

TRI SPORTS 6v6 Indoor Soccer Rules

1. **Game Time/Default:** Games start on time. Please arrive 15 minutes early to help set up fields and start your games on time. Games are comprised of two (2) 20-minute halves with a 1-minute halftime. Teams are comprised of six (6) players (including goalkeeper) with a minimum of two (2) women (coed only). A forfeit will occur if any team cannot field a squad by 15 minutes after start time. A team can play with a minimum of five (5) people, as long as one (1) of the players is female. Women may play any position on the field. There are no timeouts except for injury (*see 7*).

2. **General Rules:** In general, standard soccer rules apply to all TRI SPORTS games.

i. Each half starts with one team initiating play by making a pass from the center of the field. The ball does not have to travel forward. Coin toss determines team that can choose to kick off or defend a goal.

ii. If a ball is kicked out of bounds, an indirect kick-in is awarded to the opposite team. Defensive players must be at least 3 yards from the ball.

iii. Substitutions may occur at any time (on the fly) and must be made near midfield. The player must be off the field before the substitute comes on. A substitution cannot result in an advantageous play on the ball. If it does, the play can be whistled dead and a free kick awarded to the disadvantaged team.

iv. Free kicks may be direct or indirect. On direct kicks, the ball is placed at the point of infraction, and put in play by any member of the affected team. No opposing player is allowed within 3 yards of the ball prior to the kick. Goals may be scored on direct kicks.

A **direct kick** occurs for the following infractions: 1. Charging; 2. Roughness; 3. Dangerous play/kick; 4. Slide tackles.

Penalties occurring inside the goal box by the defense will result in a penalty kick from the top of the goal box.

Penalties occurring outside but within close proximity to the goal box will be kicked from the point of infraction.

The defense must stand at least 3 yards away from the point where the ball is being kicked.

v. The ball may be passed back to the goalkeeper by a teammate and they may pick it up if inside the goalkeeper area. They must get rid of the ball within 5 seconds or an indirect free kick from just outside the goal box to the opposing team will be awarded.

vi. Three line violation: Kicking the ball over the three lines (defensive line, center line and opposite defensive line) in the air, without touching a player, the field, or the boards. A three-line violation results in a direct free kick for the opposing team. The free kick will be taken from the (dot in the) defensive area line of the offending team. The offending team is allowed to place a wall on the short line with the dot, located three (3) yards away from the defensive area line, between the defensive area line and their own goal.

vii. Penalty kicks will be awarded at the referee's discretion on whether the foul stopped a goal or a scoring chance. Due to the smaller field size and possible congestion of players, the goal box may have no bearing on whether the foul warrants a penalty kick. Any member of the offended team may take a penalty kick. The goalkeeper in goal at the time of the foul must face the penalty kick (no subbing goalies).

viii. Goal kicks are taken from within the penalty area and must leave the area before being touched by another player. The opposing players do not have to give any room off the ball as long as they are outside the goal box – it is up to the goalkeeper to back the ball off any required distance.

ix. Goalkeepers may not directly catch a throw-in from their own team. Goalkeepers may not punt or drop-kick the ball. It must be thrown or played to the ground. An infraction will result in an indirect kick from just outside the goal box.

x. Cleats are not allowed. Only Sneakers or Indoor Soccer Shoes are allowed.

3. **Offsides:** There are NO offsides. However, a strategy of consistently "cherry-picking" is considered to be unsportsmanlike.

4. **Slide Tackling:** Even if contact is made with the ball first, slide tackling is NOT ALLOWED under any circumstances. As well, no players can slide to block a shot or pass at any time.

5. **Referees** enforce the rules and maintain safety. They will have the last word along with the league coordinator. Excessive arguing will result in a yellow card being issued. Cursing at or disparaging an official can result in a red card.

6. **Yellow/red cards.** **Yellow cards** will be issued as a warning and “cooling off” for players who are either dangerous or dissenting. If a yellow card is issued, a player (even the keeper) is sent off and cannot return for 2 minutes. The affected team plays a man down even if a goal is scored during the 2-minute period. If the referee deems a player’s repeated misconduct warrants a red card, it will be issued.

If a **red card** is issued, the affected team must play a man down **the remainder of the game (in coed, the player must play down a player of the same gender as that issued the card)** and the player may have to sit one additional game pending review by the league coordinator. A red-carded player will automatically miss a second game of any doubleheaders played in a given day/night. Excessive red cards or dangerous play may result in expulsion from the league.

Should a player off the field receive a yellow card, the affected team must play a man down for 2 minutes. Should a player off the field receive a red card, the affected team will have to play a man down the remainder of the game. Any player or fan is encouraged to root for their own team, but rooting against teams or using disparaging language is discouraged and can result in penalties of players or dismissals of fans. Any fans of teams may be asked to leave by the referees or TRISPORTS staff. Refusal to leave will result in forfeiture of the game.

7. **Time:** A running clock will be maintained by the referee. The clock will stop only for prolonged injury timeouts. Any delay tactics (such as deliberately kicking the ball out of bounds) will allow the referee (at his/her discretion) to stop the clock. If for any reason the game should be cancelled with more than half played (if the second half has started), the game and score at that point is considered final. If half or less of the game is played, the entire game will be replayed from the beginning. Referees have the discretion of shortening game times if games are running behind schedule.

8. **Rough Play:** ANY ROUGH OR PHYSICAL PLAY WILL RESULT IN IMMEDIATE EXPULSION FROM FURTHER LEAGUE PLAY AND MAY RESULT IN LIFETIME LEAGUE EXPULSION.