



## INDOOR 6v6 SOCCER RULES OF PLAY AND PROCEDURES GUIDE

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)

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### Law 1 - The Fields

On the non-boarded fields, the ball is out of bounds when it crosses the end lines and touch lines  
Goals are 8 feet high x 14 feet wide.

### Law 2 - The Ball

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.

### Law 3 - The Number of Players

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

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.

No youth leagues are Coed.

In Adult Coed games, 2 women must be on the field at all times (this can include the GK). If a team only has 1 woman present at the game, then the team must play 1 player short (4 + GK). The other team does not have to play short. There is no limit on the number of women on the field at one time for a Coed game. Teams cannot "negotiate" a deal to play in any other fashion than listed above

### Law 4 - 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/splints (soft casts/splints may not be allowed if the referee deems it unsafe).
- No headwear, hats, or caps
- Shin-guards are mandatory for all players. Socks must fully cover shin-guards.

### Law 5 - 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.

- 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 near the bench areas (referee's discretion). 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.
- 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.
- 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.
- 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.

#### **Law 6 - The Referee**

- The referee has full authority to enforce JunglePlex rules and policies in connection to the match to which they have been assigned. The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final.
- Any individual who disrespects an official both 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.
- All referees are hired and selected by the director of athletics.
- Referees are evaluated and scheduled by the referee assignor, and all are US indoor Certified.

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.

#### **Law 7 - Forfeits and Grace Periods**

- 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. Teams cannot "mutually" decide to forfeit a game. Coaches shall not contact each other to decide whether or not a game will/should be played (this will occur if the weather is poor). If 2 teams forfeit, both will receive a loss. If during inclement weather, a team decides not to play, they shall receive a loss. Whichever teams forfeits first will receive the loss. There has to be a winner and a loser when a forfeit occurs. Coaches will not contact each other regarding forfeits or scheduled games...JunglePlex will contact all coaches regarding forfeits, etc.

#### **Law 8 - The Bench Areas**

A maximum of 2 coaches are allowed on the bench. All coaches must be 21 years of age or older. Coaches and players must remain near the bench areas at all times.

#### **Law 9 - Spitting**

Players and coaches are not allowed to spit on the field or on the bench areas. Referees are allowed to card any player who spits after an initial verbal warning. The card counts on that player's record for the remainder of the game. Referees can card anyone without warning.

#### **Law 10 - The Goalkeeper**

- 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.
- 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.

#### **Law 11 - 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. The keeper can slide outside the box as long as the slide starts inside. A player who intentionally slides across the goal line to save the ball from going in with their body will be carded (result: DFK from the penalty spot, not a PK). Slides are not always cardable, however.

#### **Law 12 - Game Duration**

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 the whistle. The scoreboard will only reflect a 5-goal differential, although the actual score will be kept and processed by the facility.

#### **Law 13 - Player Eligibility**

A player can only play on one team per age group. For example, a player cannot 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.

#### **Law 14 - 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. If players receiving matching simultaneous blue cards, then they serve the entire 2 minutes regardless of scoring
- **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.

Red Card/ejectionable offenses include:

- (a) Third card after receiving a blue and a yellow;
- (b) Elbowing: Intentionally elbowing an opponent above the shoulder;
- (c) Vicious Slide Tackling: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him/her;
- (d) Fighting;
- (e) Leaving Team Bench or Penalty Area to engage in a fracas or confrontation with the opposition or a Game Official;
- (f) Extreme Unsporting Behavior: Committing particularly despicable behavior, including:
  - (i) Spitting at an opponent or any other person;
  - (ii) Persistent use of extremely abusive language or behavior toward a Game Official;
  - (iii) Bodily contact with a Game Official in dissent.

- Carded players serve penalties on their bench.
- Head Coaches and Assistants can receive cards from the referee, however only a yellow or red. Coaches receiving red cards must leave the facility immediately. The team does not play short handed if a coach receives a card. Coaches are also subject to further disciplinary action, and must sit out the next game after they get a red card. Referees can give a "bench warning" to teams if they hear too much verbal dissent (signal: fist in the air), but are unsure who specifically it's coming from. There is no time penalty/card for a "bench warning", although referees can give anyone on the bench a card if need be without a warning.

#### **Law 15 - 3 Line Rule**

No ball can pass over three lines in the air toward the opponent's goal 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. 3 line rule is in effect on throw-ins as well.

#### **Law 16 - Restarts**

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.

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 proper distance. If players are intentionally delaying the restart by encroaching, then a card can be given. If a team tries to play a "quick" restart, however, they are not guaranteed the 5 yards. Teams must be 5 yards away on throw-ins as well. Once a team asks for 5 yards, they must wait for a whistle to put the ball into play. On throw ins, the opponent must be 1 yard away from the ball and must remain still (no jumping, no hand waiving, etc.). There are no "re-do's" if a throw in never comes in. Both feet must make contact with the sideline to be considered legal.

A team scores a goal when the whole of the ball legally passes over the Goal Line. No ball is considered out of play unless the whole ball crosses the line

If neither team has clear possession of the ball at any stoppage, the Referee restarts play with a Dropped Ball.

Advantage Rule: The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage.

#### **Law 17 - Penalty Kicks**

Penalty kicks are taken from the penalty dot inside the top of the arc. All players (except the shooter and the GK) must be outside the first 3rd line on all penalty kicks. All penalty kicks must be taken regardless of how much time is on the clock.

#### **Law 18 - Superstructure Violation**

- Balls touching the superstructure (superstructure includes lights, air vents, and the ceiling): The ball is placed on the closest restart dot 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 closest restart dot from where the ball was kicked. Wires that run across the field that hang low ARE NOT considered part of the superstructure, therefore the ball is in play if they are struck.

#### **Law 19 - 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. 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.

#### **Law 20 - Offsides**

No offsides during any indoor games

#### **Law 21 - Kickoffs**

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 in the 2nd half. Teams only switch halves in the overtime period of PLAYOFF games so that the keepers will have a chance to defend both goals in case penalty kicks are taken.

#### **Law 22 - Standings Tie-Breakers**

If 2 teams are tied (equal number of points):

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

- Rules not covered above, kindly refer to FIFA rules.
- All referee decisions are final.

The above rules are also on our website ([jungleplex.com](http://jungleplex.com))

#### **Law 23 - Playoffs**

Playoff games shall be shorter than regular season games to account for overtime and penalty kicks

If tied, teams switch sides for the 5-minute sudden death overtime period (1<sup>st</sup> goal wins)

If tied, game goes to best of 5 penalty kicks (anyone can shoot, including the GK)

If still tied, then it becomes sudden death PKs

Playoff reminders:

Home team has the kick off at the start of overtime

Coin flip will determine who shoots first in PKs (home team calls the toss and the winner MUST shoot first)

If a team runs out of shooters, then the other team can have someone shoot for a second time

If Coed games go to PKs, 2 women must shoot if the kicks go 5 deep. If it ends after 3 shots, no women have to shoot.

#### **Law 23 - Hand Balls**

JunglePlex calls hand balls based on FIFA rules. Referees do not make a call every time the ball hits a hand or arm. A hand ball is called if the player's arm goes towards the ball, if the player's arms go wider than the body towards the ball, or if there is intent to handle the ball. "Protection" hand balls will be called based on the age and skill level of the game. Speed of the ball is considered as well.