



## LAWS OF THE GAME – Indoor Soccer Leagues on the Small Turf Field (Modified: June 23, 2018)

**POSTINGS:** Schedules and Results for the league will be posted online at [www.uscore-soccer.com](http://www.uscore-soccer.com)

### RESPONSIBILITIES OF TEAM CAPTAIN/MANAGER/COACH

1. Read and know the rules. Have a team meeting to ensure all members of the team know the rules.
2. Control teammates and your spectators.
3. Represent your team at any league meetings and during games. There may or may not be league meetings.
4. Check-In your team before the game with the referee. All players must have a uScore Soccer Player Pass and must present the pass if a referee or staff member asks for it.
5. Team Colors are left to the discretion of the team (unless the jersey is provided by uScore Soccer). All players must have the same color jersey. Jersey numbers are preferred for 4v4 leagues but not mandatory. The HOME team must change shirts if there is a conflict. We encourage teams to bring an alternate jersey. Vests can be rented for \$1 each. Dry fit game shirts with numbers can be purchased from uScore Soccer with 10 days notice.
6. Referees are **not** paid by the teams.

### ELIGIBILITY

1. To be eligible, a player must meet the criteria of the League parameters, must be on the roster and must possess a Player Pass.
2. There are no protests for the 4v4 Leagues. Referee decisions are final.
3. Players can only play for one team in a given league. There is no limit to players playing in multiple leagues.
4. Violating league rules can lead to: forfeits, inability to win a championship, or suspension from the league.

### ROSTER DEFINITIONS

**Active Roster** – Shows eligible players for a specific game. Anyone on the Active Roster, must also be on the Team Roster. The Active Roster is limited to 10 players – anyone not eligible or present for a game should be scratched by the referee at half time.

**Team Roster** – This is the roster that shows your eligible players for a season. There is no limit to this roster. Once on a Team Roster, players cannot be dropped until the league ends. They may be scratched from the Active Roster if they are no longer player.

### PRE-GAME

1. Teams must check in all players with the referee before the scheduled game.
2. Pre-game talk with captains:
  - (a) Rule Review as needed.
  - (b) Home Team kicks off first half. Away Team chooses side to defend. Teams switch ends at halftime, and Away Team kicks off second half.
3. Games will start on schedule. If a team does not have 3 players at kick-off time, then a forfeit win will be awarded to the team that is prepared to play.

### TEAM FORMATION

- Leagues on the Small Turf Field play 4v4. You can have up to 10 players on the active roster. If you drop a player, you may add a player in their place. There is no such thing as a Guest Player.
- Players may not be added to the team after the 5<sup>th</sup> game of the season.
- A game may start with as few as 3 players. There is no grace period for late teammates.

### RULES

1. **A team consists of four players** on the field at one time (3 + goalie). Substitutions are made “on the fly”.
2. **A game consists of 2 periods of 20 minutes** each with a running clock. There is a 2-minute break between periods. The referee has the option to turn off the clock in the final minute of each half and control the time themselves in the event of a close game. This allows the referee to manage teams which may be trying to delay the game for their benefit.
3. **Ties and Overtime** – During league play, ties are official results. In tournament/post-season play, where a winner is needed, there will be a 3 minute Golden Goal period (no half time). If still tied, the teams then play a 2 minute Golden Goal period with only 2 players on the field (a GK plus 1). Repeat until there is a winner.
4. **A kick-off** is used at the beginning of each period and after each goal. The first touch does **not** have to go forward. Kick-offs are Indirect.
5. **Each goal** is scored as one point. A goal is scored when the entire ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been intentionally thrown, carried, or propelled by the hand or arm of a player on the attacking side.
6. **No Slide Tackles** – Slide tackles are defined as a player leaving their feet, and finishing the play on the ground, in an attempt to challenge an opponent with a ball. When it is determined that a player is extending their leg(s) to block a shot or a pass, and there is no danger of collision with an opponent, the referee may not call a violation. Slide tackles do not pertain to goalkeepers within the Goalkeeper Area. When a goalkeeper leaves the area, they are treated like a field player.

7. In accordance with US Soccer Mandates, **Heading is not allowed in U11 and Younger Leagues**. The result is an indirect free kick from the spot of the foul.

**7. A Roof Ball** is a ball that is touched by a player and then hits the net or beams, lights, or any other part of the roof without being deflected, whether intentional or unintentional. The restart occurs below the nearest spot to where the ball hit the roof.

**8. Goalkeepers may only throw the ball or set it down to play it.** Punts and Drop Kicks are not permitted.

**9. A Ball Out of Play** refers to any time the ball hits the net or leaves the field of play. A sideline restart allows the player to restart the game by passing the ball in with their feet. Players may have one foot on the dotted line for a restart. The ball must be near the dotted line but doesn't have to be on it or inside it.

**10. All Free Kicks and Kick-Offs are Indirect.** Infractions occurring within the Penalty Box that are Indirect in nature will be taken from the nearest spot on the Goalie Arc.

#### **11. Fouls and Penalties.**

A. All fouls result in **INDIRECT FREE KICKS**, except Penalty Kicks. The opposing team must be 7 yards away from the ball on a free kick, or half the distance to the goal.

B. **Penalty Kicks** are taken from the yellow spot on the yellow line nearest to the attacking goal in U6 and Older Leagues. The Penalty Kick is taken from the spot on the white arc in U4-U5 Leagues.

C. **Yellow Cards** can be given by the referee for the following infractions:

- Serious or Intentional Foul
- Use of foul language after a verbal warning is given to the entire team.
- Show of Disrespect to officials, fans, the facility, or opponents.
- Player or coaches with gum on the sideline, or on the field.
- Spitting on the field of play.

**12. Restraining Line** – In House Leagues, the yellow restraining lines will be used. This means that when the GK gets the ball in their hands, or on a goal-kick restart, the opposing team cannot pressure the opposing team beyond that line until the ball is received by the opposing team. If the restart goes beyond the line, the pressure can be immediate.

**\*\*A yellow card** given to an individual means that the team must play a man down for the next two (2) minutes. If the team who is playing with fewer players gets scored on, then they may immediately return a player to the field (except for the player who was sent off). If the team has no other players, then they will continue to play short until the time penalty is served.

**\*\*Team Bench Penalty** is a team penalty given to a team where no specific player is recorded as serving the penalty. A team, coach, or spectator may cause a bench penalty and the team must play short for an amount of time as determined by the referee (2 or 4 minutes are standard penalties). The team captain or coach selects the player who will leave the field.

**\*\*Red Cards** are given to players for fighting, throwing punches, intentionally kicking another player, verbal or physical abuse of a referee, teammate, opponent, fan, or employee of uScore Soccer, or a second yellow card. If a red card is shown, the receiving player is suspended for the remainder of the game, and the team must play down a man for two minutes. After the two minute period, a substitute may join the game.

- If a **Red Card** is shown as a result of two yellow cards where both were issued for non-violent, or verbally abusive actions, then the player is allowed to play in the next game. This is the ultimate decision of the referee and the managers.
- A **Red Card** issued for violent conduct, or verbal abuse of another person results in the player being suspended for the next game for that team. In addition, the player may not play in any other league game until the suspension is served with the team on which the Red Card was issued.
- If the **Red Card** is issued in the team's final game of the season, then the player will serve his suspension during his next game, regardless of the team or league.
- Any physical abuse of another will be prosecuted to the fullest extent of the law. The building and parking lot are equipped with video cameras in the event that a prosecutor needs to view them. uScore Soccer reserves the right to revoke Player Passes with no refund.

**MISSED GAMES** – There are no refunds given for games missed due to injuries, illnesses, or travel.

#### **KEEPING GAMES COMPETITIVE IN YOUTH LEAGUES**

1. In House Leagues, referees and coaches should understand that upon a 5-goal differential, the trailing team may add an additional player. When the game gets within 3 goals, the additional player must be removed. We do this in the interest of keeping games competitive.
2. In Select Leagues, this is not a set rule, but we would encourage all Select League coaches to consider this gesture in lopsided games.

## **Glossary of Fouls**

**Boarding** is pushing, charging, or crowding an opponent into the perimeter wall. What might be a legal shoulder charge in the middle of the field may be boarding if it runs an opponent into the wall. Boarding can result in a Yellow Card if the referee deems the foul as severe.

**Delay of Game** is called when a player or team is deliberately trying to slow down the progress of the game. Holding the ball after a goal and kicking away the ball after a foul are examples of delay of game. Other "Delay of Game" calls may be determined as necessary by the referee. This foul will result in a Team Bench penalty.

**Double Touch** is the violation that occurs when a player taking a kickoff or other restart plays the ball a second time before it is touched by another player (teammate or opponent). You cannot double touch the ball on a kickoff or restart (including goalkeeper throw in) even if it hits the wall or referee before it comes back to you.

**Goalkeeper on the Ground** - The goalkeeper is the only player allowed to play the ball while on the ground as long as, in doing so, he is not creating a dangerous play and remains within the arch.

**Hand Ball** is a foul that is called when a player intentionally hits the ball with his hand or arm or when it is unintentional but causes a direct advantage for said player. A player may not deliberately carry, strike, or propel the ball with his hand or arm (except the goalkeeper inside his own arch). A player who prevents a goal being scored by intentionally handling the ball is given a yellow card 2 minute time penalty, and a Penalty Kick is awarded.

**Obstruction** is impeding the progress of an opponent when not being able to play the ball yourself. You are obstructing if you run between your opponent and the ball or use your body as an obstacle but cannot play the ball yourself.

**Offside** is crossing the mid line early on a kickoff. Players may not cross the line on a kickoff until the ball has been played.

**A Roof Ball** is a ball that is touched by a player and then hits the beams, lights, or any other part of the roof without being deflected, whether intentional or unintentional. The penalty is 1 minute. The team may not substitute during this penalty.

**Shadowing the Goalkeeper** is a foul that occurs when a player follows the opposing goalkeeper inside the arch and obstructs the goalkeeper from the play.

**Slide Tackling** is not allowed. In the interest of safety, if a knee touches the ground in a player on player contact scenario, a "slide" may be called based on referee discretion. The result is a restart and possibly a Yellow Card if the referee deems the foul to be severe.

**Violent Conduct** is physical force that injures or abuses any individual or damages facility property. Violent Conduct is also any verbally or physically threatening action towards any individual. Violent Conduct may lead to the removal of a player from the game and the league.

## **LEAGUE CHAMPIONS**

Champions will be determined based on Total Points or Playoff Games. If your league has playoff games scheduled, then those will determine the Champion.

In the event that your team is tied in Total Points at the end of the regular season standings, the tie break procedures are as follows.

1. Head to Head Results
2. Head to Head Goal Differential (NO MAX)
3. Most Wins
4. Goals Against (NO MAX)
5. Goals For (NO MAX)
6. Fewest Red Cards
7. Management Decision

**FORFEITS** – If a team forfeits a game at any point during the season, then that team is ineligible to win the championship or compete in a playoff game. A forfeit is defined as:

- Teams playing illegal players (players not rostered, players out of the league's acceptable age range)
- Teams who do not have at least 4 eligible players to start the game at kick-off time (management may allow a brief grace period).