

**THE SUMMIT INDOOR LEAGUE
OFFICIAL RULES**

ROSTERS AND EQUIPMENT

1. Roster maximum is twelve (12) or fewer players meeting the age limit of the specified division. No younger players may play up in the Men's Open, Women's Open and O-30. All rosters will be frozen at the start of the first game of the league. **HEAD COACHES MUST BE AT LEAST 18 YEARS OF AGE!**
2. All players must wear shin guards (optional for adults), indoor soccer shoes, or sneakers. Turf shoes are not permitted.
3. A player may not wear any jewelry or other accessory. If a player is unable to remove a necklace, ring, or earring, it is to be taped to the player's body. Casts, splints, etc. made of a hard substance must be padded to the satisfaction of the Referees.
4. Where there is a conflict in uniform colors, the "HOME" team based on the league schedule will be required to provide and wear an alternate jersey. Teams are listed on the schedule as "Home vs Away".
5. No player is permitted to play on two different teams within the same division and age bracket.

THE GAME

1. The games will be two twenty minute halves with a 3-minute halftime for age groups U-8 – U-12.
2. Age groups U-8 – U-10 will play with 5 field players and a keeper.
3. The games will be two twenty five minute halves with a 3-minute halftime for age groups U-13 – O-30.
4. Age groups U-11 – O-30 will play with 4 field players and a keeper.
5. No team may start a game with fewer than 4 players. Substitutions will be done on the fly, but the player being substituted for must come off the playing floor before the substitute may enter the playing field. An indirect free kick will be issued for the violation. The team may be cautioned for repeated violations.
6. There will be no offside.
7. Goals will be 6 1/2' X 12'.
8. The ball will be a size 3 futsal ball for ages U-8 – U-11 and a size 4 futsal ball for ages U-12 – O-30.
9. If a team does not show up for their designated game there will be an automatic forfeit and the score will be recorded as 5-0.
10. Players may not grab the wall to gain an advantage (leverage) while in possession of the ball. They may put their hands on the wall to protect themselves.

SPORTSMANSHIP RULE

1. Any team that leads an opponent by ten (10) goals or more must remove a player from the court. If the lead goes under a ten goal difference the leading team can bring a player back onto the court.

SCORING

1. A goal may be scored from the defensive end of the court.
2. A goal may be scored on a direct kick. Kickoffs and corner kicks are direct.

GOALKEEPING

1. The goalkeeper after gaining possession with the HANDS may distribute the ball only within their half of the court. The ball must touch another player, a wall, or the floor prior to crossing the mid-line.
2. Goalkeepers cannot punt or drop-kick the ball in any circumstance after gaining possession with the HANDS. The result will be an indirect free kick taken at the top of the penalty box. Once the goalkeeper leaves the penalty area, he/she is considered to be a field player.
3. The goalkeeper has six seconds to release the ball once possession has been gained with the hands.
4. The ball is considered out of the penalty area when it is completely out of the plane of the penalty area's boundary lines. The goalkeeper **MAY NOT REACH OUT OF THE PENALTY AREA WITH HIS/HER HANDS** to bring a ball back in. The goalkeeper's body may be out of the penalty area while in possession as long as the ball is still inside the penalty area. The goalkeeper may dribble the ball from outside the penalty area into the penalty area and then gain possession with his/her hands.
5. The FIFA pass back rule is in effect.
6. The goalkeeper is not limited to a maximum number of steps within the penalty area.
7. The goalkeeper may slide tackle to attack or possess the ball only within the penalty area.
8. The goalkeeper's release of the ball while he or she is within the penalty area may not be interfered with. Opposing players may be no closer than the top of the arc of the penalty box when the goalkeeper has the ball in his or her hands. **The goalkeeper may not be charged or obstructed/impeded in the goal area.** The penalty for interfering with the keeper's release is an indirect free kick. Persistent interference and/or harassment of the goalkeeper will be sanctioned with a yellow card.

RESTARTS

1. The game will start with the kickoff by the home team at the center circle. After a goal is scored, restarts will be from the center. The kickoff does not have to go forward.

2. Corner kicks & kick-offs are direct, all other out of play restarts are indirect.
3. Goal kicks will be goal clearances with HANDS and do not have to be distributed out of the penalty box.
4. Corner kicks are taken from the hockey floor end line (approximately one (1) yard from the walls), and are direct kicks.
5. Balls striking the ceiling, lights, or other structures above are restarted with an indirect kick directly below the spot where the ball struck above the floor.
6. Balls hitting the nets above the walls are out of bounds and play is restarted with an indirect kick placed on the floor where the ball went out of bounds.

INFRINGEMENTS

1. All referee decisions are final.
2. A yellow card will result in a two-minute penalty in which no substitution will be allowed for the player who received the yellow card. All other players may be substituted for. A player may return to the floor if a goal is scored during the penalty time by the opponent. Two yellow cards in the same game equals a sendoff (RED CARD). A red card will result in an automatic suspension from the game with a (5) five-minute penalty and a subsequent one game suspension for the player. The team will not have to play short during the next game. Any player will be permanently EJECTED from the league for FIGHTING regardless of the number of age groups they are participating in. The penalized team will play short for the entire five (5) minutes even if the opponent scores. When multiple yellow cards are issued to the same team, to different players, at different times, the scoring of a goal by the opponent will only eliminate the penalty time on the first player carded.
3. Penal fouls, which occur in the penalty area, will result in a penalty kick taken from the mid-point of the top of the penalty area.
4. **NO SLIDING WHATSOEVER IS PERMITTED**, the only exception is under **GOALKEEPING**, Rule 6. First Offense - Indirect Free Kick, Second Offense - Yellow Card, Third Offense - Red Card.
5. **NO DIVING HEAD BALLS ARE PERMITTED** – Indirect Free Kick
6. Ten (10) feet of distance must be **AUTOMATICALLY** given by defenders on free kicks.
7. Any non-penal infraction committed by the defending team inside its own penalty area will result in an Indirect Free Kick placed at the spot of the foul.
8. Coaches receiving red cards are not eligible to coach the remaining portion of the game or their next game and they must leave the sideline area. The one game suspension will be enforced within the division and age group that the red card was issued.

RANKING

1. All games ending in a draw in the preliminary rounds will remain as such. Point System: WIN-3 points; DRAW-1 point; LOSS-0 points.
2. If there is a tie for points at the end of the preliminary round the tie will be broken by:
 - a. Head to head competition.
 - b. Goal differential up to five (5) goals, plus and minus.
 - c. Fewest goals against.
 - d. Goals for - Maximum twelve (12) per game.
 - e. Shoot Out - Three players.
3. If there is a three-way tie for points at the end of the preliminary round, the finishing order of the teams will be decided by starting with Item “b” in the tie-break process listed above, and continuing in consecutive order from Item “b” to Item “e” until all ties are broken. If all three teams have played each other, and one team has beaten the other two, head to head will count.
4. Playoff games tied at the end of regulation are decided by sudden death overtime. Both teams start at full strength and remove a player every two (2) minutes until a goal is scored. Each two minute period is restarted with a kick off starting with the home team. The lowest number of players that we will reduce to is three (3). When the teams are down to three players, they will play until a goal is scored. Substitution is allowed during the overtime.

REGISTRATION

1. Final Rosters, Liability Waiver, and League Fee are required before the start of the first game.
2. If a player’s age is challenged, the coach and a parent are required to show proof of age within 48 hours of the challenge. These shall include a USYSA Player Pass, AYSO Registration Form, SAY Registration Form, Birth Certificate, or Driver’s License.

REFUNDS

1. No refunds will be issued for teams withdrawing after the entry deadline. Full refunds will be issued if the league is cancelled. No refunds will be issued after the league has begun.

GENERAL

1. The league directors will decide on all matters pertaining to the league and their judgment is final. Unless otherwise specified, FIFA Rules apply.