



## Indoor 6v6 Soccer Rules

Please be aware that no scheduling requests will be accepted, and no games will be made up or rescheduled for any reason (unless an error is made by the facility which warrants a reschedule or make-up)

### Player equipment

- All players must have matching jerseys with a number on the back.
- All players must wear shorts, however, goal keepers are allowed to wear sweat pants or tights while in goal only. Field players shall not wear pants or sweats.
- Medical bracelets/chains may be worn, but must be taped to the individual during game play.
- No earrings, non-medical related bracelets, chains or other jewelry may be worn during game play.
- No hard casts are allowed, even if they are padded. Referee has discretion relative to soft casts (soft casts may not be allowed if the referee deems it unsafe).
- Shin-guards are mandatory for all players. Socks must fully cover shin-guards.

### Coaches Responsibilities

- Coaches are responsible for the behavior of their players, assistants and fans. no fans can stand or watch the game from the side of the field near the player's bench.
- All coaches are responsible for all paperwork related to their team (registration, roster & medical waiver). All paperwork is due by the first scheduled game. Any team that does not have an executed medical waiver from any particular player will not be allowed to play that player until such time as the appropriate paperwork has been submitted and received. Any team that fails to submit a roster or full payment prior to the start of league play shall forfeit any and all games up to the point that appropriate paperwork has been submitted and received.
- All referee decisions are final. Any individual who disrespects an official either verbally or physically will immediately be removed from the facility and is subject to further disciplinary action by the director of athletics.
- Coaches are the only individuals allowed to approach the referee or management regarding game situations.
- Rosters are frozen after each team's third game. After the third game a team cannot add a player to their roster. They may, however, take a player off their roster at any time.
- Only two coaches are allowed in the player's bench area. Coaches shall only coach on or in front of the bench. Coaches shall not step onto the field of play during games unless an injury to a player occurs.
- Warming up: teams are not required to have warm-up time prior to games. Teams should only warm-up on the field prior to games after the previous game has ended. Teams shall not warm-up near the bench area or in any area not designated a playing field.
- Forfeits: teams have a 10 minute grace period to field enough players to start the game. If a team forfeits, the results is a 5-0 loss.
- Game schedules are final. No games will be rescheduled or made up. No scheduling requests will be accepted. All communication with teams and coaches will be done by the athletic director.
- Playoff schedules: coaches are responsible to know their playoff schedule. No confirmation calls will be made by the facility.
- Regular season schedules, playoff schedules, standings, red and yellow card listings will be posted in an area within the facility as well as our web site [www.jungleplex.com](http://www.jungleplex.com).
- Games can not be protested.
- Teams must be prepared to play on any and all days/times soccer can be played. Vacation weeks/days, half days, and some holidays may be utilized.

### Rules of play

- **Ball size:** u8 – u12 use a size 4 ball, all others use a size 5 ball. The home team is required to provide a proper size/properly inflated game ball.

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DIVISION	# PLAYERS ON THE FIELD	# OF PLAYERS NEEDED FOR A GAME TO START	THE GAME ENDS IF A TEAM FALLS BELOW...
Under 8's (7v7)	6 + GK	5 + GK (6 total players)	4 field players + GK
Under 10's and older (6v6)	5 + GK	4 + GK (5 total players)	3 field players + a GK
Adult and HS Outdoor/ Full Field Indoor	7 + GK	6 + GK (7 total players)	5 field players + GK

If a team falls below 3 field players plus a GK (during a u10 and older game, either due to injuries or excessive cards), the game will be over and the team that falls below the required number of players forfeits the game regardless of the score (see the far right column above).

As soon as a team has the minimum number of players to start, the game must begin. We don't wait for the full team to arrive.

- **Player eligibility:** A player can only play on one team per age group. For example, a player can not play on a u12 premier and u12 open team. However, a player can play on a u10 premier team and a u12 open team – provided they are of proper age. No youth divisions are co-ed. Boys play on boys teams...girls play on girls teams.
- **Game length:** Games will be two 25 minute halves (50 minute total) running time. The clock only stops for serious injuries or delay of game issues in the playoffs. There are no horns on the scoreboard, therefore time officially expires when the referee blows his/her whistle. The scoreboard will only reflect a 5-goal differential, although the actual score will be kept and processed by the facility.
- **Uniform color conflicts:** In case two teams have jerseys of similar color, the home team is required to change or wear pinneys. Coaches are responsible for providing their own pinneys.
- **Re-starts:** All restarts are direct, except for throw-ins, which are indirect. Throw-ins are used on the sidelines to restart play on non-boarded fields. Corner kicks are also used if the ball goes over the end line off the defending team. 5 seconds is counted once the ball is in the proper spot for the re-start and in possession of the player.
- **GK distribution after a save:** GK's can not punt or drop kick the ball into play after a save. They must distribute the ball with their hands either to a teammate or themselves. Once the ball leaves their hands, however, they can not pick it up again until another player from the opposing team touches it. After a save a GK can place the ball on the ground and distribute it with their feet. Once the ball is placed on the ground it is a live ball and opposing players may play it. The GK cannot have possession of the ball either with his/her hands or feet inside the box for more than 5 seconds...Result: DFK at the dot at the top of the box. The GK cannot touch the ball outside the box/arch with their feet, bring it into the box and pick it up...Result: DFK from the dot at the top of the box.
- **Goal kicks:** In order to speed up play, instead of goal kicks, the GK will restart play by throwing the ball into play. When the ball crosses the end line, the GK shall have 5 seconds to throw the ball into play once they are inside the penalty area. GK can not put the ball to their feet on GK distribution...they must throw it back into play.
- **3 line rule:** No ball can pass over three lines in the air without first being touched by another player or touching the ground. Result is a direct kick for the other team on the dot of the first line the ball crossed over.
- **Balls touching the superstructure (superstructure includes lights, air ducts, and the ceiling):** The ball is placed from the spot where the ball was kicked and possession reverts to the other team. If the GK or a field player kick a ball while in the box and it touches the superstructure, the opposing team shall have a direct kick at the dot at the top of the box (not a penalty kick).
- **Players have 5 seconds to put the ball in play:** Once a ball is in its proper spot for a throw-in or general re-start (and the player is in possession of the ball) it must be put into play within 5 seconds.
- **5 yards from the re-start:** The opponent must be 5 yards away from the ball. The 5 yards IS A GIVEN...teams do not have to ask for it. If players are intentionally delaying the restart by encroaching, then a card can be given.
- **Substitutions:** All substitutions are done on the "fly". Cards can be given for too many players on the field if the team that is subbing is, in the referee's opinion, gaining an unfair advantage by the way they are subbing. On the non-boarded fields, subs should enter and exit near the bench areas. GKs must be subbed like field players...on the fly. No changing shirts on the field while the game is going on.
- **Sliding:** no sliding allowed. No one can play the ball while on the ground, even if it is done in a safe manner. A slide is defined as "when a player's arm or hand touches the ground when playing the ball (referee's discretion)". GKs are permitted to slide provided the slide emanates from within their own box.
- **No offsides during any indoor games**
- **Kickoffs:** Can go either forwards or backwards. Home team gets the kickoff / teams defend the side closest to their bench...for the sake of referee accuracy with throw-ins, teams do not switch sides at the half.
- **Goalkeeper's hands on the ball:** The GK's hands must be inside the penalty box when they touch the ball. If their hands touch the ball outside the box, the result is a DFK below the spot they touched it.
- **Pass back to GK:** If a player intentionally passes the ball back to their GK, the GK is not permitted to pick up the ball or touch it with his/her hands. Result: direct kick from the dot at the top of the box.

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- **Cards:** Red cards, yellow cards and 2-minute blue cards will be used. Players receiving a blue or yellow cards serve their penalty on the team bench. Player's receiving a red card must leave the facility immediately.
  - **blue 2-minute cards:** A player receiving a blue card serves a 2 minute penalty and their team plays short handed for that allotted time. If the opposing team scores, then the player serving the 2-minute penalty may return to the game before the allotted time is up. GKs do not serve 2 minute cards. A field player serves the time and the team plays short, however the card does not count towards that player's record who is serving the penalty for the GK.
  - **yellow cards:** Any player receiving a yellow card must serve a 5-minute penalty. They serve the entire penalty regardless of scoring. GKs do serve yellow cards and must be subbed for the 5 minutes. The team plays short for 5 minutes.
  - **red cards:** Any player receiving a red card must leave the facility immediately and is suspended for the next scheduled game (and is subject to further disciplinary action and a longer suspension). A teammate serves the penalty, and the team plays short-handed for 5 minutes.
- On non-boarded fields, carded players serve penalties on their bench.
- No verbal "nonsense" will be tolerated by our referees. Everyone in the facility will be required to speak appropriately and professionally to all referees at all times.
- All disciplinary decisions will be discussed directly and solely with the player's head coach and the director of athletics. If a player is suspended for any reason, **the coach** will receive a notification/incident letter via email outlining the suspension.
- Head Coaches and Assistants can receive cards at the JunglePlex. Coaches receiving red cards must leave the facility immediately, however their team does not play short handed. Coaches can only receive red and yellow cards, no blue cards. Coaches are also subject to further disciplinary action. Players do not serve penalties for carded coaches.
- Rules not covered above, kindly refer to FIFA rules.
- All referee decisions are final.
- All referees are hired and selected by the director of athletics.
- Referees are evaluated and scheduled US indoor Certified.

## Playoff Tie Breakers

### If 2 teams are tied:

1. most wins
2. head to head against each other
3. least goals allowed
4. most goals for
5. coin flip

### If 3 teams are tied:

1. best head to head against other 2 teams
2. If teams have same record against each other, then refer to criteria 2-5 above