

**Triple Crown Family Fun Center Indoor Soccer Rules and Guidelines**  
<Revised: January 19, 2019>

**The Game:**

***\*Any rule not specified in this document indicates that standard rules for outdoor soccer will be applied and the interpretation of all rules is at the discretion of the match official.***

***\*\* THERE IS NO PUNTING ALLOWED IN ANY AGE GROUP, BECAUSE OF THIS ONCE THE KEEPER TAKES CONTROL OF THE BALL WITH THEIR HANDS, THE BALL IS NOT LIVE UNTIL IT LEAVES THE GOAL BOX.***

1. There is NO OFFSIDES
2. **There is NO Sliding (Except for the goalkeeper in the goal box)**
3. All free kicks are DIRECT (Kickoffs to start halves or after goals are INDIRECT, Goal kicks – Follow the guidelines of RULE 5)
4. **The ball may be played back to the goalkeeper's hands from a member of their team**
  - a. **Once the ball has been played to the goalkeeper's hands by a teammate the ball must clear the one third line before the ball can be played back to the goalkeeper's hands again by a member of their team.**
5. There is NO 3 Lines Rule
  - a. The goalkeeper may not score directly from a throw. The goalkeeper may score directly from a ball played off the ground from outside the keepers box.
  - b. A throw by a keeper must touch another FIELD player (offensive or defensive) before a goal can be scored.
  - c. If a goalkeeper throw only touches the opposing goalkeeper and then goes in the goal, it will result in a corner kick for the attacking team.
  - d. If a goalkeeper throw goes directly into the opposing teams goal, it will result in a goal kick for the opposing team.
6. **Any time the ball goes out of play it is played back in from the point in which it went out of play with the exception of corner kicks and goal kicks, the ball should be places reasonably and no more than 1 yard from the wall.**
  - a. **If the ball goes out of play resulting in a corner kick the free kick will take place from the corner spot on the corresponding side in which it went out of play.**
  - b. **If the ball goes out of play resulting in a goal kick the ball is played back in by the goalkeeper in any manner the goalkeeper desires but the goalkeeper must play the ball out of the box (meaning the goalkeeper cannot dribble the ball into the field of play).**
  - c. **If the ball touches the ceiling of the building it is out of play and will be played in directly below from the point it hit.**
  - d. **Defensive players must be 3 yards away from the ball on free kicks.**
7. A goal is scored when the entire ball crosses the goal line.
8. **The ball may be played backwards on kick-offs.**
9. Below is the list of "mercy rules" for matches require them:

**Regular Season:**

- > If a team *trails* by a 7-goal differential, they *may add* one field player.
- > If a team *trails* by a 12-goal differential, they *may add* a second field player.
- > If a team *leads* by a 17-goal differential, they *must remove* a field player.

**\*In all cases, teams must have a designated goalkeeper on the field.**

Tournament Matches:

> If a team *trails* by a 12-goal differential, they *may add* one field player.

> If a team *leads* by a 17-goal differential, they *must remove* a field player.

\*In all cases, teams must have a designated goalkeeper on the field.

➤ ANY TIME THE GOAL DIFFERENTIAL FALLS BELOW A DESIGNATED THRESHOLD THEN THE PLAYING SIDES ADJUST TO THE RULES BASED ON THE CURRENT SCORE

10. **The Clock will stop in the last 2 minutes of games that have a 2 goal or less differential in the score. The moments when the clock should stop are at the discretion of the referee.**
11. There are no ties (This does not apply to PreK/Kindergarten Divisions)
  - a. If a game is tied at the end of regulation a 5-minute golden goal (first team to score wins the match) period will occur.
  - b. If the game is still tied after the overtime period, a best-of-three shootout will occur. If tied after 3 shooters then the shootout becomes best of 1 until a winner occurs.
  - c. For 1<sup>st</sup>/2<sup>nd</sup> grade thru 5<sup>th</sup>/6<sup>th</sup> grade, shootouts will occur from the top of the box.  
For 7<sup>th</sup>/8<sup>th</sup> grade thru Adults, shootouts will occur from the 1/3 dividing line
  - d. For TOURNAMENT games, overtime periods are 7-minutes and they are played to completion (NO golden goal).
  - e. For TOURNAMENT games, shootouts are best-of-five shots.
  - f. Only players on the field when the overtime period ends may participate in shootouts.
12. **Below are the set of penalties for poor behavior and inappropriate play:**
  - **Soft 2-minute penalty – Player must leave field and team must play short a player for the full 2 minutes or until the opposing team scores a goal, whichever occurs first**
  - **HARD 2-Minute penalty – Player must leave field and team must play short a player for the FULL 2-minutes**
    - > **Yellow Card Caution – Player must leave the field of play for 1-minute. May be substituted for immediately.**
    - > **Second Yellow Card Caution (Soft Red) – Player is ejected from the contest and must leave bench area. May be substituted for immediately.**
    - > **Red Card Offense (Straight/Hard Red) – Player is ejected from the contest and must leave the bench area. May be substituted for after 5-minutes or if the opposing team scores (whichever comes first). Player will be suspended for team’s next match. If the player participates on multiple teams, the player is also suspended for each team’s next match.**
13. There are no Cleats allowed on the turf (This does not apply to PreK/Kindergarten and 1<sup>st</sup>/2<sup>nd</sup> grade leagues)
14. **Shin guards are required for all players with the exception of the following:**
  - a. **Players 18 years and older participating in the adult league are not required to wear shin guards. Players under the age of 18 years participating in the adult league ARE REQUIRED to wear shin guards in order to play.**
  - b. **Players in the High School league who are already 18 years old ARE REQUIRED to wear shin guards.**
15. We do allow players to play on multiple teams, however players may only play on one team PER LEAGUE in league tournament play.
16. **Teams are allowed to use guest players at anytime throughout the season. However guest players must have a signed liability release on file.**

- a. Teams can only use to guest players to get their current game roster up to 2 subs. i.e. if your league plays 6v6 and you have 6 players you may use 2 guest players to get up to having 2 subs, no more guest players are allowed.
  - b. Coaches may review rosters and request documentation of opposing teams guest players at anytime, requesting that another teams roster be reviewed will also result in your teams roster being reviewed.
17. There is no heading the ball allowed in leagues Pre K/Kindergarten through 5<sup>th</sup> and 6<sup>th</sup> grade age group.
18. **Any contact the forces and opposing player into the wall will be considered a foul. Even if this contact is considered legal on other parts of the field.**
19. Playing sides and times:
  - a. 1<sup>st</sup>/2<sup>nd</sup> Grade – TBD Two – 18 minute halves
  - b. 3<sup>rd</sup>/4<sup>th</sup> Grade – 7 vs 7 (6 field players and a goal keeper) Two – 19 minute halves
  - c. 5<sup>th</sup>/6<sup>th</sup> Grade – 6vs6 (5 field players and a goal keeper) Two – 20 minute halves
  - d. 7<sup>th</sup>/8<sup>th</sup> Grade – 5vs5 (4 field players and a goal keeper) Two – 24 minute halves
  - e. High School – 5vs5 (4 field players and a goal keeper) Two- 24 minute halves
  - f. Adult – 5vs5 (4 field players and a goal keeper) Two- 24 minute halves

**\*All calls are at the discretion of the referee on the field**

**\*\* All complaints and concerns should be brought to the attention of and filed with Tyler Cox**