

BYSC INDOOR RULES 2018/19



TEL: 905-333-0777
FAX: 905-333-9127
3370 SOUTH SERVICE RD
Suite 200 & 201
BURLINGTON, ONTARIO L7N 3M6



Laws of the game apply except as noted in this document.

Playing Area

The playing areas for each division will be indicated as follows:

DIVISION	PLAYING AREA
U8	2 GAMES / FIELD
U10	2 GAMES / FIELD
U12-U20	1 GAME / FIELD

U8-U10 PLAYING AREA



U12-U20 PLAYING AREA



BYSC RECREATIONAL INDOOR FORMAT

	U8	U10	U12	U14-U20
PASS-IN	YES OR DRIBBLE	YES OR DRIBBLE	YES	YES
CORNERS	NO	YES	YES	YES
MATCH OFFICIAL	GAME LEADER AND COACH	YES	YES	YES
# OF PLAYERS	5 V 5	5 V 5	7 V 7	7 V 7
RETREAT LINE	HALFWAY	HALFWAY	1/3 RD FIELD	NO
DURATION	15 MIN PRACTICE 2 X 20 HALFTIME OPTIONAL	15 MIN PRACTICE 2 X 20 HALFTIME OPTIONAL	2 X 25 HALFTIME OPTIONAL	2 X 25 HALFTIME OPTIONAL
SUBSTITUTIONS	ON THE FLY	ON THE FLY	ON THE FLY	ON THE FLY
BALL SIZE	3	4	4	5

Any player that receives treatment for injury with the exception of the goalkeeper **'must leave'** the field of play.

OF PLAYERS

For U12 and older a team must field no less than 5 players including a goalkeeper at the scheduled kick off time.

A 10-min grace period will be given from the scheduled start time in order for a team to field the minimum number of players.

Failure to do so will result in a forfeit and score will be determined by the club.

PLAYERS EQUIPMENT

Players must wear their assigned uniforms.

Indoor suitable shoes that do not pose a danger to the player or anyone else on the field may be worn.

The match official will be the one to determine what is suitable for indoor use.

Shin guards must be worn and completely covered by the socks.

If long tracksuit pants are worn the shin guards must still be covered and worn.

Absolutely **NO ITEMS OF JEWELRY** shall be worn. Using tape to cover jewelry is not acceptable.

Medic alerts must be shown to the match official if worn to ensure that they are secured and safe.

GAME DURATION (see chart for details)

All games will start promptly as per schedule and will finish after 55 mins (sound of buzzer) after the scheduled time regardless of the actual start time.

The match official / game leader will keep the official time and not award any extra time for stoppages.

KICK OFF, FREE KICKS AND PENALTIES (ball must be stationary for all)

Only 2 players will be in a position to play the ball at kick off at the beginning of each half or after a goal scored by the opposing team.

All other players shall be a minimum of 5 metres from the ball which can be kicked and clearly moved in any direction.

A goal **MAY NOT** be scored directly from a kick off.

Free kicks and penalty kicks will be awarded and taken in accordance with FIFA laws of the game, with the following modifications:

Penalty kicks will be taken from the penalty mark or 3 metres above the penalty area line parallel to the goal line. If a penalty kick is awarded before the buzzer it must be completed even after the buzzer has gone.

All other **free kicks are indirect.**

Indirect free kicks will be awarded for all infractions except for those that occur inside the penalty area of the team that commits the infraction that the match official deems to be a foul whether intentional or not. These will be penalty kicks and will be the only free kick that is direct.

A goal cannot be scored directly from an indirect free kick unless the ball has been kicked and clearly moved by a team mate of the kicker before completely passing through the goal line, either on the ground or in the air and between the goal posts and under the crossbar, as long as no other infraction has occurred.

If the ball touches a player from the opposition before entering the goal legally a goal will be awarded.

Corner kicks are indirect and shall be taken from the place where the goal line and touch line meet closest to where the ball passed over the defending team's goal line last touched by the defending team.

A goal cannot be scored directly from a corner kick.

All opponents must be 5 metres from the ball for each free kick.

No free kick shall be taken from closer than 5 metres from the goal.

PASS IN

When the ball passes over the touchline whether on the floor or in the air, a pass in will be awarded to the opposition of the team that last touched the ball.

All opposition players must be a minimum of 3 metres from the place where the pass in takes place.

A goal cannot be scored directly from a pass in.

U8 to U10 teams have a pass or dribble in.

A goal can be scored from a dribble in but not directly from a pass in.

GOAL KICK

The ball must be stationary for a goal kick.

A goal kick is awarded when the ball passes over the goal line and not between the goal posts last touched by the team attacking that goal.

A goal cannot be scored directly from a goal kick.

RETREAT LINE

For U12 and under the retreat line will be respected on any goal kick or save by the goal keeper where the goal keeper picks up the ball.

U12 the retreat line will be 1/3rd of the field.

U8 to U10 the retreat line will be ½ the field.

Players from the opposition cannot cross the retreat line until:

- 1) A second player on the kicking team touches the ball.
- 2) The ball crosses the retreat line.
- 3) The ball goes out of play.

The ball must leave the penalty area to be in play, failure to do this will result in a retake.

If the goalkeeper touches the ball a second time after it is in play before being touched by anyone else, a free kick will be awarded to the opposition.

If a second player deliberately delays touching the ball, the match official can say “ball in play” if they feel this is tactical.

If the opposing team crosses the retreat line and gains an advantage by touching the ball or interfering with a player before the kicking team can successfully touch it, the goal kick shall be retaken.

SLIDE TACKLES

All players including the goal keeper, may not slide to tackle in order to dispossess an opponent of the ball.

Play in this fashion will be termed – slide tackling.

A slide tackle is a foul indoor.

Should a slide be made and contact be made with an opponent, a caution may be issued.

Players may slide to keep the ball in play or to save a ball from entering the goal as long as there is no tackle involved with an opponent.

CAUTIONS AND DISMISSALS (U12+ ONLY)

A 2-minute penalty may be awarded by the match official without having to issue a yellow card.

Yellow card infractions will carry a 2-minute penalty.

Players will serve a full 2 minutes regardless of events on the field of play.

2 yellow cards will result in a dismissal and red card.

A player that receives a second yellow card in the same game will no longer be able to participate in that game however the team will be able to replace the player after the 2-minute penalty has been served.

Straight red card offenses will be handled in a similar way where team of the player receiving the red card will serve a 5-minute penalty regardless of events on the field of play.

A player that receives a red card will no longer be able to participate in that game however the team will be able to replace the player after the 5-minute penalty has been served.

PENALTY AREA

There will be an area in front of the goals called penalty area.

If a deliberate handball by the defending team occurs within its own penalty area, a penalty will be given from 3 metres from the edge of the penalty area parallel to the goal line or the penalty mark if present.

SUBSTITUTIONS.

Substitutions **will be on the fly for all ages** and the match official does not have to be informed.

However, the player coming on must do so at the halfway line and only after the player they are replacing has left the field of play preferably close to their own team's bench.

Substitution of the goal keeper must be made at a stoppage in play.

The match official will monitor any and all substitutions for fair play.

LEAGUE CHAMPIONS

Where a tie occurs at the end of the league schedule, tournament rules shall be used to determine the final order of team standings.

In the event that a game goes to kicks from the penalty mark at any time during playoff or championship games due to a winner having to be determined after a tied game, teams must have an equal number of players taking the kicks but will not be limited to those players on the field of play at the end of the game.

Example:

If one team has 10 and another has 9 then one player from the team with 10 does not take a penalty, therefore 9 v 9.

A coin toss by the match official will determine which team has the choice of kicking first or second.

Both teams will take 3 kicks alternately and if still tied after 3 a sudden death scenario will take place.

Before any player kicks a second time, all players must have taken a kick including both goal keepers.

