



## BSA INDOOR SOCCER RULES

**TIMING** - All games must end on time. If a game starts late it will be shortened to allow the next teams into the gym on time.

### RULES OF CONDUCT

1. Players, coaches, parents, and spectators are expected to conduct themselves in a courteous and responsible manner.
2. No verbal or physical harassment of referees, opposing players, or coaches will be accepted by players, coaches, parents or spectators.
3. All doors are to be kept closed during games.
4. To keep the games running on time, teams must be ready to play at the scheduled game start time.
5. There are to be NO loose balls or warm-ups in the hallways.
6. Parents are responsible for monitoring the behavior and activities of their non-playing children during games. No one is permitted to roam the halls of the school.
7. No basketballs.

### SPECTATORS

1. Gym floor and doorways must be kept free of spectators and gym doors must be kept closed at all times. If the ball rolls into the halfway, it holds up play and the clock must be stopped.
2. Spectators must sit in bleachers - no standing. Exceptions may be made for persons unable to climb bleachers at the discretion of the referee and/or ranking BSA representative.

### RULES OF PLAY

1. ALL AGE GROUPS – five field players, plus goalkeeper. Each player must participate in at least 50% of each game.
2. Offsides will NOT be called.
3. For tap-off, at start of game or after a goal, ball may go either forwards or backwards. No goals will be scored directly from tap-off.
4. All surfaces are “in play”, except ceiling, basketball boards/hoops and above the bleachers on the side walls. Balls hitting these high surfaces or stuck in stands will result in an indirect kick for the opposing team at the point of out-of-bounds.
5. Free substitution, on the run. Player coming off must be at sideline before the replacement can enter. The referee is not responsible for notifying coaches or others half way through the quarter.
6. The playback rule is in effect. THE GOALKEEPER CANNOT PICK UP BALL IF A TEAMMATE PLAYS IT TO HIM/HER WITH THEIR FEET. However, he/she may play such a ball without using his/her hands.
7. The goalkeeper may use hands only within the goalkeeper’s box. Both feet must be within the box when handling the ball. The goalkeeper box is not specifically marked for soccer. The basketball 3-point line will be used when possible.
8. **NO** player should charge the opposing goalkeeper. If the goalkeeper has any contact with the ball, it is considered in his/her possession and may not be touched by the opposition.
9. Goalkeepers are not allowed to punt the ball during the course of the game. He/she must throw the ball instead. The goalkeeper may not throw the ball past the mid-court line in the air. The throw must touch an in-play surface or another player before crossing the half-court line. GOALKEEPER CANNOT SCORE FOR HIS/HER TEAM BY THROWING OR OTHERWISE PROPELLING THE BALL WITH HIS/HER HANDS. (Clarification - When a goalkeeper comes out of the box to play like any other teammate, he or she may score from his/her side of the center line, and may kick the ball across the center line.)
10. All fouls, except flagrant and handballs, are an indirect kick.
11. **NO BOARDING** - slamming players into bleachers or using arms on boards or between boards for obtaining illegal advantage is not allowed. All incidents of boarding will be treated as flagrant fouls.
12. Flagrant fouls warrant a direct kick and a yellow card. Flagrant fouls committed by the defending team in the goalkeeper’s box result in a penalty kick, which will be taken at the basketball free throw line. On penalty kicks, all players except kicker and goalkeeper must be behind the top of the free throw circle.
13. On direct/indirect kicks, defending team must yield at least three yards.
14. CARDS: 2 yellow or 1 red in a game = suspension from current game and next game. Player suspended cannot be replaced in the current game; team must play short-handed. 2 red cards in a season = suspension for the remainder of the season (may impact future eligibility).
15. On contended balls in corners of gym, defender must yield space to allow ball to be played.
16. On ball stuck behind the goal from goalkeeper tip or defender play, a corner kick will result.
17. On ball stuck behind goal from offensive player play, a goal kick will result. The kick must touch an in-play surface or a player before half-court mark.