

Bob Smith Soccer Academy Indoor Soccer

Rules and Regulations (All Tournament Games):

- **Player Passes:** All teams must be state affiliated with USYSA or US Club passes or signed parental waiver forms which are under the Forms tab on the our web site: <https://www.bobsmithsoccer.net/>
- **Length of Games:** All games are 30 minutes in length.
- **Number of Players:** All Recreation and U8-U14 is 7v7 including the goalkeeper, U15-U18 is 6v6 including the goalkeeper unless 7v7 is agreed upon only by both teams and Men's games are 6v6 including the goalkeeper unless 7v7 is agreed upon only by both teams.
- **Kick-ins:** When ball goes out of bounds over the touch lines, there will be kick-ins by placing the ball on the touchline where it last left the field of play. **The kick-in MUST be played on the ground for ages U10B&G and up.** There is a four (4) yard required distance from the ball being kicked in from the touch line.
- **Goal kicks:** When the ball leaves the field of play over the end lines, there will either be a corner kick or a goal kick. Goal kicks may be played beyond the halfway line.
- **Restarts** (kick-offs, kick-ins, goal kicks, corner kicks, ball hitting the ceiling or a fixture, and all free kicks resulting from fouls) are **INDIRECT**. Players must maintain a required distance of four (4) yards from all indirect kick restarts.
- There is **NO SLIDE TACKLING**, except for the GK's. Players are permitted to slide to reach for or save a ball. Players cannot slide tackle to challenge another player for the ball.
- There are **NO OFFSIDES**.
- **Substitutions** may be made on the fly as well as during any and all stoppages (kick-offs, kick-ins, indirect free kicks, corner kicks, and goal kicks).
- **Goal area:** There will be a general designated goal area lined out where the goalkeeper may handle the ball. Please take note: Referees are instructed to be lenient in favor of the GK however because the area is somewhat small.
- **Goalkeepers may distribute the ball with their hands or feet, but cannot punt or drop kick the ball.** Keepers may throw or play the ball beyond the halfway line with their hands or feet. If the keeper's teammate passes the ball back with their feet, the keeper cannot use his or her hands to pickup the ball, he or she must then play with their feet. If a teammate plays back with any other part of their body (head, chest, and/or thigh), the keeper may then handle the ball. They can also only handle the ball off of shots and/or deflections. After handling the ball, keepers may choose to drop the ball and play it with their feet.
- **Goals** may be scored from anywhere on the field.

Tournament Code of Conduct:

Referees have full authority to enforce the Laws of the Game!

Yellow cards will be given for the following offenses: unsporting behavior, dissent by word or action, persistently infringing the Laws of the Game, delaying the restart of play, failure to respect the required distance (4 yards), using offensive, insulting, abusive language, and/or gestures (potential red card), disrespect in any manner towards the referee, pushing, shoving, and any foul conduct or violent play (potential red card). Upon receipt of a yellow, the player must leave the field of play temporarily and may be replaced by another player.

Red Cards will be given for the accumulation of two yellows, fighting, using profanity, spitting at an opponent, and when guilty of dangerous or serious foul play. Striking or attempting to strike an opponent in any way will also be a red card offense.

• **Bob Smith & Joe Donigan** will decide on possible one or two game suspensions resulting from any red card offenses as well as any cumulative yellow cards by the same player.

• **STANDINGS:** The following point system will be used to break ties in the standings:

1. Win = 3 points
2. Tie = 1 point for each team
3. Loss = 0 points

• **Tie Breakers:** Head to Head, Goal Differential, Goals Scored, PK's, (2 or more teams) Goal Differential, Goals Against, Goals Scored, PK's.