

# INDOOR SOCCER RULES

Indoor Soccer at Wildcatz uses rules unique to our competitions. It is important to carefully read these rules before playing as they may differ from other versions of soccer you have played, or other competitions for a similar game.

The emphasis on our social competitions is enjoyment and respectful social play. While competitiveness is not discouraged, please note that a 'win at all costs' attitude is not appropriate for our competitions.

All players are assumed to have read and understood these rules, and the Player Code of Conduct, prior to playing in competitions at Wildcatz Indoor Sports.

## KICK-OFF

- At the start of each quarter, and after a goal is scored, the kick-off takes place from the centre of the court.
- The ball can be played forward or backward.
- The kick-off is an indirect free kick, therefore: 1) Before the initial player replays the ball, another player must touch the ball. 2) A goal cannot be scored directly from a kick-off i.e. the ball must touch at least one other player.
- All players from the defending team must remain inside their defending third until the initial player touches the ball.
- All players from the attacking team must remain behind the halfway line until the ball is touched.
- All players should be given a reasonable amount of time to be onside after a goal is scored for a new kick off, this includes player substitutions on/off the field. The entrance zipper must be closed at all times of live play.

## USE OF THE BODY

Indoor soccer is a different game to outdoor soccer and futsal, and the rules regarding use of the body are different.

- Players are not permitted to use their body to gain advantage or impede their opponent when defending or in possession of the ball.
- This includes bumping, pushing, shouldering or nudging or use of arms to gain a physical advantage.
- When approaching the ball, players must run in a direct line of path to the ball.
- If a player steps off that line or leans into their opponent, causes contact and disadvantages an opposing player, the referee should award a Free Kick to the opposing player.
- When two players are running towards the ball and one player is slightly in front of the other, he/she has the right to gain possession of the ball.
- If contact is made which disadvantages the player in front, then it will be deemed the fault of the player behind and a free kick should be awarded.

## SUBSTITUTIONS

- Players may substitute at any time that the ball is not live meaning that a goal has been scored, or an injury has occurred.
- Players coming on to the court must not enter until the player coming off has left the playing arena.
- There are no limits to how many substitutions a team makes.
- Goalkeepers who wish to substitute can do so either: 1) when play has stopped, e.g. after a goal is scored or 2) when an injury occurs, however this player must leave the court for the remainder of the quarter. The referee must be notified at the time of the substitution, and play is to restart with a dead ball goal kick.

## INJURED PLAYERS

- Play should only stop play if a team is going to be disadvantaged by an injured player, or if there is danger to an injured player.
- The game should not be stopped for minor injuries.

## BLOOD RULE

- Open or wet wounds must be covered.
- Any player that is bleeding must leave the court and be directed to the first aid area at the front counter.
- The referee should check the cover before allowing the player to continue the game.

## FREE KICKS

- Free Kicks should be awarded when a player:
  - a) Uses their body to gain an advantage or impedes an opposing player.
  - b) Does, or attempts to, kick, trip, throw, hold, push or strike an opponent.
  - c) Intentionally or unintentionally handballs the ball with their hand or arm below the shoulder.
  - d) Uses the net to gain an unfair advantage/Net abuse.
  - e) Plays the ball from the ground or a slide tackle.
  - f) Is offside.
  - g) Ball touches the top net "roof".
- All Free Kicks are "Indirect" unless instructed by the referee.
- Defending players must remain at least 2 metres from the ball until the free kick has been taken.

## INDIRECT FREE KICK

- Must be touched by at least 2 players for a goal to be scored.
- The player who takes the free kick cannot touch the ball a second time until it has been touched by another player from either side
- Indirect free kicks can be taken as soon as the team in possession are ready unless otherwise instructed by the referee.
- Defending players must remain at least 2 metres away from penalty spot, unless on edge of semi circle.

## PENALTY KICK

- Should be awarded for any infringement that stops the attacking team from scoring an almost certain goal.
- To be taken directly in front of goal, 1 metre out from the semi-circle line.
- Player taking the penalty is not allowed more than 2 steps before striking the ball.
- Goalkeeper is the only player allowed to defend the shot and must remain on the goal line until taken.
- All other players must stay out of this third until shot is taken. OFFSIDE
- The semi-circle around the goal is the goalkeeper's area. Inside this area is "offside" to ALL players other than the goalkeeper.
- Players are permitted on the line but MUST NOT STEP inside.

Over the line without stepping in is NOT offside.

- If any part of the ball is on any part of the line, all players including the goalkeeper may play the ball.

### IF A DEFENDER ENTERS THE AREA:

a) and has no effect on play – the referee should call "Play On" and instruct the player to stay out of the area.

b) and affects play but does not stop the attacking team from having a shot on goal – the referee should award an "Indirect Free Kick" to be taken 2 metres from the semi-circle, where the infringement took place.

c) and restricts the attacking team from having a shot on goal – the referee should award a "Direct Free Kick" to be taken 2 metres from the semi-circle, where the infringement took place.

d) and stops the attacking team scoring an almost certain goal – the referee should award a "Penalty Kick".

If an attacker enters the area:

a) and has no effect on play – the referee should call “Play On” and instruct the player to stay out of the area.

b) and affects play or distracts the goalkeeper, the referee should award an “Indirect Free Kick” to be taken by the goalkeeper inside the area, where the infringement took place.

c) Scores a goal, the goal will only count if the player is inside AFTER the ball crosses the goal line.

## GOALKEEPER RESTRICTIONS

- The goalkeeper may use their hands to play the ball when the ball is inside the area, or on the line of the area.
- Once possession is gained, the ball can be kept inside the area for only 5 seconds.
- Opposing players must not be within 2 metres if the ball is inside the area.
- Outside the area the goalkeeper is not permitted to slide, dive, lie down, roll over etc.
- The goalkeeper can score from anywhere on the court.
- If the ball goes behind the goals, additional time the ball can be inside this area will be judged appropriately by the referee.

## HALFWAY

- If the goalkeeper is distributing the ball from anywhere inside the area, the ball must contact either the ground, or a player other than the goalkeeper, before passing the halfway line.
- If an infringement takes place, the opposition should be awarded an indirect freekick on the halfway line.

## NET ABUSE

- The improper use of the net to propel, push, hang, stop, hold, deliberately jump into or climb the netting is not permitted.
- If a player uses the net to gain an unfair advantage, then the opposing team should be awarded an indirect free kick.

# DISCIPLINARY PROCEDURES AND USE OF CARDS

## Yellow – Caution

- A yellow card is a formal warning that the player's conduct or behaviour is unacceptable, and they are at risk of removed from the game.

- Potential reasons for a yellow card can be (but may not be limited to):

- 1) Aggressive or dangerous play

- 2) Persistent fouls or disregarding of the rules

- 3) Use of inappropriate language

- 4) Misconduct

- 5) Deliberate fouls

- 6) Denial of a clear goal scoring opportunity

- 7) Arguing / excessive questioning of the referee's decisions

## Red – Removal for the remainder of the game, and likely suspension

- Red cards should only be used in the most severe instances, such as failure to follow the referee's direction, physical violence (actual or threatened), or repeated yellow card instances.

- Any suspension will be done by Wildcatz management only, and after an appropriate investigation.

# PLAYER BEHAVIOUR AND DISCIPLINARY PROCEDURES

In rare occasions, players may be suspended or permanently excluded from the facility for repeated and/or extreme cases of behavioural issues, disrespectful communications to opponents or staff, or dangerous play.

Violence, whether it be actual, intended or threatened is not tolerated for any reason and will result in a permanent ban from the centre.

This will be entirely at the discretion of Wildcatz Management and all decisions are final.