

Indoor Soccer Rules for PISA

All facility fees must be paid up front prior to teams being allowed to play at PISA. Team Rosters must also be submitted to PISA through the website, www.pisausa.com, and prior to the first game. (This submission will include the acceptance of the PISA player waiver.) Referee's fees must be paid prior to the start of each game.

I. Fields of Play

- 200' x 80' Dasher Board Fields
- 210'x 150 Full Size Open Field
- 150'x 75' Half Size Open Field

II. Soccer Ball Required

- *Happy Feet*: Size 3 Ball
- *Legends*: Size 3 Ball
- *U-8 through U-12*: Size 4 Ball
- *U-13 and UP*: Size 5 Ball

III. Players

- *On the Bench*:
 - 18 Player Maximum
 - Up to 2 Non-Players (must be one adult present 21+)
 - COED: 2 Females present on the field at ALL times
- *On the Field*:
 - *Dasher Boards and Half Open Fields*
 - U-8 through U-12: 6 + Goalkeeper
 - U-13 and UP: 5 + Goalkeeper
 - Full Open Field
 - All teams: 7 + Goalkeeper
- *Substitutions*:
 - Substitutions may be made on the fly with the new substitute entering the field of play once the substituted player is within 1 yard of the bench. The replacement cannot touch the ball until the substituted player has left the field of play. *Substitution Violation: (Too many players on the field or player kicking the ball prior to the substitute leaving the field of play). 2 minute penalty – player of choice.*
- *Injury*:
 - Referee will send injured player to team bench
 - Gain treatment/ Blood Removal
 - Player may use alternate jersey (even if different color) if original jersey is stained.

IV. Rostered Players

- 1) A player must be rostered and age appropriate to be eligible to play for any team at PISA. Players in their respective league must be that age or younger on the first day of play. Birth certificates may be required upon request. It is the team's responsibility to make sure all players are rostered before the first game. If a non-rostered or "illegal" player is found to be playing, the team will automatically suspend all games, the illegal player participated in or be subject to suspension from the league.
- 2) Under normal circumstances, all players on the field MUST be on that team's roster. Should a team require a guest player from a different rostered team in order to complete a full team size, the coach must request permission from the oppositions coach in order for the game score to count. Otherwise the game score will be listed as a 0-3 forfeit.
- 4) A player may not be rostered for more than one team in any age division. Exception: A player may play in two different divisions within a specific age group. (i.e. U16 Boys A & U16 Boys B)
- 5) If a team has an unrostered player, the team will automatically forfeit that game and two previous wins.
- 6) Any player who plays for a team on which he/she is not rostered will be suspended for a minimum of 2 weeks.

V. Required Equipment

- *Team colors must match*
- *Shin guards must be worn at all times (Including adults)*
- *All jewelry must be taped to body*
- *All injury casts must be padded*

VI. Referee Decisions

- **All Referee decisions are FINAL**
- *Referee may reconsider decisions prior to RESTART*
- *Referee must file a game report describing facts surrounding ejections or serious injury*
- *Referees have ability to:*
 - Allow or prohibit all goals
 - Suspend or terminate games (interference of spectators, unsafe conditions, all justifiable reasoning)
 - Stop the clock due to unusual conditions
 - Prohibit Field Entry
 - Summon Security

VII. Duration of Game

- *24 Minute halves with 2 minute break for half time*
- *Referee must immediately reset clock at the end of the first half to 26 minutes and restart each game at 24 minutes*
- *The clock is a running clock*
- *Referee may adjust time for a clock malfunction*

VIII. Start/Restart of Games

- *Once referee blows whistle for start or restart of game, player has 5 seconds to put the ball back into play: otherwise opposition takes possession*
- *Player may not retouch the ball after start or restart of game until a second player touches the ball*
- *All starts and restarts **are direct free kicks***
- *Referee will designate the clock end of the field as the first half starting end for the designated home team*

IX. Free Kicks

- *All opposing players must be at least 15 feet away from the ball for all free kicks except when free kick is within 15 feet of the opponent's goal: then opposition stands on goal line*
- *Referee will whistle for a restart once a player serving a time penalty is seated in the penalty arch or visibly out of sight of the playing field after an ejection as been given*
- *Free Kicks within own penalty arch:*
 - *Free Kick may be taken from anywhere within the penalty arch, while opposition must be 15 feet from the ball*
- *Free Kicks within opponents penalty area:*
 - *Free Kick must be taken from the spot at the top of the arch (dasher boards)*
 - *Free Kick must be taken from the penalty spot (open Field)*
- *Illegal Pass back to Goalkeeper: (dasher boards)*
 - *Free Kick must be taken from the spot at the top of arch*
- *Ball Hitting the side netting/ leaving the field of play over player's bench: (dasher boards)*
 - *Free kick must be taken from where the ball crossed the touchline.
Exception: For U8 and U10 teams the ball remains in play.*
- *Corner Kicks:*
 - *Must be taken from spot marked on touchline at corner position*

X. Goalkeeper Distributions

- *U-8 through U-10: (dasher boards)*
 - *If the ball goes out of bounds between the yellow corner tapes after being last hit by an opposing player, or the goalkeeper retrieves the ball from the opposition in his goal area, the goalkeeper may pick up the ball and punt the ball within the goal arch without obstruction from the opposition.*
- *U-11 and UP: (dasher boards)*
 - *If the ball goes out of bounds between the yellow corner tapes after being last hit by an opposing player, the goalkeeper must throw the ball into play anywhere from inside the penalty arch.*
- *All ages on the half or full Open Field:*
 - *After the ball passes over the goal line, all goal kicks will be taken from within the goal area.*

- *All ages on the full Open Field*
 - *All saves by the goalkeeper must be thrown back into play*
- *U-8 through U-10: (Half open field)*
 - *All goalkeeper saves may be punted within the penalty area*
- *U11 and UP (Half open field)*
 - *All goalkeeper saves must be thrown from within the penalty area.*
- *All Age Groups: (dasher boards)*
 - *“Three Line Violation” comes into play- (Ball cannot travel over the 3 lines without first touching the player, the referee, the ground, or the wall between the three lines)*
 - *The restart of this violation is taken from the center of the red line nearest the offender’s goal. A back pass to the goalkeeper from a field player before a second field player has touch the ball is illegal: results in a free kick from the top of the arch*
 - *Balls can be back passed to the goalkeepers hands by using the head, chest, or knee (as long as no footwork was used in the process).*
 - *Goalkeepers cannot drop the ball from their hands and dribble out of the arch or drop kick the ball: otherwise this results in a free kick from the top of the arch.*
 - *The goalkeeper has 5 seconds to distribute the ball: failure to do this will result in a free kick from the top of the arch.*
 - *If a restart is taken from anywhere within the penalty arch, the opposing players must be at least 15 feet from the top of the arch until the ball is in play.*
 - *Goalkeeper cannot dribble the ball back into the penalty arch and pick up the ball: results in a free kick from the top of the arch.*

XI. Fouls and Consequences (Dasher Boards)

- *Fouls: All fouls listed for regular soccer games (Open Field) count in indoor dasher board games with the addition of goalkeeper distribution fouls, boarding fouls (Pushing players into the boards in order to gain advantage or holding onto the boards as a means of obstructing opposing players from obtaining the ball.) and slide tackling regardless of the whether an opposing player is in the vicinity.*
- **Flagrant Fouls: (Dasher Boards)**
 - *A shootout is awarded for the following fouls committed by a defender in their defensive half: (dasher boards)*
 - ✓ *A foul within the penalty arch for which the player receives a time penalty.*
 - ✓ *No slide tackles except for a goalkeeper saving a goal*
 - ✓ *A foul from behind a player with the ball, who has no defenders between him or her and the keeper.*
 - ✓ *Violent boarding with no regard for injury*
 - *All other fouls by defenders in the penalty arch results in a penalty.*

- **Flagrant Fouls: (Open Field)**
 - All FIFA rules apply with the addition of “No Slide Tackling”
- **Unsporting Behavior:** Referee stops play resulting in a free kick and possible time penalties
 - Equipment Violation: Entering play without ordered uniform adjustment.
 - Leverage: Using body of a teammate or boards to gain advantage.
 - Encroachment: Entering protected area of an opposing player taking a free kick after warning.
 - Dissent: Referee Abuse or breach of penalty box decorum (delay in entering penalty box or premature unpermitted exit)
 - Taunting
 - Foul Language
 - Violation of COED Rule
 - Team Violation: Leaving the bench to join confrontation with opposition.
 - Bench Dissent: After initial warning issued to captain, one or more players verbally abuse opposite team members or referee.
- The referee issues a RED CARD for violations of:
 - Intentional Fouls
 - Blue Card Offenses (violent or use of excessive force)
 - Third Time Penalty
 - Intentional Elbowing
 - Vicious Slide Tackling
 - Fighting
 - Leaving the penalty box to engage in confrontation with opposition or official
 - Extreme unsporting behavior (spitting at any person, persistent use of abusive language or bodily contact with game official in dissent)

XII. Time Penalties

- **Penalties for Carded Offenses:**
 - Blue Card: The player receives a 2 minute penalty in the penalty box
 - Yellow Card (for player’s second Blue Card): The player receives a 2 minute penalty for the Blue Card and a warning of ejection for the next Blue Card.
 - Administrative Red Card (for a player’s 3rd Blue Card): The player receives a 2 minute penalty and ejection from the facility for three games.
 - Straight Red Card: The player receives a 5 minute penalty and ejection from the facility for a period to be determined by the administration (no less than 6 weeks).
- **Teams remain without penalized player until penalty expires:**
 - Teams with up to two players receiving time penalties shall continue playing with the minimum number of players.
 - If a third member is penalized, the third player will replace the teammate whose penalty has expired.

XIII. Shootouts and Penalty Kicks

- *Shootouts: (Dasher Boards)*
 - Players serving time penalties will remain seated.
 - The ball is placed on the center spot of the red mark nearest the goal.
 - All players of the attacking team stand on the halfway line outside the center circle.
 - The goalkeeper must keep one line on the goal line until the referee whistles the start of the shootout.
 - Once the whistle has been blown the player and teammates may use all legal means to score (dribble, shoot, passing to a teammate).
 - No team can substitute until three seconds of the shootout has passed.
 - Any foul by the goalkeeper will result in a penalty kick and a Blue Card.
- *Penalty Kicks: (Dasher Boards)*

The Penalty Kicks are the same as the *Shootout* except for the following:

 - The ball is placed at the top of the arch.
 - The goalkeeper has both feet in the goal line and cannot move until the ball is kicked.
 - Once the referee whistles the penalty kick to begin, the player has five seconds to kick the ball, restarting play.
 - The player taking the penalty kick may not touch the ball again until another player has also touched the ball.
- *Penalty Kicks: (Open Field)FIFA rules*

XIV. Spitting

- Spitting on any Field will result in a blue card offense and a 2 minute penalty.

XV. Ball Hitting the Ceiling or Structural Components

- A free kick and a 2 minute penalty results for any player making contact with the ceiling or structural component of the building. A deflection from another player nullifies this rule.

Additional Rules of Play

- I. **Sportsmanship Rule:** Any team that trails the opponent by 5 goals may add an additional team member on the field of play. For each additional goal scored against that team, an additional player may be added. If the team that has the additional players , scores, then that team must remove a player and continue to do so with each additional goal until a 5 goal difference remains.
- II. **Coaching Offenses:** Any coach ejected by means of a red card will suffer the same consequences as discussed in section 9.1 of Rules (see D). This will be strictly enforced by administration. Any coach receiving 2 red cards will be banned for the remainder of the session. Any coach receiving 3 red cards will be permanently banned from the facility.

- III. **No Spitting:** A minimum two-minute penalty will be assessed for spitting anywhere other than in the provided garbage cans with liners. 1st offense - two minute penalty. 2nd offense ejected from building.
- IV. **No Gum:** No Gum is allowed in the facility. Players chewing Gum will be asked to dispose of the gum in the proper garbage can.
- V. **Red Cards:** Any player receiving a Red Card cannot be allowed to play for an additional team until their penalty period expires, and must be ejected from the facility immediately.
- VI. **Roster:** Any team wishing to play an additional player that is not on the published roster, must ask for permission from the opposing team or risk a forfeit of that game.
- VII. **During league play, no balls are allowed in the facility except for those supplied by PISA**

Indoor Soccer Rules for Full and Half Open Field

(All FIFA Rules Apply With the Exception of the Following)

Full Open Field:

1. **Field of Play:** 210' x 150'
2. **Players:** Age Groups U-14 through Adult - 7 Players + goalkeeper.
3. **Goalkeepers:** cannot punt or Kick the ball back into play from a save. (Only Throw)
Goalkeepers can kick the ball into play from the goal area for the goal kick. Throws and goal kicks may pass over the half way line.
4. **Slide Tackles:** There are no slide tackles allowed except for the goalkeeper attempting to a save a goal.
5. **Substitutions :** May be made on the fly with the new substitute to enter the field of play once the substituted player is within 1 yard of the bench. The replacement player cannot touch the ball until the substituted player has left the field of play.
6. **Ball Hitting the Ceiling or Structural Components:** A free kick and a 2 minute penalty results for any player kicking the ball which makes contact with the ceiling or structural component of the building. A deflection from another player nullifies this rule.
7. **Spitting:** Spitting on the Field will result in a blue card offense and a 2 minute penalty.

Half Open Field:

1. **Field of Play:** 150' x 105'
2. **Players:** Age Groups U8 through U12 – 6 field players + a goalkeeper
3. **Goalkeeper Distributions (U8 through U10):** from a save may be a punt or drop kick or a throw. U12 and up - Distributions form a save must be a throw from inside the penalty area.
4. **There are no slide tackles allowed except for the goalkeeper attempting to save a goal.**

5. **Substitutions:** may be made on the fly with the new substitute to enter the field of play once the substituted player is within 1 yard of the bench. The replacement player cannot touch the ball until substituted player has left the field of play.
6. **Ball Hitting the Ceiling or Structural Components:** A free kick and a 2 minute penalty results for any player making contact with the ceiling or structural component of the building. A deflection from another player refutes this rule.
7. **Spitting on the Field will result in a blue card offense and an automatic 2 minute penalty.**