

# ***HVSA INDOOR SOCCER*** (01/20)

## 1. LENGTH OF GAME:

20 minute halves for all divisions with a 3 minute half-time. Each Player must play at least 1/2 of the game. No overtime. Ref will decide who gets ball first & alternate the 2nd half.

## 2. TEAMS:

Five (5) floor players, plus a goalkeeper (D2, D3, D4). Teams must have 5 players to start, 4 to finish. Games must start at scheduled time. **No grace period allowed.**

## 3. EQUIPMENT:

Uniforms (provided shirt) must be worn. Indoor athletic shoes or sneakers must be worn. Shoes with black soles, which leave scuff marks, are NOT allowed. Shinguards are mandatory and must be completely covered by socks. Gym-type shorts or sweatpants are required (no "jams," belts, belt loops, or pockets). Shirts must be tucked inside the shorts. **No jewelry of any kind, including earrings, are permitted—NO EXCEPTIONS, other than med alert items or mandatory religious items.**

**REGARDING EYEWEAR:** Parents, Coaches and Players should be reminded that the State of New Jersey has passed legislation requiring that children participating in certain youth sports, including soccer, who require the use of eyeglasses must wear "Rec-Specs" or other eyewear specifically designed for use in, or safe for use in sports. Failure to comply with this law

may result in the player being denied permission to play in league competition until proper eyewear is utilized. As with all issues of equipment, the Referee will make the determination of the player's eligibility for that game.

4. For Divisions 1 & 2: There are no touchlines or end lines. The ball is out of play only when the referee blows the ball dead. **For Divisions 3 & 4, only the walls behind the goal/endlines that fall within the boundaries of the basketball 3-point arc are now considered "out of bounds" and the restart will either be a goalie distribution using his/her hands or a corner kick, as appropriate. The areas of the wall behind the goal and beyond the boundaries of the basketball 3-point arc are still in play.**

**For ALL DIVISIONS - care should be exercised when the ball enters the corners of the gym, near the doors, and referees have discretion to whistle the play dead in the interest of player safety. The restart will either be a corner kick, goalie distribution or drop ball, at the referee's discretion.**

5. Substitutions can take place at any time during the game. Player entering the game should wait until the player leaving the game has reached the bench area before entering the game.
6. One Minute penalties (like hockey, without substitution) will be given for the following, with the player sent to their team bench area:
  - a. Kicking or attempting to kick a player
  - b. Striking or attempting to strike a player
  - c. Holding or obstructing a player

- d. Tripping a player
  - e. Pushing a player
  - f. Violent or dangerous charge
  - g. Slide tackles or leaving your feet to strike the ball.
  - h. Flagrant violations of the above or repeat offenses will result in a yellow card AND a two-minute penalty, or a red card at the referee's discretion.
  - i. Players with untied shoes or shoes that come off during the course of play may be sent to the team area to re-tie the shoe prior to rejoining the contest.  
Repeat infractions: one-minute penalty, yellow card
7. ALL free kicks are indirect, including kick-off from center. On all free kicks, opponent must stand at least five yards from the ball. There are no penalty kicks.
  8. Intentional Headballs are not permitted. Restart for a violation shall be an indirect kick from the spot of the infraction.
  9. There are no offside infractions.
  10. The penalty area aka the 18-yard box shall be demarcated by the basketball 3-point arcs on the left and right side, and the basketball foul line at the top, extending to where it would intersect with the 3-point arc. Goalies are permitted to use their hands within this area, as they could within the 18 yard box outside.
  11. **The goalie must release ball into play by throwing or rolling once possession has been obtained.** (No putting the ball down and then kicking, and no punting) – Restart: indirect kick at mid-field.
  12. Goalie distributions per Rule 11 must either strike the floor or be played by another player prior to crossing the mid-field line. (Violation: Indirect free kick awarded to the opposing team at the spot where ball crossed the center line.)
  13. All goals must be scored from the player's offensive half of the field. (Violation: Indirect free kick awarded to the opposing team where ball crossed the center line.)
  14. Should a player be on a 1-minute penalty (Rule 6), he or she (or a substitute) shall be eligible to return to play sooner if the opposing team scores. (One player per goal scored.) If more than one player from the same team are off for a Rule 6 infraction, then the player who left first (or a substitute) shall re-enter the game first.
  15. The ball shall be blown dead by the referee if it strikes an unretracted backboard located above the goal. A goalie distribution shall restart play.
  16. Drop ball scenarios shall be handled as they are outdoors - no contested drop balls, etc.
  17. **No food or drinks are allowed in the gym and only the players and two coaches may remain in the team area.**

