



Indoor 8v8 Soccer Rules

When games are played indoors, league will follow indoor 8v8 rules (which are slightly different than the outdoor rules)

- No sliding at any time...even if it's safe. GKs can slide provided the slide starts from within their own box.
 - Sliding results in a direct free kick
- Throw-ins are used if the ball goes over the sideline...throw ins are indirect
- Corner kicks are used when the ball goes over the endline
Normal 6v6 rules for GK distribution apply instead of traditional goal kicks
- **Subbing** is done on the fly
- **Midline rule** is in effect
 - Ball cannot go over the midline in the air on any GK distribution from within the box
Any dead balls starting from within the box cannot go over the midline
Field players, however, can clear the ball over the midline during dynamic play
 - Any balls played illegally over midfield will result in an indirect free kick from where the ball crossed the midline
- **About GK's:**
 - Goalkeepers cannot punt or drop kick the ball after a save
 - After a save, they can put the ball to their feet and play it out like a field player, but they must be outside the box to clear the ball over the midline
- **Kickoffs** can go forwards or backwards. Kickoffs are direct.
- Teams do not change sides at halftime
- **All restarts are DIRECT.** Fouls inside the box that would result in an IFK are brought to the top of the box for a DFK.
- The HOME TEAM changes color if there are uniform conflicts

ALL INDOOR 8v8 LINES ARE PAINTED RED