

# **INDOOR SOCCER**

## **LAWS OF THE GAME**

**VDSA --- NSSL**

**2005-06**

# INDOOR SOCCER LAWS of the GAME VDSA---NSSL (Valley and SNS facilities)

## Law 1 ® FIELD OF PLAY

- **Dimensions**

The field of play must be rectangular. The length shall in all cases exceed the breadth. Where space is available, the recommended dimensions will be 61 metres by 30.5 metres (200 ft. by 100ft.)

- **Marking**

The field of play shall be marked with distinctive lines not more than 10 cm (4 inches) in width. A halfway line shall be marked out across the field of play. The centre of the field of play shall be indicated by a suitable mark and a circle with a three metre (10 ft) radius marked around it.

- **Goal Area**

At each end of the field of play two lines shall be drawn at right angles to the goal-line, 60 cm (2 ft) from each post. These shall extend into the field of play for a distance of 1.5 metres (5 ft) and shall be joined by a line drawn parallel with the goal-line. Each of the spaces enclosed by these lines and the goal-line shall be called a goal area.

- **Penalty Area**

At each end of the field of play two lines shall be drawn at right angles to the goal line 3 metres (10 ft) from each post. These shall extend into the field of play for a distance of 8 metres (26 ft) and shall be joined by a line drawn parallel with the goal-line. The enclosed space is called the penalty area.

- **Penalty-Kick Spot/Arc**

On an imaginary line forming a right angle with the centre point of each of the end lines and at a distance of 7.5 metres (25 ft) from said lines there shall be a spot of 10 cm (4 in) in radius that shall be called the penalty-kick spot.

From each penalty kick mark an arc of a circle, having a radius of 3 metres shall be drawn outside the penalty area.

- **Corner Area Arcs**

At each corner a quarter circle having a radius of one metre (3 ft 3 in) will be drawn inside the field of play.

- **Goals**

These shall be located on the centre of each goal line, facing the internal part of the playing field. They are formed by two posts, fixed equidistant from the intersections of the end lines with the sidelines and 3.5 m (12') distance between the inner side of the two posts. The posts will be joined by a crossbar whose inner side should be two metres (6' 6") from the surface of the playing field.

## **Law 2 ® THE BALL**

The ball shall be spherical; the outer casing shall be of leather or other suitable materials. No material shall be used in its construction that might prove dangerous to the players. For competitions up to and including Under-12 the ball shall be a size 4. For all other competition the ball shall be a size 5.

The ball shall be judged fit for play by the referee and shall not be changed during the game unless authorized by the referee.

## **Law 3 ® NUMBER OF PLAYERS**

- Games shall be played between two teams, each consisting of seven players, one of whom is designated as the goalkeeper. A game will not start or continue if a team has less than five players.

### **Substitutions**

- Substitutes may be used in any match played under the jurisdiction of Soccer Nova Scotia and may either be “flying” in nature or made during a stoppage in play.
- A “flying” substitution is one that is made while the ball is in play and for which the following conditions apply:
- “Flying” substitutions will take place along the sideline, between the team bench and the centerline and within three metres (10 ft) of the centerline.
- When any player other than the goalkeeper is to be replaced, the substitute shall not enter the field of play until the player being replaced is within 1 metre (“handshake distance”) of the substitution area. Neither the player entering nor the player leaving may interfere with the play while both are on the field. The substitution is completed when the substitute enters the field of play, from which moment the substitute becomes a player and the player being substituted ceases to be a player.
- Unlimited substitution shall be allowed.
- Any of the other players may change places with the goalkeeper, provided that the referee is informed before the change is made, and provided also, that the change is made during a stoppage of the game..

### **Infringements/Sanctions**

- a) Play shall not be stopped for an infringement of the paragraph above (goalkeeper substitution). The player(s) concerned shall be warned and/or cautioned immediately after the ball goes out of play.
- b) If during a player substitution, a substitute player enters the playing field before the player being replaced is within one metre, the referee shall stop the game. (S)He shall warn and/or caution the substitute and restart the game with an indirect free kick to be taken by the team opposing that of the infringing player from the spot where the ball was situated when the game was stopped. (in accordance with Law 13)

#### **Law 4 ® EQUIPMENT**

- A player will not be permitted to use any object that the referee may judge to be dangerous to other players. The referee will require players to remove equipment and jewellery that in his/her judgement can be dangerous to another player. If a player fails to carry out the referee's instruction, the player shall not take part in the match.
- The usual player's uniform consists of: a shirt of long or short sleeves, shorts, socks, shin pads and appropriate footwear. The use of footwear is mandatory and what is appropriate will be determined by the laws of the indoor facility in which the game is being played.
- The players' shirt shall be numbered, each player of the same team having a different number. Shirts must be tucked into the shorts.
- Shin pads must be covered by socks.
- Team colors shall not conflict with each other or those of the referee.
- The goalkeeper will wear a uniform of different color from the other players and the referee. For protection, (s)he will be allowed to wear long pants.

#### **Infringements/Sanctions**

For any infringement of this playing law, the player at fault shall be instructed to leave the field of play by the referee, when the ball next ceases to be in play, unless by then there is no longer an infringement. Play shall not be stopped immediately for an infringement of this playing law. A player who is instructed to leave the field to adjust equipment or obtain missing equipment shall not return without first reporting to the referee, who must ensure that the player's equipment is in order. The player shall only re-enter the game at a moment when the ball has ceased to be in play.

#### **Law 5 ® REFEREE**

- A referee shall be appointed to officiate at each game and direct the game within the playing field. The authority and exercise of the powers granted to the referee by these playing laws commence as soon as the referee enter the field of play. The referee's powers of penalizing shall extend to offences committed when the ball is in play, the ball is out of play. or play has been temporarily suspended. The referee's decision on points of fact connected with the play shall be final, so far as the result of the game is concerned.
- The powers and duties of the referee shall be as stated in FIFA: Laws of the Game, Law 5 - the Referee.

#### **Law 6 ® ASSISTANT REFEREES**

- This law does not apply to indoor soccer

#### **Law 7 ® LENGTH OF THE GAME**

- The length of the games will be fifty minutes, divided into two equal twenty-five minute halves.

- The duration of any one of the halves will be extended to allow the taking of a penalty kick, even if the normal time has expired.
- The half-time interval shall not exceed three minutes.

## **Law 8 ® THE START AND RESTART OF PLAY**

- Preliminaries: A coin is tossed and the team that wins the toss decides which goal it will attack in the first half of the game and kicks off in the second half of the game. The other team takes the kick-off to start the game. In the game's second half, the teams change ends and attack the opposite goals.
- Kick-Off : A kick-off is the way of starting or restarting play;
  - at the start of the game
  - after a goal has been scored
  - at the start of the second half of the game
  - at the start of each extra period of extra time, when applicable
- A goal may not be scored directly from a kick-off.
- **Kick-Off Procedure:** The referee having given a signal, the game shall be started by a player taking a place kick (a kick at the ball while it is stationary on the ground in the centre of the field of play) in any direction (forwards, sideways, or backwards) on the field of play. All players shall be in their own half of the field and every player of the team opposing that of the kicker shall remain not less than 3 metres (10 ft) from the ball until it is kicked. The ball is in play when it is kicked and moves. The kicker shall not play the ball a second time until it has been touched or played by another player.

### **Infringements/Sanctions**

For any infringement of this playing law, the kick-off shall be retaken, except in the case of the kicker playing the ball again before it has been touched or played by another player; for this offence, a free kick shall be taken by a player of the opposing team from the place where the infringement occurred, subject to the over-riding conditions as described in Law 13.

- When restarting the game after a temporary suspension of play from any cause not mentioned elsewhere in these playing laws, provided that immediately prior to the suspension the ball had not passed over the touch or goal lines, the referee shall drop the ball at the place where it was when play was suspended, unless it was within the penalty area at that time, in which case it shall be dropped on the penalty-area line, parallel to the goal line, nearest to where the ball was when play was suspended. It shall be deemed in play when it has touched the ground.

## **Law 9 ® THE BALL IN AND OUT OF PLAY**

- The ball is out of play:
  - a) when it has crossed completely, whether on the ground or in the air, the sidelines or end lines;
  - b) when the game is stopped by the referee;
  - c) when it comes in contact with the ceiling or any apparatus hanging from the ceiling
- The ball will be in play on all other occasions, from the beginning of the game until its end, including:
  - a) if the ball bounces off one of the goalposts or crossbars;

- b) if it hits the referee when s(he) is in the field of play;
- c) in the event of a supposed infringement of the Laws of the Game until a decision is given by the referee.

#### **Law 10 ® METHODS OF SCORING**

- Except as otherwise provided by these Laws, a goal is scored when the whole of the ball has passed over the goal line between the goal posts and under the cross-bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking side.
- The team which scores the greater number of goals during the game will be the winner. If there is an equal number of goals or if no goals are made by either competing team, the game will be considered a tie.
- For games ending in a draw, the competition laws may state provisions involving extra time and/or the "*Taking of Kicks from the Penalty Mark*" (Appendix A) or other procedures to determine the winner of a game.

#### **Law 11 ® OFFSIDE**

- The offside law does not apply to indoor soccer.

#### **Law 12 ® FOULS AND MISCONDUCT**

A player who commits any of the following six offences in a manner considered by the referee to be careless, reckless or involving disproportionate force:

- a) kicks or attempts to kick an opponent;
- b) trips or attempts to trip an opponent;
- c) jumps at an opponent;
- d) charges an opponent, including forcing into the boards;
- e) strikes or attempts to strike an opponent; or
- f) pushes an opponent;

or who commits any of the following five offenses:

- g) when tackling an opponent makes contact with the opponent before contact is made with the ball;
- h) spits at an opponent;
- i) holds an opponent;
- j) handles the ball deliberately, i.e., carries, strikes or propels the ball with hand or arm (this does not apply to the goalkeepers within their penalty areas); or
- k) **slides in an attempt to play the ball, whether touching an opponent or not** (goalkeepers are allowed to slide within their area in an attempt to play the ball as long as it is not done in a dangerous or reckless manner)

shall be penalized by the award of an **indirect free kick** to be taken by the opposing team from the place where the offense occurred, subject to the over-riding conditions described in Law 13. Should a player of the defending team commit one of the above eleven offences within the penalty area, the player shall be

penalized by a **penalty kick**, regardless of the position of the ball, as long as it is in play.

A player committing any of the six following offences:

- 1) playing in a manner considered by the referee to be dangerous.
- 2) charging fairly, i.e., with the shoulder, when the ball is not within playing distance of the players concerned and they are definitely not trying to play it;
- 3) when not playing the ball, impeding the progress of an opponent, i.e., running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent.
- 4) moving with the goalkeeper while he/she is holding the ball in an effort to prevent the goalkeeper from releasing it.
- 5) when playing as a goalkeeper and within the penalty area commits any of the following five offences:
  - a) takes more than six seconds while controlling the ball with her/his hands, before releasing it from her/his possession,
  - b) touches the ball again with her/his hands after it has been released from her/his possession and has not touched any other player,
  - c) touches the ball with her/his hands after it has been deliberately kicked to her/him by a team-mate,
  - d) touches the ball with her/his hands after she/he has received it directly from a kick-in taken by a team-mate,
  - e) wastes time
- 6) **during a “flying substitution” enters the playing field before the player being substituted is within one metre of the touch line.**

shall be penalized by the award of a free kick to be taken by the opposing side from where the infringement occurred, subject to the over-riding conditions of Law 13.

A player shall be cautioned and shown the yellow card if, in the opinion of the referee, the player:

- a) is guilty of unsporting behaviour;
- b) shows dissent by word or action;
- c) persistently infringes the Playing Laws Of Indoor Soccer;
- d) delays the restart of play;
- e) fails to respect the required distance when play is restarted with a corner kick or a free kick;
- f) enters the field of play without the referee’s permission other than in the act of substitution;
- g) deliberately leaves the field of play without the referee’s permission other than in the act of substitution, or
- h) slide tackles or attempts to slide tackle in a dangerous or persistent manner.

If the referee stopped play to administer the caution, a free kick shall be awarded to the opposing team from the place where the offence occurred, subject to the over-riding conditions imposed in Law 13, unless a more serious infringement of the playing laws was committed.



A player shall be sent off the field of play and shown the red card if, in the opinion of the referee, the player:

- a) is guilty of serious foul play;
- b) is guilty of violent conduct;
- c) spits at an opponent or any other person;
- d) denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within her/his own penalty area);
- e) denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick;
- f) uses offensive, insulting or abusive language and/or gestures; or
- g) receives a second caution in the same match.

If play is stopped by reason of a player being ordered from the field of play for an offence without a separate breach of the playing law having been committed, the game shall be resumed by a **free kick** awarded to the opposing team from the place where the infringement occurred, subject to the over-riding conditions described in Law 13

### **Law 13 ® FREE KICKS**

- All free kicks shall all be classified as "indirect" (a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal).
- When a player is taking a free kick inside their own penalty area, all of the opposing players shall be at least three metres (10 ft) from the ball and shall remain outside the penalty area until the ball has been kicked out of the area. The ball shall be in play immediately when it is kicked directly beyond the penalty area. If the ball is not kicked directly into play, beyond the penalty area, the kick shall be retaken.
- When a player is taking a free kick outside the player's own penalty area, all of the opposing players shall be at least three metres (10 ft) from the ball, until it is in play, unless they are standing on their own goal line, between the goal posts. The ball shall be in play when it is kicked and moves.
- If a player of the opposing team encroaches into the penalty area, or within 3 metres (10 ft) of the ball, as the case may be, before a free kick is taken, the referee shall delay the taking of the kick, until the playing law is complied with.
- The ball must be stationary when a free kick is taken, and the kicker shall not play the ball a second time until it has been touched or played by another player.
- Any free kick awarded to the defending team, within its own goal area, may be taken from any point within the goal area.
- Any free kick awarded to the attacking team within its opponent's penalty area, which is not a penalty shot, shall be taken from the penalty-area line nearest to where the offence occurred and at least one metre from the goal line.

### **Infringements/Sanctions:**

- If the kicker, after taking the free kick, plays the ball a second time before it has been touched or played by another player, a free kick shall be taken by a player of the opposing team from the spot where the infringement occurred, subject to the above guidelines.

### **Law 14 ® PENALTY KICK**

- A penalty kick is a free kick taken from the penalty spot on the playing field. At the moment of the kick, all players, with the exception of the goalkeeper and the player taking the kick, should be inside the playing field, outside the penalty area, behind the ball and at least three metres (10 ft) from the ball.
- The goalkeeper should take his/her position on his goal line and between the goalposts, and may not move forward off the line until the ball is kicked.
- The player taking the kick must kick the ball forward; (s)he shall not play the ball a second time until it has been touched or played by another player.
- The ball shall be deemed in play directly after it has been touched and moves. A goal may be scored directly from a penalty kick.
- When a penalty kick is being taken during the normal course of play, or when time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal shall not be nullified if, before passing between the posts and under the crossbar, the ball touches either or both of the goalposts, or the crossbar, or the goalkeeper, or any combination of these, providing that no other infringement has occurred.
- ***Infringements/Sanctions***
  - a) For any infringement by the defending team, the kick will be repeated, if the kick did not result in a goal.
  - b) For any infringement by the attacking team, if a goal is scored it will be disallowed and the kick retaken.
  - c) For any infringement by the player taking the penalty kick after the ball is in play, a player of the opposing team shall be awarded an indirect free kick from the penalty spot.
  - d) For an infringement by a member of both teams, the kick shall be retaken.
  - e) For an infringement by the player taking the penalty kick, committed after the ball is in play, a player of the opposing team shall take an indirect free kick, subject to the conditions described in Law 13.

### **Law 15 ® KICK-IN**

- When the whole of the ball completely crosses over the touch line, it shall be kicked back into the game in any direction from the place it crossed the touch line. It will be kicked by a player of the opposing team to that of the player who last touched it.

The ball must be placed on or behind the line (within 50cm), at the point where the ball crossed the line.

- The ball must be stationary when kicked back in play.

- The ball must enter the field within one metre of where the kick-in is taken.
- The ball shall be deemed in play as soon as it has been touched, moves and enters the field of play. The player taking the kick shall not touch the ball a second time until it has been played or touched by another player.
- The players of the opposing team shall be at least 3 metres (10 ft) away from the spot where the kick is being taken from.
- A goal cannot be scored directly from a kick-in.

### **Infringements/Sanctions**

- a) If the kick-in is not carried out within six seconds from the time the player taking the kick takes possession of the ball, it shall be retaken by a player of the opposing team.
- b) If an attempted kick-in does not enter the field of play, the kick will be retaken by the **opposing team** at the original location.
- c) If the player taking the kick-in plays the ball a second time before it has touched or been played by another player, an indirect free kick shall be awarded to the opposing team, to be taken from the place where the infringement occurred, subject to the conditions of Law 13.

### **Law 16 <sup>®</sup> GOAL KICK**

- When the whole of the ball passes over the goal-line, excluding that portion between the goal-posts, either in the air or on the ground and having last been played by one of the attacking team, it shall be kicked by a player of the defending team.
- The ball shall be placed at any point within the goal area.
- If the ball is not kicked beyond the penalty area, directly into play, the kick shall be retaken. The kicker shall not play the ball a second time until it has touched or been played by another player.
- Players of the team opposing that of the player taking the goal-kick shall remain outside the penalty-area and at least 3 metres (10 ft) from the ball until the ball has been kicked out of the penalty-area.
- A goal may not be scored from a goal kick.

### **Infringements/Sanctions**

- If the player taking a goal-kick plays the ball a second time after it has passed beyond the penalty-area, but before it has touched or been played by another player, an indirect free kick shall be awarded to the opposing team, to be taken from the place where the infringement occurred, subject to the conditions of Law 13.

## **Law 17<sup>®</sup> CORNER KICK**

- When the whole of the ball passes over the goal line excluding that portion between the goal-posts, either in the air or on the ground having last been played by one of the defending team, a member of the attacking team shall take a corner-kick.
- For the corner kick, the whole of the ball shall be placed on, or within, the corner arc. For facilities without corner arcs, the ball shall be placed on the spot where the touchline meets the goalline.
- Players of the team opposing that of the player taking the corner-kick shall not approach within 3 metres (10 ft) of the ball until it is in play, (kicked and moves) nor shall the kicker play the ball a second time until it has been touched or played by another player.
- A goal shall not be scored directly from a corner-kick.

### **Infringements/Sanctions**

- If the player who takes the kick plays the ball a second time before it has been touched or played by another player, the referee shall award an indirect free-kick to the opposing team, to be taken from the place where the infringement occurred, subject to the conditions described in Law 13.

## APPENDIX A

### INSTRUCTIONS REGARDING THE TAKING OF KICKS FROM THE PENALTY MARK

In the event that penalty kicks have to be taken to determine the winner of a match the following conditions shall apply:

- 1) All dressed players (excluding any who were dismissed) shall be “eligible players” to take part in the kicks.
- 2) When a team finishes the match with a greater number of players than its opposing team, that team shall reduce its numbers to equate with that of its opposing team.
- 3) Before the start of "kicks from the penalty mark", the referee shall ensure that only an equal number of players from each team remain within the centre circle and they shall take the kicks.
- 4) The referee shall choose the goal at which all of the kicks shall be taken.
- 5) The referee tosses a coin and the team whose captain wins the toss decides whether to take the first or second kick.
- 6) The referee shall keep a record of the kicks being taken .
- 7) Subject to the conditions below, both teams shall take 5 kicks, which will be alternately taken by the teams.
- 8) If, before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks shall be taken.
- 9) If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- 10) Each kick is taken by a different player and all *eligible players* must take a kick before a player can take a second kick.
- 11) An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- 12) Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- 13) All *eligible players* except the two goalkeepers and the player taking the kick must remain at centre-line.

## APPENDIX B

### VARIATIONS for LADIES 7-ASIDE PLAY in the VDSA

- The Ladies 7-aside league will play following the indoor rules as described in this document with the exception of having a crease rule. This rule states that except for the defending goalkeeper, no player or part of a player (eq. leg) may enter into the goal area (cross over the lines) while the ball is in play. The principle of “verticality” applies.

\*\*\* If both teams agree prior to the start of a game, the crease rule will not be used.

- If a player other than the goalkeeper takes a goal kick that player shall immediately leave the goal area upon completion of the kick. If the ball returns to the area and is touched by the kicker before she is able to leave, the attacking team will be awarded a free kick as described below.
- This crease rule means that for any free kicks awarded to an attacking team within the penalty area, the ball will be placed on a line of the penalty area, nearest the point where the offence occurred, but a minimum of 3 metres from the goal area lines.. This will allow the defending team’s players to line up on the goal area line while still heeding both the three metre and crease rules.
- If any defending player or part thereof enters the area while the ball is in play, play will be stopped and the attacking team will be awarded an indirect free kick to be taken as described above.
- If any attacking player or part thereof enters the area while the ball is in play, play will be stopped. The ball will be kicked from any point within the goal area by any member of the defending team.