

# International Indoor Soccer Arena

## *US Indoor Soccer Rules (Abridged)*



28 Jan 2012 – Version 2 (Phase In)

Play will be governed by the latest published *Official Rules of the United States Indoor Soccer Association* except as modified by IISA's "Rules of Competition". Where a conflict exists, the Rules of Competition shall control.

This document sets out a summary of US Indoor Soccer Rules so that players may better understand the rules.

Gender: The use of the male pronoun is used for simplicity and should be interpreted as including the female pronoun.

**Items in blue will be phased in and do not apply to the 2012 Winter II season.**

### **Rule 1 – The Field of Play**

- This is different for each facility.
- The ball remains in play as long as remains on or above the field.
- The ball may be played off the perimeter wall.
- If the ball touches the netting, it is deemed to have left the field of play, and play is restarted either with a Goal Keeper Distribution, a **Corner** Kick, or a Kick-In.
- The touchline serves as a guide for restarts and substitutions and is **not** a boundary.
- The area **inside the goal** is a part of the field of play.

### **Rule 2 – The Ball**

- Balls used are standard sizes 3, 4 or 5 depending on age.
- The referee must approve the ball.

### **Rule 3 – The Players**

- Describes roster issues and substitution mechanics. See the *Rules of Competition*.

### **Rule 4 – The Players' Equipment**

- See the *Rules of Competition*.
- The referee is the final arbiter of safety issues.
- Jewelry or other adornments are prohibited; religious or medical items must be taped to body.
- Soft hair restraining devices are permissible.
- Religious garments are permissible provided that they are not unsafe.
- **Indoor shoes only – no cleats allowed.**

### **Rule 5 – The Referee**

- Referees submit match reports to the Administrative Authority containing all relevant facts.
- The referee's authority and his obligations to enforce the Rules begin when he arrives prior to the match and extend to until he leaves the environs of the arena.
- The referee, guided by the Administrative Authority's policy, is the sole arbiter of when to stop the game clock and when to let it run.

- The referee stops, suspends or terminates a match at his discretion for any justifiable cause.

#### Rule 6 – The Duration of the Game

- See the *Rules of Competition*.
- Except in the case of unusual delays, the game clock counts down continuously.
- The referee adds or subtracts time as he deems appropriate and is the final arbiter as to time.

#### Rule 7 – The Start and Restart of Play

- All restarts are direct, which means a goal can be scored directly from any restart.
- **Kick Off:** Taken from the Center Mark at the start of a period by the prescribed team and after a goal by the team who yielded the goal. All players in their own half. All defenders outside Center Circle. Ball can be played in any direction. Ball must be played within 5 seconds or possession is forfeited. No second touch.
- **Free Kicks:** Free kicks are awarded for various procedural violations, misconduct and fouls against opponents. They generally are taken from either the point of the infraction or the Free Kick Mark at the top of the Penalty Arch if the defending team is guilty of a violation inside their own Penalty Arch that does not result in misconduct (no card shown)
- Other than restarts after fouls, there are five additional restarts described as Free Kicks in Rule 7 that are used at IISA:
  - **Kick-In:** Replaces the Throw-In. Taken when the whole of the ball leaves the field of play over the touchline by the team who did not last touch the ball. Taken within one yard of the point where the ball left the field of play, on the touchline.
  - **Corner Kick:** Taken by attacking team when the whole of the ball has left the field of play over the goal line, last touched by a defender and is not a goal. See *Rules of Competition* for restart location.
  - **Superstructure Violation:** Occurs when the ball contacts any part of the building above the field of play. See *Rules of Competition* for restart location.
  - **Shootout:** See Rule 12
  - **Penalty Kick:** See Rule 12
- **Dropped Ball:** A method of restarting the match when it was stopped by the referee for a reason which is not the fault of either team. The referee puts the ball into play – it is in play when it hits the floor. Therefore, there is no “second touch” violation possible here.
- **Goalkeeper Distribution:** Replaces the goal kick. Taken when the ball leaves the field of play, over the goal line, last touched by an attacker and not a goal, by the team who did not last touch the ball. Goalkeeper must release the ball from his hands within 5 seconds of gaining control of it. Ball in play when it crosses the penalty arch into the field of play. No opponents inside penalty arch. Opponents may not prevent or distract the goalkeeper from releasing the ball into play.

#### Rule 8 – The Ball In and Out of Play

- Same concepts as in the outdoor game, except for the ball touching the building above the field of play

#### Rule 9 – The Method of Scoring

- Same as the outdoor game.

#### Rule 10 – Fouls and Other Violations

- See the *Rules of Competition*. IISA has reorganized the US Indoor Rules relating to fouls & misconduct to more closely resemble both the Laws of the Game and the rules which have been in place at IISA for years, both of which are more familiar to our clients.

## Rule 11 – Time Penalties

- See the *Rules of Competition*.

## Rule 12 – Shootouts and Penalty Kicks

In the indoor game, fouls by a defensive player in his penalty arch that do not result in misconduct (no card shown) are not penalty kicks. Rather, the restart is a simple Free Kick, taken from the Free Kick Mark on the Arch. Defenders may defend against it as they would any other Free Kick (they may set up a wall, but must promptly retire the required minimum distance).

Shootouts and Penalty Kicks take the place of an outdoor Penalty Kick or the taking of “Kicks From the Penalty Mark” in order to determine a winner:

- Shootouts are awarded when the following fouls are committed by a defender in his defensive half of the field:
  - within the penalty arch or goal for which he receives a Time Penalty (a card is shown)
  - from behind against an opponent in control of the ball when one or no defensive players are between the foul and the goal
  - from any direction by the last defender between the opponent in control of the ball and the goal.
  - The concept of “Denying an Obvious Goal Scoring Opportunity” – either by a foul against an opponent or by deliberate handling, is changed in the indoor game. Rather than sending off the guilty player, a time penalty (misconduct and a card) and a shootout are awarded.
- Shootout Mechanics:
  - Any player of the attacking team may take the Shootout
  - Any players serving Time Penalties are in the Penalty Area
  - No substitutions are allowed during this stoppage; they may resume 3 seconds after the restart
  - All players of the attacking team stand on or behind the Halfway Line and outside of the Center Circle
  - All players of the defending team stand on or behind the Halfway Line and inside the Center Circle
  - The ball is placed at the “Red Line” Restart Mark nearest the goal being attacked
  - The Goalkeeper has at least one foot on his goal line
  - The referee puts the ball into play with the whistle
  - The ball must be played forward on the first touch and then can be controlled and propelled in any legal manner (passed, played off wall, etc.)
  - At the whistle, all players may move freely
  - Any foul by the goalkeeper on the player taking the shootout results in a penalty kick and a blue card.
- Penalty Kicks are awarded when:
  - A goalkeeper fouls the player taking a shootout
- Penalty Kick Mechanics – The same as a shootout except that:
  - The ball is placed on the Free Kick Mark on the Penalty Arch
  - Goalkeeper must have both feet on the goal line
  - Goalkeeper may not leave the goal line until the ball is kicked
  - The ball is put into play when it is touched by the player, not on the whistle
  - 5 seconds to put ball into play
  - No second touch until another player has touched the ball