

# VIC BEACH INDOOR SOCCER RULES



## COST

At the start of each season, all players of all teams must pay \$44.  
Game fees are \$44 on a week to week basis.

- All players of all teams are advised to read the Vic Beach Indoor Soccer rules as they may differ from other indoor sports centres
- **All players in a team must have the same colour shirts!**
- Teams must be in uniform by their third game; failure to do so will result in a loss of 1 point per game until teams are in full uniform.
- Players must wear appropriate footwear. Indoor soccer runners are recommended but not required. Shin guards are recommended but not required; shin guards will not be provided, players are expected to provide their own.
- Players must remove jewelry before a game begins.
- Players must play at least 4 competition games to qualify for finals.
- Therefore, all players must sign in before each game. The game will not start until all players have signed in. **But the clock will start!**
- All game fees must be paid before the start of the game; the game will not start until fees are paid in full. **But the clock will start!**
- A 5 minute "Grace Period" will be allowed before a game is called as a forfeit. If the late team arrives before the 5 minutes is up, the game will start with the opposition starting 5 -0
- Keepers can only change after a goal is scored/Or injury has occurred
- Keepers must play the ball out underarm or they may kick the ball but are unable to score.





### **START OF PLAY**

- A kick off begins from the centre of the floor on the officials whistle. The ball must be passed backwards before a goal is scored.
- Players must be in their  $\frac{1}{2}$  of the pitch.

### **SCORING**

- A goal is scored when the whole ball has passed over the goal line, between the goal posts and under the cross bar, provided it has not been thrown or carried by a player of the attacking side.
- If a player scores a goal then enters the keeper's area anytime before they have struck the ball this is deemed as no goal.

### **POINTS SYSTEM**

WIN	4 POINTS
DRAW	2 POINTS
LOSS	0 POINTS

### **FREE KICKS**

- Free kicks are classified as direct/indirect you may score from direct free kick.
- You cannot tackle from behind
- You cannot slide tackle
- You cannot handle ball
- Advantage will be awarded as the umpires see's

### **PENALTY KICK**

- When a foul is committed by the last defender in the attacking half This shall result in a penalty.  
The opposing goal keeper must stand on the goal line and may move laterally along the line but may not move towards the ball until it is touched.  
The striker must take only 1 step when striking the ball

All players must be standing back over the half way line and can only enter the attacking half once the striker has kicked the ball



### **YELLOW & RED CARDS**

- When a player receives a yellow card, this is a warning. If a player receives 2 yellow cards in the same game, he/she will be given a red card and then ejected from the game. Any player receiving a red card will receive an automatic one match suspension in the following game.
- When a player receives a red card, they are to immediately leave the field, and in all situations no substitutions can be made for that player!
- Players are not permitted to tackle in a manner considered to be dangerous. This can result in a yellow or red card.
- Umpires are told you use cards at there discretion

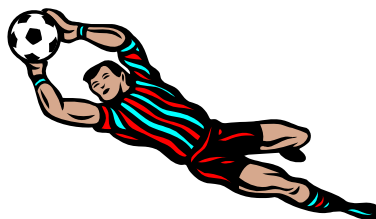
### **SUBSTITUTIONS**

- There will free substitutions the referee must be notified and a player can only enter the field when the player he/she is replacing is completely off the field.
- Subs can only be performed when an injury occurs or after a period of time that no goal has been scored of no scoring. The ball must be in the keepers arms for the ref to allow subs

### **NETS**

- If play becomes potentially dangerous along the net, the referee will stop play, move the ball away from the net and restart the game with a drop ball.
- Players may only use their hands on the net to slow their momentum
- A player may not use his/her hands to gain advantage
- A player may not use two hands on the net to shield an opposing defender
- A dangerous charge along the net will result in an automatic caution (yellow card)

A violent charge along the net will result in an automatic ejection (red card)





### **GOALKEEPER POSSESSION**

- The goalkeeper is considered to be guilty of time wasting if he holds the ball in his hands for more than 5-6 seconds.
- The keeper cannot score goals. Unless taking a penalty in a penalty shootout
- You can pass back to the keeper but the keeper cannot pick the ball up with their hands.

### **GOALKEEPERS AREA**

- The keeper must remain in the designated area he/she may not touch the ball outside the area or leave the area. If they do this will be an automatic penalty.

If a player touches the ball or enters the area of there own keeper this will result in an automatic penalty

### **FINALS**

- Players of all teams must play at least 4 competition games to qualify for the finals
- In the event of a drawn game in grand finals, 5 minutes of extra time will be played. The first team to score in extra time will win the game; if the game is still tied, the penalty shoot will become sudden death.
- All game fees must still be paid for semi and grand finals.