

## Game Play – NSGSC Christmas Indoor Tournament

\*All games are to be played under the recognized FIFA Laws of the Game, which can be found at [www.fifa.com/worldfootball/lawsofthegame.html](http://www.fifa.com/worldfootball/lawsofthegame.html).

\*The Tournament rules listed hereunder are additions to FIFA's Laws of the Game and have been specifically adapted for this facility and its indoor soccer leagues.

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**Equipment.** Players are required to wear shin-guards at all times. Sweat pants / track pants may be worn instead of shorts, as long as they do not expose any metal or sharp objects, such as zippers, buttons or snaps. All jewelry / piercings must be removed or taped. Referees have sole discretion to make the final call on the appropriateness of a player's clothing and / or equipment.

**Jerseys / T-Shirts.** Each team must have a jersey or t-shirt of the same colour for each player on their team. It is strongly recommended that all teams carry a second colour with them, because if there is a conflict in jersey / t-shirt colour, it is the responsibility of the designated away to team to change.

**Footwear.** All soccer footwear and running shoes are permitted **with the exception of six stud soccer cleats.**

**Number of Players** Each team will have a maximum of five players on the field during game play, which includes the goalie. A team must have a minimum of four players at the official start time of the game in order to be considered in attendance.

**Length of Game.** The game consists of two twenty minute halves, which is a total of forty minutes of playing time. Half time is two minutes long.

**Substitutions.** Substitutions are unlimited and on the fly. Any player who is leaving the field must be within two metres of their team's bench before their team mate can enter the field, or an illegal substitution will be declared and the player leaving the bench will face a five minute penalty.

**Out of Bounds – Netting, Building Structure & Player's Bench.** The ball is considered to be out of bounds when it makes contact with the perimeter netting, building structure (which includes the lights and roof) or goes into the players' bench area. If the ball has gone out of bounds in this manner, the play will be re-started with an indirect free kick from the point closest on the side of the field to where the ball went out of bounds. The referee will decide where the ball is played in from. All free kicks will be taken by the non-offending team. Allow 2 meters for kick-in.

**Out of Bounds – End Zone.** If the ball is last touched by an offensive player and then makes contact with the facility's building structure or netting behind the defending goal, the play will be started with a **throw-out** from the goal crease area by the goalkeeper of the defending team; Goalie Ball. The keeper may also play the ball with their feet, but the ball will be considered live once it is at their feet. If a kick or throw-out crosses, the centre line in the air; a restart will be awarded to the opposition goal keeper.

If the ball is last touched by a defending player and then makes contact with the building structure or netting behind the defending goal, play will be restarted with a corner kick by the offensive team. Allow 5 meters for corner kicks.

**Goal Keepers.** Goal keepers will have a maximum of six seconds to dispense of the ball once they have obtained possession. If a goalie does not dispense of the ball within six seconds, a corner kick will be awarded to the non-offending team. If a goalie takes possession of the ball outside of the crease they may **not dribble** the ball back into the crease and then use their hands. A goalkeeper cannot punt, drop kick or throw the ball over the centre line to re-start play. Once a goalkeeper places the ball at their feet the ball is live. If a goalkeeper advances the ball outside the designated goal area, they can play the ball like a regular player (including kicking it over the centre line in the air).

**Goals.** After a goal has been scored, you may begin play again from centre field as soon as the referee has indicated to begin play. If the opposing team is not ready and does not get back to their own end of the field of play in time you may still play. The ball may be played forward or back.

## **Penalties, Violations & Suspensions**

**Free Kicks, Penalty Shots & Corner Kicks.** Defending players must remain a minimum of five metres away from the spot from which the free kick, penalty shot or corner kick is being taken. Players who do not comply with the five metre distance rule will be cautioned once before a yellow card is given. The referee may award a penalty kick in the goal area if the foul prevented a goal scoring opportunity.

**Yellow Cards.** A yellow card shall be considered an official caution. Any player who receives a yellow card will be given a three minute penalty, and their team will play short-handed for that time. A team may only be short a maximum of two players at a time, a subsequent 3 minute penalty will start after the first 3-minute penalty has expired. A player accumulating three yellow cards over the course of a season will be subject to a one game suspension.

**Red Cards.** Players receiving one red card or two yellow cards in a single game will be promptly ejected from the game in play and suspended for a minimum of one further game. In addition, their team will play short-handed for six minutes immediately after the infraction occurs. Any player receiving a red card will automatically be suspended for a minimum of one game.

**No going to ground to play the ball.** Players are not permitted to go to ground to play the ball at any time. Slide tackling is an automatic yellow card. A slide tackle involves a player with the ball at their feet and a defender sliding to play the ball or the opponent. The goal keeper is the only person permitted to go to the ground in the process of making a save and only in their designated goal area. Please try and stay on your feet at all times. The penalty for going to the ground to play the ball is the awarding of an indirect kick to the non-offending team.

**Spitting.** Spitting on the field is not permitted, upon penalty of a yellow card.