Rules of Play for Indoor Soccer

**Behavior:**

1. **No Fighting - Period! Any Spectator, Player, Coach, and/or team involved in a fight will be banned from T-CYSA/LifeQuest for the time set by T-CYSA. No Refunds!!!!**
2. **All behavior and language need to be kid appropriate and family friendly.**
3. **Players cards must be current and with coach at time of soccer match. Referees will check everyone’s cards and rosters. Only players on team roster can play.**
4. **Spectators, players, and coaches MUST pick up after themselves and throw trash in the garbage and clean up any water/drink they have spilled or anyone in their group has spilled. Repeat offenders will be fined up to $100 per incident.**

**Game Play:**

1. Games will begin on the top of the hour with 2 – 25-minute halves and a 5-minute halftime. Games must start and end on time!
2. Shin guards are required. No jewelry.
3. Players may only play on the team they are rostered. Players cannot interchange teams.
4. Goalies may hold the ball for 5 seconds, but then must put the ball on the ground.
5. Goalies must be given space while holding the ball. This means challenging goalies inside the goalie box is not allowed if they are holding the ball. Once the ball is on the ground the goalie may be challenged.
6. If a goalie has one hand on the ball with the ball under control, they may not be challenged.
7. The Goalie may not throw the ball past half field without first touching a player, wall or field before the half line.
8. Goalies can pick up the ball inside of the goalie box: if they defended a shot on goal or receive a pass from their own teammate. The goalie may not ROLL THE BALL AGAINST THE WALL AND PICK IT UP NOR KICK IT AGAINST THE WALL AND PICK IT UP.
9. Once the goalie has picked up the ball the opponent must retreat the goalie box immediately. They may challenge outside of the goalie box. Any misconduct inside the box is an automatic Yellow Card and if egregious can result a second Yellow Card.
10. The wall can be used as a player, from free kicks you can pass the ball off the wall and start play.
11. If the ball touches the net on the wall or ceiling, then it becomes the other team’s ball at the spot where the net was contacted.
12. If a player is given a free kick for any reason, they must be given three feet of space to play the ball and
13. Players may not put two hands on the wall to brace themselves for a challenge; if they do then it will be a direct kick for the opposing team the defending player must not move to block the pass. This includes corner kicks.
14. No body checking against the wall.
15. Mercy rule: if a team goes up by 10 goals, they must drop a player until the goal difference reaches 5 goals, then the dropped player may return to the game.
16. Games will start no later than 10 minutes after the hour. The game will begin, and team missing players will play down. A forfeit can be called if no more than 4 players are available. Half-time will be shortened for a late game start.

**Penalties:**

1. Yellow card: player will leave field for two minutes and team will play down during this time, unless the other team scores before the 2 minutes has expired. A second yellow card will result in removal of the game and not carry over to the next game.
2. Red Card: Player will be asked to leave the field and soccer house. 2 Red Cards in one season will result in team losing that player for the remainder of the season.