



INDOOR SOCCER

(A) THE INDOOR SOCCER TEAM

1. Senior 4 a side consists of 1 goal keeper and 3 field players.
2. Senior mixed 5 a side consists of 1 goal keeper and 4 field players - no more than 3 male players are permitted on the court at any time.
3. Senior 6 a side consists of 1 goal keeper and 5 field players.
4. Juniors from 5 years of age to 11 years of age have a total of 6 players per team.
5. Juniors from 12 year to 14 years have a total of 5 players per team.
6. Juniors from 15 years to 18 years have a total of 6 players per team.
7. All forms of indoor soccer may have unlimited registered players, however only a maximum of 3 subs are permitted per game and players must have played a minimum of 5 games in a season to qualify for finals and prizes.
8. Teams must have at least half of their own players on the court to qualify as an official game.
9. Fill in players may be used however they must inform the opposition, and be from equal or a lower division. If not - the offending team will forfeit the game and have 2 match points deducted from their results.

(B) OFFICIALS

1. The referee (ref) will nominate which team is to kick off.
2. The ref will be the sole judge of fair and unfair play. Counter staff will support a refs decision.
3. Players can be sent off for any length of time (refs discretion). A replacement player may be used. If no registered team substitute is available - no fill in player is permitted to play.
4. The games are centrally timed and are not individually timed by the ref, unless a game is taken into extra time in a finals fixture.
5. The referee or centre management may forfeit a game or disqualify a team if competition rules are not observed. It is the responsibility of every player to know and understand the rules.

(C) UNIFORMS

1. All teams must have matching coloured shirts by the third competition game. They may be purchased from the centre or independently.
2. A maximum of 2 competition points will be deducted each week a team fails to wear a matching uniform.
3. Bibs do not constitute matching uniforms.
4. Goalkeeper shirts can be different from the team colour.

(D) GAME FEES

1. Every player must pay an annual centre membership fee that is valid from the date of payment and is active for 12 months. The cost is \$30 for junior players per year and \$40 for senior players per year. Discounts to other centre facilities are included with the yearly membership.
2. One member from each team is responsible for paying the entire game payment. Individual payments are not excepted unless it is an eftpos transaction (which attracts a 5% surcharge).
3. If there is any team money outstanding - game fees or annual membership fees - semi final positions may be awarded to the next fully financial team immediately lower on the competition ladder. It is up to each team to check on their financial status throughout a season.



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(E) GAME TIMES

1. All games consist of 2 x thirteen minute halves - except for mixed soccer which has 4 x nine minute quarters.
2. In the event of a draw in a semi final or final, the game will extend for an extra 5 minutes only. Golden goal rules apply.
3. If a game is still drawn after extra time - penalty shoot out will be observed. Best of 5 goals is the winner.

(F) BASIC RULES

1. A kick-off can be taken in any direction.
2. Play is continuous off all nets except the roof (play-on in juniors up to 11 years). A free kick to the non-offending team will be awarded directly under the position where the ball approximately hit the roof. A save by the goalkeeper that hits the roof will be restart by the keeper unless it distinctly touches the roof outside the keepers half circle. This will result in a free kick to the opposition.
3. A goal can be scored from a kick off.
4. No "off-sides" except at kick offs.
5. Goals may not be scored from inside the goal circle.

(G) COMPETITION POINTS

1. The position of each team in the competition shall be determined by the accumulated points awarded, based on the results of the games. The competition points shall be awarded as follows:

3 competition points for a win

2 competition points for a draw

1 competition bonus point for each 3 goals scored

1 competition point for a loss and paid in full on the night of game

(H) GOALKEEPER RULES

1. The goalkeeper is the only player allowed to touch the ball inside the goal circle.
2. A defending player who touches the ball within their teams goal circle will result in a penalty.
3. An attacking player who touches the ball within the oppositions goal circle will result in a goal keepers restart.
4. The only occasion a goal keeper is permitted to touch a ball outside the goal circle is when the ball is bouncing. Both feet of the keeper must be inside the goal circle and the ball is not to be picked up directly from the court surface.
5. Restart of play by the keeper is optional (ie throw, roll or kick the ball back into play) - however the keeper is not to kick the ball over half way. A free kick will be awarded to the opposition from the half way line.
6. The keeper has 5 seconds to release the ball back into play - 1 warning by the ref will be given - then a direct free kick will be awarded to the non-offending team.
7. Goal keepers cannot score directly from a throw - the ball must touch another player on the field.
8. The goal keeper can not play the ball outside or leave the goal area after making a save or step out of the area after releasing the ball by throwing, punching or kicking it. Any infringement of this rule will incur a penalty kick to the opposing team.



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(I) FREE KICKS

1. A free flowing game is encouraged - at the referees discretion "advantage" and "play-on" will be supported wherever possible.
2. Offending players must retreat 2 metres from the ball whilst the free kick is being taken. Any movement by the offending team - such as raising a foot forward to prevent the free kick will result in a retake of the free kick.
3. If a player deliberately traps the ball against the net or a corner, a free-kick will be awarded to the non-offending team.
4. If a player deliberately hangs onto any net to obstruct the opposition (except to quickly gain balance) a free-kick will be awarded to the non-offending team.
5. When taking a penalty kick the goalkeeper must stand level with the goal posts & can not move forward until the ball has been kicked. The ball is to be placed 2 steps away from the extreme edge of the goal keepers circle by the referee.
6. If the goal keeper moves forward before the ball is kicked and a goal is not scored, the kick will be retaken.
7. All other players must remain behind the red line until the ball is kicked. The player kicking the penalty can only take 2 steps back from the ball.

(J) SUBSTITUTES

1. A maximum of 3 substitute players are permitted to play per game. However unlimited substitutions are permitted during the game.
2. Substitutes may be made at any time during the game. Substitutions may only take place at the court entrance closest to their teams goalkeeper. If a goal is scored due to the direct result of a substitution taking place at the opponents end, the goal may be disallowed. This is at the refs discretion.
3. If a team has enough registered team players to field a squad - borrowing of other independently registered team players as substitutes is not permitted. The game may be abandoned and points awarded to opposition.

(K) INFRINGEMENTS & SUSPENSIONS

1. Any player that receives 2 warnings (or 2 yellow cards) during a game will automatically receive a 1 week or match suspension, commencing from the 2nd yellow card/ warning he/she received. 2 warnings per player correspond to a send off.
2. Any player sent off (Red Card) will receive an automatic suspension (see send off and Suspensions). If a player is sent off a second time during the same competition they will be suspended for the remainder of the round games, including the final series. Any player or team sent off during semi, finals or grand finals will not be entitled to prizes.
3. The referee's decision is final in all matters relating to the game. At no time during the game should a player question the referee. The referee is not obliged to explain his/her decision. Any team or player that has a query must see the counter staff after the game. Swearing or any abuse directed at the referee will be an automatic expulsion from the game.
4. Specific infringements and suspensions are as follows:
Any player sent off will have an automatic one week/game suspension or the following:
 1. Aggressive language or behaviour towards the referee, staff or players - 1 GAMES
 2. Persistent misconduct after previously being cautioned - 2 GAMES
 3. Attempting to strike or kick a player - 2 GAMES
 4. Deliberate foul or late tackle on a player - 3 GAMES
 5. Deliberately striking/punching, a player - INDEFINITE SUSPENSION (Minimum one year) - MANAGERS DISCRETION.
 6. Spitting at a player - INDEFINITE SUSPENSION (Minimum one year) - MANAGERS DISCRETION.

If an entire team is involved in an on-court brawl - the entire team will be suspended. Game points will not be awarded to either team - or in the case where the altercation was obviously started by one team - the non offending team will be awarded "win on forfeit points" ie 3 points. The suspension time frame of the offending team will be decided by the Hills Indoor Sports Centre Management.