –TIME PENALTIES-YELLOW CARD**

- 9.1. Yellow Card Offenses – 2 minutes
- 9.2. Deliberate Handball: Handling the ball deliberately (or by a Goalkeeper outside of his Penalty Arch)
- 9.3. Goalkeeper Endangerment: Endangering a Goalkeeper within his Penalty Arch by sliding or charging into him, regardless whether he is in control of the ball.
- 9.4. Boarding: Propelling an opponent into the perimeter wall, whether or not intentionally.
- 9.5. Players' Unsporting Behavior.

**TRI-COUNTY SOCCER CLUB**  
**Indoor Soccer League**  
**RULES OF PLAY**

**10. PLAYING RULES –TIME PENALTIES-RED CARD**

- 10.1. Red Card for accumulation of Cards by player – 2 minutes plus ejection
- 10.2. Other Red Card: 5-minutes, plus ejection.
- 10.3. Second Yellow Card: Receiving a second Yellow Card
- 10.4. Third Time Penalty
- 10.5. Extreme Unsporting Behavior

**11. PLAYING RULES –MERCY RULE**

- 11.1. If a team is up by 4 goals, their opponent can add an additional player to the game, making 8 players.
- 11.2. If a team is up by 6 goals, their opponent can add an additional player to the game, making 9 players.
- 11.3. If a team is up by 8 goals, their opponent can add an additional player to the game, making 10 players.
- 11.4. If a team is up by 10 goals inside of 5 minutes of regulation play, the game will conclude and result in the end of the game.

**12. STANDINGS**

- 12.1. First & second place will be determined by:
  - Win/Loss/Tie Records
  - If a tie exists, teams shall be ranked according to which team won in the head-to-head competition.
  - If a tie exists, teams shall be ranked according to the fewest goals allowed in head-to-head competition.
  - If a tie exists, teams shall be ranked according to the fewest goals allowed in season.
  - If a tie exists, one play-off game will be played.
  - 1<sup>st</sup> & 2<sup>nd</sup> place trophies will be distributed.

**13. CODE OF CONDUCT**

In the spirit of Sportsmanship, participants shall: Conduct themselves in a manner that represents the Tri County Soccer Club with honor, dignity and respect. Demonstrate the qualities of civility and sportsmanship at all times. There is no use vulgar, abusive, racist, sexist, demeaning or intimidating language at any time. Support the players, coaches and officials in a positive manner. Treat the visiting team, coaches and fans with courtesy and respect at all times. Not engage in cheers that are vulgar, crass or demeaning. Refrain from throwing objects for any reason. Not become inebriated or belligerent. Refrain from entering playing and team areas at any time, including after the game.

**TRI-COUNTY SOCCER CLUB**  
**Indoor Soccer League**  
**RULES OF PLAY**

**14. CONDUCT DISCIPLINE POLICY**

Any player, coach, or spectator that receives a conduct card has received their final warning before ejection. Any negative reaction to receiving the card will result in an automatic ejection. Officials for the league reserve the right to eject any patron that deem it necessary, to preserve the safety and civility of the community, without a warning.

- 14.1.** Any player, coach, or spectator ejected from any league game must leave the complex
- 14.2.** Any player, coach, or spectator ejected from any league game is subjected to a minimum of three (3) league games suspension and/or player removal from the league.
- 14.3.** Players, coaches, or spectators who have been suspended may not return until the completion of their suspension. Suspensions can carry over from season to season.
- 14.4.** Each team sponsor/coach is held responsible for the conduct of their fans/spectators/team participants.
- 14.5.** No coach/parent shall interfere with the officials. Any concerns regarding the officials must be brought to the TCSC Superintendent or his/her designee.
- 14.6.** No fighting is allowed. Each offence will be ruled upon accordingly, and is subject to removal from all programs for the period of one (1) year.
- 14.7.** An official has the authority to remove a player, coach, or spectator from a game and/or forfeit the game due to unsportsmanlike conduct. Unsportsmanlike conduct shall include, but not limited to profanity, threats of any kind toward the referees, fighting (before, during, or after the game), or any flagrant foul as determined by the referees.
- 14.8.** In the event of a coach or fan ejection, the individual ejected will be subject to further disciplinary action (i.e., dismissal as coach or removal of player from the league) from the TCSC Recreational Soccer league.