



# Indoor Soccer League

Welcome to the Callaway Soccer League. Below, you will find an addendum list of the rules that will govern this league in conjunction with Fusion, US Club Soccer, Soccer Association for Youth, USA and FIFA.

## Fusion Field Rules:

- NO Spitting
- NO Food or Beverage
- NO Chewing Gum, Chewing Tobacco or Sunflower Seeds
- NO Smoking
- NO Alcohol
- NO Pets
- NO Slide Tackling
- NO Punting
- NO Climbing or pulling on Nets
- NO Cleats
- Players MUST have approved Shin Guards covered by socks
- NO Fighting and/or Unsportsmanlike Behavior
- NO Foul language, yelling, cursing at referees, parents or coaches



Any individuals damaging, intentionally altering or otherwise disrespecting any field equipment, fencing, benches, buildings or signs will be immediately banned from league play and may face criminal charges.

Violation of League and/or facility rules may result in suspension without a refund of dues from the Callaway Soccer, Fusion Indoor or Arsenal programs. The Panama City Soccer organizations, including the Callaway Soccer League and Board of Directors reserve the right to revoke membership at any time during the current season for any reason or specific violation.

Callaway Soccer (a US Club Soccer affiliate) is the lead title of the league and their laws of basic moral conduct must be respected and may be punishable by referees and Board Members up to and including banishment.

## Leagues

Our leagues are designed to provide the best soccer experience possible. Callaway Soccer and Fusion strive to have well-officiated games, held in a clean and safe facility. We ensure friendly, efficient service with timely communication and convenient support. Our youth objectives are to develop individual soccer skills with our players while promoting physical fitness through soccer. Callaway Soccer is striving to provide a fun, safe means of exercise for kids that strengthens our local community.

## **Team Managers and Coaches**

The team manager is the representative for the team and is responsible for passing on any information that Callaway Soccer and/or Fusion need to communicate to each team. The team manager is also responsible for seeing that all team fees are paid on time and ensuring that his or her team is aware of the rules of the game, as well as all Callaway Soccer and Fusion Policies and Rules.

An adult coach or team manager must be present at all times. Unsporting conduct by a coach is not tolerated. All coaches and team managers are required to do the following:

- Attend ALL Coach/Team Manager meetings
- Become knowledgeable in the sport
- Complete USCLUB and CYSL demo sheets, submit to a background check
- Submit Injury Reports and Statements when they occur
- Be responsible for the behavior of their fans, players and assistant coaches



## **Well Refereed Games**

We recruit the best referees possible; ensuring the proper training and providing certifications. Referees are evaluated on a regular basis which includes documented observations as well as customer feedback. Callaway Soccer and Fusion appreciate feedback on referees, both good and bad. We ask that customers realize that referees are not infallible and will miss some calls.

We ask that players, spectators, parents and coaches refrain from yelling derogatory comments to the referees. These comments never achieve their intended purpose. However, Callaway Soccer and Fusion need to hear your comments about the refereeing at our facilities. The facility management will not record your comments but you may e-mail them to [callawayyouthsoccer@yahoo.com](mailto:callawayyouthsoccer@yahoo.com). Receiving, documenting and responding to your comments will ensure we have a reliable feedback system that uses your input as a means of improving referee performance.

*FIFA rules will be followed with the following additional information:*

The referee's decisions connected with the game shall be final and extend to players, coaches and/or spectators. This includes all league, weekend and tournament games. Referees may stop, suspend and/or terminate a game when he/she deems it necessary (ex. Elements, spectator interference, etc.). The referee will refrain from penalizing in cases where he/she is satisfied that, by doing so, he/she would be giving an "advantage" to the offending team.

Confronting referees is strictly prohibited. Threatening/making contact with a referee will result in a minimum suspension of one year. Complaints regarding referees will only be heard in writing on a form provided by management. Management and the referee assignor will review all referee complaints.

## **Schedules and Standings**

Final schedules may not be available until just prior to the second game (A game is considered complete at the end of the first half if the second half cannot be completed). The schedules and standings are available on site and also on Callaway Soccer's web site: [www.callawaysoccer.com](http://www.callawaysoccer.com)

We make it a priority to keep the website as up to date as possible. We ask that you please check the website before calling to ask for your game time. However, if you must call, please contact your team manager first and then Callaway Soccer at 850-819-5638.

## **League Policies**

League eligibility and the age division a player is eligible for will be based on a July 31<sup>st</sup> cut-off with the exception of Soccer Tots. A player can play up an age group with the parent's permission, but usually will rarely play down. Exceptions may be granted on an individual basis but only under a unanimous decision made by the Soccer Board. A letter requesting this change must be received and approved prior to the player's participation in any practices or games. Copies of birth certificates will be required for ALL players. Non-US citizens may submit a copy of a passport. No shot records or physicals will be required.

All leagues may be scheduled on various days to maximize arena use. Generally, most of your games during a session will take place on the same day of the week. Rosters will be available online and will be e-mailed to team managers. No roster changes will be allowed after practices have begun. Forfeits will be declared for games involving ineligible players, suspended players, or players with expired or no registration and/or membership. The score of a forfeit game will be 5-0. Any team that accrues three forfeits in one season will be expelled from the league. The winning team in a forfeited game has the following options: 1) Use the arena during the regularly scheduled game time for a closed practice where no referee is provided or 2) Agree to scrimmage the forfeiting team by sharing players and/or allowing the forfeiting team to pick up non-roster players. In either case, no referee will be provided. Any individual posing as another person or using false information when joining Callaway Soccer and Fusion will be considered an illegal player and all games involving that player will constitute a forfeit. The guilty player will also be suspended from further activity at Fusion or with Callaway Soccer pending the judiciary committee ruling. Playing while knowingly suspended will result in a forfeit of the game and the same penalty.

If teams know they will not be able to field a minimum of four players for a scheduled game we ask that the team manager notify Callaway Soccer no less than 48 hours prior to the game. This will give management time to contact the opposing team and the referee. Teams may request that games be rescheduled provided at least a seven day notice is given. Callaway Soccer and Fusion will investigate the possibility but cannot guarantee that the game will be rescheduled. In the event the game cannot be rescheduled, the requesting team must accept a forfeit. If a team must withdraw from the league for their own reasons or if they are suspended for violating rules and/or policies, the league fee will not be refunded. Callaway Soccer and Fusion reserve the right to relegate or promote teams and or players to leagues other than the requested league to ensure fun and competitive games.

Players may play on more than one team in a division provided they are registered on both rosters. However, the player must designate a home team. The player's home team is the team that the player will play on if his/her two teams play each other. Players may not switch teams once a game has started even if they are legally listed on each roster.

## **Customer's Responsibility**

Consider the safety of others and yourself as the highest priority. Play for the fun and enjoyment of the game and always be a good sport. A timely payment for services is expected. Maintain emotional control while participating or observing. Respect the arena and help keep facility clean. Treat other players, teammates, and Callaway Soccer and Fusion employees with respect. Make staff aware of any problems as soon as possible so we can fix them. Keep yourself updated with the latest information. Be on time for games and other scheduled events. Shirts, covered shin guards and shoes are required on the field at all times.

# Rules of the Game

## Callaway Soccer and Fusion House Rules

Callaway Soccer and Fusion have zero tolerance for the consumption of drugs or alcohol by any person prior to playing or participating in indoor soccer. Violation of this rule will result in indefinite suspension. Smoking or chewing of tobacco is not allowed inside facilities. Sunflower seeds or similar products are also forbidden. No food, drinks, chewing tobacco or chewing gum permitted on playing surface. Callaway Soccer and Fusion assigned referees will supply a game ball before the start of each match. The ball will be returned to the referee upon conclusion of the match. Home teams will wear numbers match vests. Spitting on the playing surface or in the team box will result in a carded penalty. Please use the garbage cans in the team boxes. The game clock will begin at the scheduled start time, regardless of the readiness of the teams to play. The referee will then start the game when the teams are ready. A forfeit will be declared if a team is not ready ten minutes after the referee has started a game clock. Callaway Soccer places importance in beginning matches at their designated start times. Please help us with this effort by being ready to start the match promptly at the time scheduled. Standing will be determined by wins, losses, ties and goals for and against. Tie breakers to determine playoffs will be head-to-head, followed by goal differential. Large Field game times consist of two running 25 minute halves. Playoff games ending in a tie will have two five-minute sudden death periods; the game ends when the first goal is scored. A shoot out will follow if no goals are scored during sudden death overtime. Round one of the shootout will consist of 5 shots from each team. The shootouts must be taken by the 5 players on the field at the end of the overtime period. If a tie remains after the original 5, three (3) new players will be chosen and the shootouts become sudden death. After the first eight (8) and a tie remains players can repeat and take a second shootout. This will continue until a winner is determined. Verbal abuse of the referee, the other team, spectators or teammates will not be tolerated. Violators will be barred from further participation. Players receiving three penalties (blue cards or yellow cards) in one game will be ejected from the game (red card).

Callaway Soccer and Fusion have no tolerance for fighting. The facility and league director will determine suspensions based upon an objective assessment of each incident. BE FOREWARNED, Severe suspensions will be imposed for fighting. The throwing of a single punch will result in a minimum one-year facility suspension.

## Ball Size

- U-13 through adult - Size #5 ball
- U-9 through U-12 - Size #4 ball
- U-8 and under – Size #3 ball
- Soccer Tots – Size #3 ball

## Number of Players

- U-8 and younger ~ six players, one of whom is a goalkeeper, keepers are excluded in U6/U4
- U-10 on small field ~ five players, one of whom is a goalkeeper
- Large field games, regardless of age ~ eight players, one of whom is a goalkeeper

## Equipment

- Flat-soled turf shoes designed for artificial surfaces or tennis shoes must be used. Cleats, turf studded shoes, hard soled street shoes, boots, soft soled slipper shoes or bare feet are not allowed on the field.
- The goalkeeper must wear colors to distinguish him/her from all other players.
- Each player is required to wear approved shin guards covered by socks.
- The goal keeper or other players wearing any kind of protective gear (i.e. knee pads) must wear the soft cushioned type. No hard plastic protective equipment is allowed.
- Knee braces are allowed on the condition that any potentially harmful edges or protrusions are adequately padded. The referee has the right to disallow any potentially harmful knee braces.
- Players with casts must have them wrapped in a foam wrap to the satisfaction of the referee and present them to the referee for inspection before the game. By allowing them to play, Callaway Soccer and Fusion in no way accepts responsibility for any aggravation of the injury that may occur while playing.
- Any jewelry must be removed or covered by tape per referee's instructions and/or discretion. All other equipment the referee deems dangerous will not be allowed.

## Game Clock

- Each small field match, excluding 3v3 (all age groups) shall consist of two 20 minute halves.
- The scoreboard is the official game time. The match is over when the scoreboard sounds unless stoppage time has been deemed necessary by the referee for intentional delay of game within the last 30 seconds of the game clock.
- Halftime is no longer than five minutes in duration. In the interest of time constraints the half-time may be shortened to make up lost time due to injuries or other stoppages in play.
- Time between games shall be a maximum five minutes and teams are required to be ready to play. The score clock will be set between matches and when the display time expires both teams must be prepared to start the match.
- The referee has the discretion to start the game clock at this time in order to keep games on schedule.
- The clock may be stopped for serious injuries only at the discretion of the referee.
- When time is stopped for injury, the injured player must leave the game for a substitute and, if able to resume play, may not re-enter the game for a minimum of two minutes following the resumption of play.
- Any player who suffers a head injury will not be allowed to re-enter the game.
- If it is the goalkeeper whose injuries require the clock to be stopped and he/she is able to continue play a substitution is not required and the play may continue unless the injury is to the head as stated in above.
- After the time between games or after the halftime has expired, the game clock will be started regardless if the teams are on the field, prepared to play. The referee will start the game when both teams are ready.
- The referee may start play before one or both teams are ready if the referee thinks the team is not adequately preparing themselves for the game or simply stalling. Any goals scored after the referee's whistle count regardless of the team's readiness.

## **Start and End of Play**

- The minimum amount of players for the start of a game is four players, one of which is a goal keeper.
- Each team must designate a team captain to the referee before each game.
- A forfeit is declared when a team is unable to put the minimum number of players on the field within ten minutes after the scheduled start of the match. The game clock will continue to run while the team is attempting to field their players and the time elapsed will not be reinstated.
- The designated visiting team will kick off to begin the match. The designated home team will kick off to begin the second half of play.
- A goal can be scored directly from a kickoff.
- A kickoff must be played within five seconds of the referee's whistle or the opposing team is awarded the ball. The kickoff is not required to go forward; it may be played immediately backward on the referee's whistle.

## **Team Boxes**

- The Home Team is the first name listed on the schedule.
- Teams will switch sides but not benches at halftime.
- No one except coaches and players currently playing on the team are allowed in the team boxes with a maximum of two coaches per team.
- No children other than those playing the present game are allowed in the boxes or on the field before or after the game or during half time. Team managers and referees will strictly enforce this rule.
- Videotaping or photography is prohibited from the team boxes.
- Glass containers are prohibited in the team boxes.
- Players are asked to exit the team box immediately after the game and hold player conferences, discussions, etc. in another part of the facility.
- Players are asked to pick up all their belonging and trash immediately concluding the match.

## **Ball Out of Play**

- The ball is out of play when it touches any netting above the perimeter wall.
- The ball is out of play when it makes contact with the facility superstructure.
- The ball is out of play when it makes contact with a player or spectator outside the arena walls.
- When the ball hits the side netting, a free kick is awarded to the opposing team. The ball shall be placed approximately three feet out from the wall where the ball went out of play.
- When the ball hits the superstructure, lights or ceiling the opposing team is awarded a free kick at the closest white dot on the red or center line from where the ball struck the object. Play resumes on the referees whistle.
- Players have five seconds to put a free kick into play once the ball has been placed in the designated spot.
- The ball is still in play when it hits the top of the wall or one of the corner wall pads.
- When the ball strikes a member of the team bench while still within the playing area (hands/arms over the boards) the opposing team will receive a free kick 1 yard from the spot where the ball hit the team member.

### **Three Line Violations**

- A three line violation is defined as the ball having crossed, in the air, over both red lines without touching the perimeter wall or another player between the two lines.
- Passing the ball three lines toward your own goal is allowed.
- A three line violation will result in the opposing team being awarded a free kick from the designated white spot on the red line closest to the violating team's goal.
- Any team playing with two players less than the opposing team shall not be penalized for violating the three line rule.

### **Fouls**

A free kick shall be awarded to the opposing team from the point of infraction, for a player who commits any of the following offenses:

- Inadvertently kicks or attempts to kick an opponent while attempting to strike the ball.
- Inadvertently trips an opponent while attempting to play the ball.
- Inadvertently charges an opponent from behind while attempting to play the ball.
- Intentionally obstructs an opponent when not in possession of the ball. This includes standing between the opponent and the ball so as to form an obstacle. Obstruction is not called when a player has a ball and is shielding so as to prevent an opposing player from stealing the ball or if the ball is kicked downfield and a player attempts to run through an opponent who has established position.
- Inadvertently pushes a player into the boards.
- Pushes a player in an attempt to prevent them from getting to the ball.
- Plays in such a manner so as to be deemed out of control.
- Charges the goalkeeper.
- Plays the ball while lying on the ground or while having a hand/knee on the ground.
- Intentionally plays the ball with the hands.
- If a player holds an opponent in an effort to prevent them from going to the ball.

The advantage rule may be applied to allow play to continue when the team against which the foul has been committed will actually benefit from the referee not stopping play. The referee will not whistle to restart play unless a player requests the referee measure the opposing team's wall distance. All foul calls are at the discretion of the referee. All of the above calls may result in a time penalty (blue, yellow or red card) depending upon the intent or degree of the violating player, as determined by the referee.

### **Restarts Top of the Arc**

The following goalkeeping restrictions shall cause the referee to stop the play and award a free kick to the opposing team at the top of the restraining arc:

- If the goalkeeper uses his/her hands when the ball is passed directly from the foot of a teammate.
- The goalie may not reach outside the box and use their hands even if they are standing in the box.
- The goalkeeper with the ball in their hands has five seconds to distribute the ball out of the box.
- Dropping the ball to his/her feet inside the box does not stop the count but is allowed.
- The goalkeeper may not go outside of the box and play the ball into the box and pick it up with his/her hands.
- If the goalkeeper begins a slide inside the box (allowed) and as a result goes outside the box.
- Hand ball inside the arc by a defending player will result in a shoot out.

## **Substitutions**

Substitutions in all games will be done on the fly. The player coming onto the field must come on at the same place as the person coming off, within 3 yards. Any of the other players on a team may change places with the goalkeeper during a stoppage of play. The referee must be informed before a goalie change is made.

## **Time Penalties**

Time penalties result in the violating player having to remove themselves from play for the designated time. The violating player's team may not replace that player on the field until the full time penalty has been served. Time penalties are broken into the following categories:

- Bench time penalties - two minutes
- Penal times penalties - two minutes
- Unsportsmanlike conduct - two minutes
- Cautionary time penalties - four minutes
- Ejectable time penalties - five minutes
- Incidental foul language - two minutes

### **BLUE CARDS (2 minutes):**

Bench, penal and unsportsmanlike conduct time penalties shall be indicated by the referees showing a blue card and announcing to the player that he/she will be serving a time penalty, as well as the nature of the penalty. A player receiving two blue cards in the same game will be issued a yellow card. Any player receiving three blue cards in the same game will be issued a red card.

Incidental foul language or spitting on the field will result in a blue card being issued and the player receiving a two-minute penalty for the player but the team will be able to substitute for that player while he/she is in the penalty box.

### **YELLOW CARD (4 minutes):**

Cautionary time penalties shall be indicated by the referee showing a yellow card and announcing to the player that he/she will be serving a time penalty, as well as the nature of the penalty. A player who has received a yellow card as a result of having received two blue cards will be required to serve two additional minutes in the penalty box. A player receiving any other penalties after a yellow card and a blue card have been issued will be issued a red card and ejected from the game.

### **RED CARD (5 minutes):**

Ejections shall be indicated by the referee showing a red card and announcing to the player that they are ejected from the game and the reason for the ejection. In addition, a red card results in a five minute penalty to be served by the alternate player. The full 5 minute penalty will be served regardless of scores. Players receiving a red card are suspended from the next game in the division he/she was playing in at the time of the red card.

### **SHOOTOUT PENALTIES:**

A shootout may be awarded if in the opinion of the referee, a team is denied an obvious goal scoring opportunity through an opponent's foul. Also, the attacking team shall be awarded a shootout if the defending team receives a card due to a foul occurring in their own penalty area or by any deliberate handling violation by the defending team within their own penalty area.



## **Serving Penalties**

- All players, excluding the goalkeeper, must serve their own penalties.
- If a goal is scored against the team that is playing shorthanded then that team may return a player back onto the field but the player who was penalized must continue to serve their two-minute penalty.
- A team with more than one player serving a penalty when a goal is scored against them may add only one player back on the pitch and it cannot be a player serving the penalty. This applies to 4 minute penalties as well.
- When a team has two players in the penalty box and a goal is scored by the opposing team, only the first player penalized can be replaced. If another goal is scored, the second player may be replaced even though both players must serve out their penalties in the box.
- In all cases where a two-minute penalty is issued the team will play shorthanded (except for incidental foul language and spitting).
- When both teams have two (2) players serving penalties and a goal is scored neither team can add a player until the full two minutes has been served.

## **Blue Card Penalties**

A player who commits any of the following offenses shall be penalized by the referee, issuing a blue card which will result in the player serving a two-minute penalty. Once a blue card has been issued the penalty time will not begin until the player has entered the penalty box.

- Intentionally trips an opponent.
- Charges an opponent in a violent or dangerous manner.
- Intentionally uses his/her hand to play the ball. If this occurs in the penalty area a shootout will be awarded.
- Holds an opponent in an attempt to prevent him/her from playing the ball.
- Intentionally pushes a player to knock him/her off the ball or after he/she has been fouled.
- Propels an opponent into the boards in a violent manner. A trip which inadvertently causes a player to make contact with the boards would not result in a boarding call.
- Any slide whether offensive or defensive, where a player slides towards the ball or another player in an effort to steal or kick the ball is not allowed. A slide could be considered to reach for the ball by having to go to one knee.
- Kicks or strikes the goalkeeper in possession of the ball while attempting to play the ball.
- Fails to stand 15 feet from the ball after it is spotted and then struck by the ball. If after giving 15 feet, the opposing player moves toward the ball and is struck with the ball they will serve a penalty. The opposing player must have a reasonable amount of time to yield the 15 feet before there is an infraction.
- Once issued a blue card, a player who does not immediately proceed to the penalty box. The delay will result in a second blue card which will be accompanied by a yellow card. If a player continues to refuse or delays the game he/she will be issued a third blue card accompanied by a red card and an ejection from the game.
- A team with too many players on the field of play will be penalized with a two-minute penalty not designated to any one specific player.

### **Blue Card Penalties** *(continued)*

- Unsportsmanlike conduct will result in a time penalty where unsportsmanlike conduct includes but is not limited to the following: Persistent disregard for the rules Any dissent by word or action of a referee's decision Taunting the opposing team in a manner so as to cause confrontations encouraging players by word or action to foul, harm or retaliate against the opposing team Obstructing the goalie in any manner, as they attempt to distribute the ball with his/her hands Making a loud noise or action intended to distract a player on a free kick or a penalty kick A team committing five fouls in a half will be assessed a two-minute penalty and a player from that team must enter the penalty box

### **Yellow Card Penalties**

A Yellow card or cautionary penalty shall be issued for the following infractions:

- A player persistently infringes on the rules.
- A player persistently dissents by word or action any referee's decisions.
- A player is guilty of persistent unsportsmanlike conduct.

### **Red Card Penalties**

- Red Cards are issued for the following infractions followed by ejection from the game. A player issued a red card for fighting or abuse of a referee will be required to leave the building. Any player refusing to leave after being asked by the person in charge, whether it is a referee or office personnel, will result in the police being called and a complaint filed.
- Kicks or attempts to kick an opponent in a violent manner, when not attempting to play the ball, or in retaliation for a perceived foul
- Spits at an opponent
- Strikes or attempts to strike an opponent whether as the aggressor or in retaliation for a perceived foul
- Is guilty of a violent conduct or serious foul play
- Uses foul or abusive language in a confrontational manner
- Fighting regardless of the reason
- Any abuse of the referee whether it is verbal or physical. Verbal abuse may be defined, but is not limited to, swearing at or threatening a referee, or disputing a call in an overly aggressive manner, in an attempt to intimidate the referee
- Any player who leaves the bench to become involved in a fight. If more than one player from a team leaves the bench, the players leaving the bench will be assessed red cards. The game will be stopped and the team who's players left the bench will be assessed a forfeit for that game. In the event that players from both teams leave the bench, the players who left the bench will be issued red cards, the game will be stopped and both teams issued forfeits for that game.

### **Ejections and Suspensions**

- A person receiving a red card will be ejected from the game and will receive at least a one game league suspension. The judiciary committee will determine the necessity of further sanctions, based upon the degree of the violation. Sanctions will vary from three game league suspensions to permanent Callaway Soccer and Fusion expulsion.
- A person receiving two red cards in one session will be expelled from the Callaway Soccer and Fusion for at least eight weeks.

## Ejections and Suspensions *(continued)*

- A person who attempts to intimidate the referee by the threat of physical abuse, pushing, or attempting to make contact with the referee will be suspended from all play for one year.
- A person who strikes or attempts to strike a referee (or any employee) shall receive a permanent Callaway Soccer and Fusion expulsion.
- A person observed intentionally kicking a ball at unprotected walls or lighting fixtures will be given a warning and then a suspension from the facility.

## Restarts:

### Kickoffs -

- On a kickoff the ball may be kicked in any direction. A goal may be scored directly from a kickoff.
- All players must be on their own side of the field at the start of either half of a match. If they are not they must go to their side before becoming involved in the play already started.
- Whistle is necessary for taking a shootout penalty kick, corner kick, kickoff and a 3 line violation.

### Out of Bounds

- Keeper re-starts: When the whole of the ball passes over the end perimeter wall between the corner marks (excluding that portion between the goal posts and under the crossbar) having last been played by a player of the attacking team, play shall be restarted with a throw in. The throw in is taken by the keeper on the opposing team from any point within the penalty area. The ball is not in play until it has left the penalty area and has been distributed to another player outside the penalty box. The goalkeeper has five seconds from the whistle to play the ball.
- Injury stoppages: Play will restart with the team in possession at the moment the injury occurs. If neither team has clear possession the match will be restarted with a drop ball.
- Violations/kicker: If a player taking a goal kick plays the ball a second time after it has passed outside the penalty area but before it has been touched by another player, a free kick shall be awarded to the opposing team at the top of the arc. When the whole of the ball having last been played by one of the defending team passes over the end perimeter wall between the corner flags, excluding when a legal goal is scored, a member of the attacking team shall take a corner kick. A goal may be scored directly from such a kick. Placement: The whole of the ball shall be placed on the corner mark at nearest corner flag and kicked at referees whistle.
- Goalkeeper change during the game: No time shall be given *(same as afield player)*.
- Drop Ball Restarts: May be used by referee to restart play that has been delayed by two players trapped with ball along border.

### Free Kicks - *(All Direct including Kickoff)*

- Opposing players shall quickly yield 15 feet from the ball. Dissent upon a request from the official shall result in a blue card being issued (two-minute penalty).
- The player taking the kick cannot play the ball again until someone else touches the ball.
- If a player taking the kick delays longer than five seconds after having been signaled to play by the referee, the ball shall be turned over to the opposing team to take the restart.

### Shoot Outs -

- If the clock stops for halftime, the penalty kick shall be taken at the start of the second half.
- If the clock stops for the end of the game, prior to the penalty kick, then the penalty kick will immediately be taken by one of the players on the field at the time.
- Once the ball is spotted and the goalkeeper has stated that he/she is ready the player kicking the ball has five seconds to play the ball.