

NATIONAL INDOOR SOCCER CHAMPIONSHIP

KEY RULES

The following is a brief overview of the key rules that will be in effect:

SUBSTITUTION

On the fly

TIME PENALTIES

The standard three card system, **BLUE—YELLOW—RED**, will be in effect.

Blue Card is a 2 minute time penalty

Yellow —signifies a second penal time penalty to the same player

Red=administrative send off---3 blue cards to same player—2 minute time penalty for team-player does not return—only 2 minutes because infraction player committed was a blue card foul and not a direct red card.

Direct red card=5 minute time penalty

ALL TIME PENALTIES END WHEN

1. TIME EXPIRES
2. POWER PLAY GOAL---including red cards

OVERTIME PERIOD

No sudden death—one 5 overtime period—if still tied then a shootout

THREE LINE PASS

Three line pass is in effect—rule does not apply if a team has only 3 players and a keeper on the floor.

GOALKEEPER RESTRICTIONS

No back passes—no bouncing

Keeper restart—must release ball into play within 5 sec.- cannot play again until touched by teammate or opponent

During dynamic play—must release into play (outside arc)-within 5 sec after having control with hands or feet.

Handball by keeper—(playing the ball outside the arc with hands)—**MANDATORY** blue card

Keeper is allowed to play the ball by sliding so long as he is in the arc and not in a dangerous manner.

Keeper does not serve a time penalty unless it is a send off---a teammate serves the time penalty—time penalty counts against keeper not person serving.

If a keeper controls the ball within in the arc with hands but his momentum carries him outside the arc—it is a handball but there is no time penalty.

Keeper may not bring the ball into the arc and play it with his hands.

PENALTY KICKS

Only time a penalty kick is awarded is when the keeper commits any foul against the shooter during a shootout.

SLIDING TACKLES

Not allowed under any circumstance

FREE KICKS

All free kicks are direct

OUT OF BOUNDS

A ball that hits a part of the structure without crossing the perimeter walls is deemed out of play. Restart is from the closest red line from where the ball is PLAYED. Balls exiting the perimeter walls on the side, restart is kick in from the spot where the ball exited the perimeter wall.

RESTARTS ON A SPOT

All restarts that occur on a spot require a whistle.

ENCROACHMENT

Defenders must retreat 15 feet from the spot of kick.