



CRWC High School Indoor Soccer Rules



Registration and Eligibility

- All teams must be registered with the Crestwood Recreation and Wellness Center in order to play within the facility (**All players must fill out waiver form to compete**)
- Teams must submit a roster prior to the start of their first league game and have all player information filled out completely. This includes player/parent signatures. All players must have a parent's signature in order to compete. (**All rosters are kept on file for each session**)
- Players are allowed to be rostered on **ONLY** one team.
- Any player playing on a team that is not rostered with that team will result in a forfeit for the team.
- Finalized rosters are due prior to the 2nd game of the session. (Week 2)
- Teams accused of playing ineligible players must have player present a picture ID to be matched with name and signature on roster.
- Teams not complying with this procedure will assume guilt and forfeit the game.
- Protest must be in writing immediately following the game.
- All teams must have adult supervision in the bench area.
- If a player's eligibility is questioned by the league director, the player or coach must provide proof of age, and or identification.

Team Payment

- All teams must pay \$400 at the time of registration prior to the deadline date. (Deadline date January 4, 2019)

League Standings

- **3 points for a win, 1 point for a tie, 0 points for a loss**
- **League tie breakers:** 1. Head to head 2. Goal differential 3. Most goals scored 4. Least goals scored against

Time Clock

- There is no warm up time on the field. The clock will run continuously during the game and will not be stopped for injuries, delay of games, etc... There are no time outs.
- There are two 20 minute halves with a 1 minute of half time break.

General Rules

- There is no overtime, injury time, or stoppage time.
- Teams are comprised of 4 outfield players and one goalkeeper
- The goalkeeper must wear a different color jersey than the outfield players
- There are no offsides
- No time outs
- Shin guards are required in order to participate
- The ball used will be a size 4 reduced bounce futsal soccer ball.
- No cleats (Indoor soccer shoes, gym shoes, or turf shoes)

Substitutions

- Substitutions will NOT occur on the fly. Substitutions may only during a dead ball situation, or if an injury occurs.
- Subs will be allowed to enter the game following a stoppage in play. (Goal kick, hand ball, foul etc.)
- Substitutions must be standing at the gate ready to enter so the referee can quickly stop the game to rotate substitutions.
- Game will resume following the substitutions on the referees command.
- Any substitute who enters the field of play before the player being replaced has completely left the field of play may be shown a yellow card.
- Teams will switch sides following half-time.

Restarts

- Kickoffs are indirect. The ball can be played either forwards, or backwards to begin the game.
- Opposing players must stand 5 yards from the ball and must not interfere or encroach in any way.
- All players have five seconds to play the ball after being signaled by the referee to do so, including goalkeepers after handling the ball. Otherwise the ball will be awarded to the opposing team.
- **Out of Bounds Rule:** if the ball leaves the field of play over the wall hitting the net, or over the netting system completely it will be restarted at the location where it went out.
- **Ceiling Rule:** If the ball hits the ceiling or any hanging object, the ball will be restarted by the opposing team inside the center circle.

- **Holding the end line boards:** A player may only grab the boards for protection. Using the boards to gain an advantage may possibly result in a restart for the opposition based on the referee's judgement.
- Free kicks may be indirect or direct. The ball must be stopped completely before the kick may be taken.
- Penalty kicks are taken from the designated penalty spot, and must be shot at goal by a clearly identified kicker. Defenders, and attackers must be outside the arc prior to the kick.

Fouls and Misconduct

- Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent (without playing the ball), slides, prevents the goalkeeper from releasing the ball with her hands or commits any offence for which play is stopped to caution or eject a player.
- Direct Free Kicks: When a player kicks or attempts to kick an opponent, slide tackles an opponent or slides with an opponent near (automatic yellow card/caution), jumps at an opponent, charges at an opponent, strikes or attempts to strike an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately.
- Yellow Card / Caution: The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is shown a red card.
- Red Card / Ejection: The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.
- Advantage: Advantage will be applied in futsal. If the referee shouts, "play on" and gestures with both arms, the game will continue.

Fighting

- **Fighting will not be tolerated.**
- Any player who instigates a fight, who has a physical altercation in any manner will be disqualified for the remainder of the league. The league director finalizes all decisions.
- Any player who leaves the bench area to engage in misconduct will receive a minimum 1 match game suspension.

Referees and Officials

- The referee is responsible for controlling the game and has complete authority when they are on the field of play. All referee decisions are final. Any protest must be made in writing to the league director directly after the game.
- Any verbal abuse towards officials and/or management is strictly prohibited. Any type of abuse may result in ejection or possible dismissal from the league and facility.