



Youth Indoor Walled Soccer Rules @ Creative Player Soccer Learning Center

Equipment & Uniforms

- All game and warm-up balls will be provided by Creative Player. NOTE: No other balls are allowed inside the facility!
- Shin guards are mandatory and socks must cover shin guards.
- Only flat-soled shoes will be allowed. NO CLEATED SHOES!
- Jewelry is not allowed. This includes, but is not limited to, earrings, necklaces, watches, bracelets, etc.
- U10 & U12 will use size #4 balls; U14 will use size #5 balls.

Game Format & Eligibility

- Duration of Play: Games will consist of two 20-minute halves. Halftime is 2:00.
- Rosters: There is no limit to the number of players on a roster. Players may be added to or deleted from the roster for the first half of the season. Rosters are frozen at the start of the 5th game. Changes will be allowed after the 5th game for injuries or other extenuating circumstances. All roster changes must be approved by the League Administrator.
- Player Requirements: All players must provide a complete, signed waiver (by parent/guardian) to be eligible to play.
- Eligibility: Age limit cutoff dates are those coinciding with the NCYSA. The age your child is as of August 1st determines the age they can play. Players can play up in age groups, but older players cannot play down in younger groups. U9 means "Under 9," etc. Each team must maintain a copy of player birth certificates as proof of age.
- Starting Requirements: Each team must have a minimum of four players to start. Play will begin as soon as four players are present.
- Start Time: The referee will start each game time as scheduled. If the players are not ready, the clock will still start as scheduled. Play will begin as soon as the minimum of four players is on the field. Teams will have five minutes (clock will be running) to present the minimum number of players before a 3-0 forfeit is issued.
- Clock: Time will run continuously, except for serious injuries.
- Injured Players: If a referee must stop the game for an injured player, and the player is assisted or the referee feels it is necessary, the injured player must be removed from the field and may not return until the next substitution. Under NO circumstances shall a player continue to play after displaying an open wound or blood.

- Overtime: There will be no overtime periods or shootouts. If the score is tied at the end of regulation, each team receives one point.
- The Champion at the end of the league will be the team with the most points
- A tiebreaker for a Champion will be decided on goal differential
- Points breakdown (Win=3, Tie=1, Loss=0)

Rules & Regulations

- All laws of traditional soccer will apply in conjunction with the Creative Player modified indoor soccer rules.
- Coaches: Each team must have a responsible adult coach/manager who will insure that each player on his or her team conducts him/herself in an appropriate/considerate manner and that each player on the team is accurately and properly documented on the team roster. Only players and two coaches are allowed on your bench. No siblings or non- players allowed.
- Start of Play: Kick-offs, at the start of each half and after a goal, are direct and can go forward or backward.
- Penalty Kicks: All fouls in a penalty box area, committed by a player on the defending team, shall result in a penalty kick to be taken from the closest hash line.
- Scoring: A goal is scored when the whole ball passes completely through the plane of the goal line, having been struck before a game-ending signal, and providing no infraction has been committed by the attacking team.
- Fouls: Any foul, regardless of the infraction, will result in a direct free kick. All free kicks must be taken within five seconds. Fouls inside the penalty area result in a penalty kick. All defensive walls must be no closer than five yards (15 feet) from the ball, unless the defending goal line prohibits such distance. In this instance the defenders may stand on the goal line.
- Slide Tackling: Slide tackling is NOT permitted and a slide tackle may result in a card. Any type of lunge that could be dangerous is considered a foul and will result in a yellow or red card.
- Offsides: There are NO offside or three line rules.
- Spitting/Gum: Spitting and gum on the field is NOT permitted and may result in a card.
- Ball Out of Play: The ball is out of play anytime it comes in contact with the perimeter nets, or ceiling. When the ball is out of play over the four foot boards, it will be awarded to the other team and will be placed one-two yards off the wall nearest where the ball went out of play. If the ball was played on a direct flight out of bounds by a defender under pressure in his/her third of the field, the ball is awarded to the opposing team at the closest tri-line. If a ball is played out of bounds by an attacker in their offensive third of the field and it hits out of bounds over the end line netting, it results in a goal kick. Goal kicks are taken by kicking it from inside the goal box. The ball must be at a stand still. Balls kicked or deflected out of bounds into the ceiling netting results in a restart at the nearest tri-line. All restarts are direct kicks and must be taken within five seconds of the ball being placed on the proper spot with proper space being yielded. Opposing

- players must yield five yards from the spot of all restarts. Failure to comply will result in a yellow card.
- Goalkeepers: No Punting or Drop Kicks allowed. A keeper will put the ball back into play with a goal kick inside goal box. If a goalkeeper fails to put the ball back in play within five seconds of having received the ball in hand a free kick shall be awarded to the opposing team at the nearest tri-line. A goalkeeper may dribble a ball into his/her penalty box area and pick it up with the hands, only if not played back by teammate's feet. Any ball intentionally played back to the goalkeeper by his/her teammates feet may not be picked up by the goalkeeper. The penalty for this infraction will be direct kick from the opposing team at the top of the penalty box. Goalkeeper substitutions must be made on the fly. If there is already a stoppage of play and it is a non-crucial time of the game, the referee may allow some extra time, however the clock will still run. Any teammate may change place with the goalkeeper, provided it is done as a normal substitution procedure and the goalkeepers jersey is different from that of his/her and opponent's team
 - Substitutions: Substitutions may occur at any time. They must be made at the door. The referee has the right to compel a team to substitute a player.
 - Misconduct/Penalties:
 - Fighting: Fighting will NOT be tolerated. Any participant, coach, fan, or other person associated with an altercation with another player, coach, fan, or other person will be automatically ejected for an indefinite period of time (minimum one year), with no refund, and may be permanently banned from the facility. If a player or coach comes off the bench to participate in the fight, regardless of intentions, they will be automatically ejected for the same duration. If any team's fans enter the playing surface during a fight, regardless of their intentions, they will be removed from the league immediately without a refund.
 - Anyone attempting to abuse any other person, whether fan, coach, player, official, employee or other, WILL be banned from the facility permanently, and LIKELY face legal charges pressed against him/her. Management reserves the right to ban any individual regarded to be detrimental to the game's safety or enjoyment of all parties involved.
 - Fan Conduct: All parents and spectators are expected to act appropriately. Spectators may be asked to leave the facility if they do not conduct themselves appropriately. Siblings of players MUST remain with an adult and are NOT allowed to wander around the facility. No balls are allowed to be played within the common areas.
 - Taunting: Taunting will NOT be tolerated. Any player that taunts another player will receive an automatic yellow card. A second taunting violation by the same player will result in a red card.
 - Referees: Arguing with the referees will NOT be permitted and will result in a card. Excessive arguing will be considered fighting and the player will be ejected for the season on the first offense and no refunds will be given. Only the coach and/or team captain may appropriately ask the officials for clarification when pertaining to discretionary calls. Penalties may be assessed against players and/or teams who show disapproval by word or action, which is deemed to be

inappropriate by the referee or other game official, and may be punishable by a yellow or red card at the referee's discretion. The referee's decisions are final and he/she reserves the right to terminate any game for which they see fit. All suggestions and or complaints are to be submitted in written form to league management.