



Minot Soccer Association

Indoor Soccer Laws of the Game

Adult League

Rule 1: The Field of Play

Minot Soccer Association will be using 2 fields simultaneously marked with Futsal Field markings.

Rule 2: The Ball

A FIFA approved indoor ball shall be used. Game balls will be distributed to the referee prior to the game and returned by the referee to the MSA officials following the game.

Rule 3: The Players

There is a limit of 10 players to each roster. Rosters may be coed. Each player must be on the roster at time of check in. The game will be played with 5 players on the field at one time, one of whom must be identified by contrasting jersey or training vest as the goalkeeper. Players may only play on one team per division. Teams may not pick up non-rostered players. If it is found that a team is playing with a non-rostered player for their team the game will be a forfeit and the points will be awarded to the opposing team. If both teams are found to be using non-rostered players then the game will be considered a forfeit for both teams and no points will be awarded. **Players must be 14 years of age by their first game. No players can be added to a team within 2 weeks of playoffs. Coordinators will meet with teams if they believe they are in the wrong league.**

The game will not start with less than 3 players. If a team is left with less than three players at game time, the game will be abandoned and scored as a forfeit.

Rule 4: Players' Equipment

Players on the same team must wear the same color of jerseys, shirts or training vests. If both teams share the same color jerseys, shirts or vests, the home team shall be required to change its color. The home team is the team listed first on the match schedule. Goal keepers must wear jerseys or training vests in a color or pattern that distinguishes them from field players. Players may not wear jewelry, accessories, metal zippers or anything which poses a danger to themselves or other players. Canvas or soft leather training or gymnastic shoes may be used. Shoes with any type of spike or cleat may not be worn. Age appropriate shin guards must be

worn which shall be entirely covered by socks.

Rule 5: The Referee

Each game will be controlled by either one or two referees charged with the responsibility to enforce these Rules of the Game. Any disputes must be taken up with Coordinators and they will determine the final outcome

Rule 6: Duration of the Match

Games will consist of two (2) twenty-five (25) minute halves with a two (2) minute half time break. The referee or referees will keep game time. Except as otherwise determined by the referee, the clock will run continuously, with no stoppages for out of bounds or other restarts. Referees will have the discretion to extend game time following injuries and other extended stoppages of play.

Rule 7: Start and Restarts of Play

All teams must check in prior to the start of their game. Teams must be in attendance and ready to play 15 minutes prior to game time. Failure to do so may result in forfeiture of the game.

Kickoff: A kickoff starts the match, starts the second half, starts each period of overtime and starts play after a goal has been scored. The home team will take the kickoff to start the match as well as the kickoff for the first overtime period. The visiting team will take the kickoff for the second half and the second overtime period. The ball is in play when it moves forward or backward. A goal may not be scored directly on a kickoff.

Out of Play: The ball is out of play when it has wholly crossed the goal line or touch line, play has been stopped by the referee or if the ball touches the ceiling. If the ball touches the ceiling play will be restarted with a kick in.

Dropped Ball: If neither team has clear possession of the ball when play is stopped, play will be restarted by the referee with a dropped ball at the place where the ball was located when play was stopped. If the ball was in the penalty area when play was stopped, the ball will be dropped on a spot on the penalty arc closest to the location of the ball when play was stopped. A dropped ball must touch the floor before it can be played. A goal cannot be scored directly from a dropped ball. After the dropped ball, the ball must be touched by another player before a goal can be counted.

Free Kick: Prior to a free kick, the ball must be stationary. At the time of the kick, all players from the opposing team must be at least three (3) yards from the spot of the kick.

Kick In: When the ball wholly crosses the touch line, play is restarted with a kick in by the opposing team of the player that last touched the ball. For kick ins, the ball must be placed on the touch line nearest to the point where the ball crossed the touch line going out of bounds or ceiling. Prior to the kick in, the ball must be stationary. Once stationary, the ball must be kicked in within five (5) seconds. At the time of the kick in, all players from the opposing team must be

at least 3 yards from the spot of the kick. A goal may not be scored directly on a kick in. When the ball wholly crosses the goal line other than between the two goal posts and under the cross bar, play will be restarted by a goal keeper throw in or a corner kick, depending upon which team last touched the ball.

Goal Keeper Throw In: When the ball goes out of bounds, over the goal line and is last played by an opponent, play is restarted by the goalkeeper throwing the ball back into play. The ball may not be thrown cross the half line without touching a player or the ground first. (violation: Indirect Kick) There is a 5 second limit on each goalkeeper's possession of the ball (control of the ball with hands and feet) within the goalkeeper's defensive side of the field, regardless of whether within the penalty area or outside of the penalty area. Opposing players may not enter the penalty area. Play restarts as the ball crosses out of the penalty arc (whether in the air or on the floor) or if a player receives the ball from the goalkeeper within the penalty area. A goal may not be scored directly on a goalie throw in. Goalkeepers in C league may only score from their own defensive half; A & B league goalkeepers may score from anywhere on the field of play.

Corner Kick: If the ball wholly crosses the goal line and is last touched by the defending team, play is restarted with a corner kick. Prior to the corner kick, the ball must be placed at the intersection of the goal line and the touch line and be stationary. Once stationary, the ball must be kicked within 5 seconds. At the time of the corner kick, all players from the opposing team must be at least 3 yards from the spot of the kick. The ball is in play when kicked and the kicker cannot play the ball a second time until it has been touched by another player. Corner kicks are direct kicks.

Rule 8: The Method of Scoring

A team scores a goal when the whole of the ball legally passes over the goal line between the two goal posts and under the crossbar. The team scoring the greatest number of goals during a game is the winner. If both teams score the same number of goals, the match is a draw (unless tournament rules otherwise require). A goal may be scored directly from a direct kick; a goal may not be scored directly on a kick in, an indirect kick, kick off, or goalie throw in.

Rule 9: Fouls and Misconduct

All fouls will be indirect free kicks unless the foul occurs in the goal box, then a Direct penalty Kick will be awarded.

Indirect Free Kick:

An indirect free kick is taken from the spot on the floor where fouls occurred. Prior to the indirect kick, the ball must be stationary. Once stationary, the ball must be kicked within 5 seconds. At the time of the indirect kick, all players from the opposing team must be at least 3 yards from the spot of the kick.

Indirect Free Kicks: An indirect free kick is awarded to the opposing team if the goalkeeper:

- a) Receives the ball from a teammate with his hands except if it is headed back to the keeper.
- b) Possess the ball more than 5 seconds in his defensive half, regardless of whether control is gained or maintained by the goal keeper's hands, feet or both. An indirect kick awarded as a result of an infraction taking place within the penalty area is taken from the spot on the penalty arc closest to where the infraction was committed. Prior to the indirect kick, the ball must be stationary. Once stationary, the ball must be kicked within five (5) seconds. At the time of the indirect kick, all players from the opposing team must be at least three (3) yards from the spot of the kick.
- c) Any sliding on the field will result in an indirect kick to the opposing team (yellow card will be issued if sliding is at an opponent.)

Cautionary Offenses: A player will be cautioned (yellow card) for the following offenses:

- a) Unsportsmanlike conduct
- b) Dissent by word or action
- c) Persistent infringement of the rules of the game
- d) Purposely delays restart of the game
- e) Fails to respect the three (3) yards when the opposing team is taking a corner kick, kick in, free kick, or a penalty kick.
- f) Except for substitutions, enters, reenters or leaves the field without the referee's permission. For a cautionable offense, the opposing team is awarded an indirect kick from the spot on the floor where the infraction occurred. If the infraction occurred within the penalty area, the indirect kick is taken from the spot on the penalty arc closest to location where the infraction was committed.
- g) Slide Tackles an opponent

Sending Off Offenses: A player is sent off (red card) for the following offenses:

- a) Serious foul play
- b) Violent conduct
- c) Spitting at another player or the referee
- d) Denying the opposing team an obvious goal scoring opportunity by an offense for which a direct kick or penalty kick would be awarded
- e) Denying the opposing team an obvious goal scoring opportunity by handling the ball (not applicable to defending goalie)
- f) Using offensive, insulting or abusive language
- g) Receiving a second caution (yellow card) in the same game

If a player is sent off for offense (f) above, play is restarted with an indirect kick by the opposing team taken from the place where the infraction occurred. If the infraction occurred within the penalty area, the indirect kick is taken from the spot on the penalty arc closest to the location where the infraction was committed. For the sending off offenses (a) through (d) above, play is restarted with an indirect kick, unless the infraction occurred within the penalty area, in which case a penalty kick is awarded. When a player is sent off, the player may not reenter the game and must leave the building. A replacement player may not enter onto the field. Players and coaches receiving red cards will sit out the remainder of the game and the following game within the division the card is received. Coaches receiving red cards will be removed from the

playing area.

Rule 11: Penalty Kick

A penalty kick is awarded against a team for any offense occurring inside the penalty area for any offense other than the following:

Indirect Free Kicks: An indirect free kick is awarded to the opposing team if the goal keeper:

- a) Receives the ball from a teammate with his hands
- b) Possess the ball more than 5 seconds in his defensive half, regardless of whether control is gained or maintained by the goal keeper's hands, feet or both. An indirect kick awarded as a result of an infraction taking place within the penalty area is taken from the spot on the penalty arc closest to where the infraction was committed. Prior to the indirect kick, the ball must be stationary. Once stationary, the ball must be kicked within five (5) seconds. At the time of the indirect kick, all players from the opposing team must be at least three (3) yards from the spot of the kick.

The ball is placed on the first penalty mark, the goal keeper must remain on the goal line until the ball is kicked and the remaining players must be outside the penalty area and at least three (3) yards from the spot of the kick. The ball is played when it moves forward and the kicker cannot play the ball a second time until it has been touched by a second player. If a player on the defending team infringes, the kick is retaken if no goal is scored. If a teammate of the kicker infringes, the kick is retaken if a goal is scored.

League Scoring:

Teams are awarded 3 points for a win, 1 point for a tie; 0 points for a loss, 1 point per goal will be awarded up to 5 goals and 1 point for a shutout. Forfeits are recorded as a 1-0 loss.

- **Each Yellow card infraction by a player will result in a 1 point team loss to their overall team's point standings.**
- **2 yellow cards received in the same game will result in a Red card. This infraction will result in a 1 point loss for each yellow card and a 1 point loss for the Red card for a total loss of 3 points to their team's overall point standings as well as ejection for remainder of game and suspension from the next game.**
- **A straight red card will result in a 4 point loss to their team's overall point standings as well as ejection for remainder of game and suspension from the next game.**

In preliminary play, the tiebreaker procedure will be based on:

1. Winner of head-to-head competition
2. Goal difference (goals scored minus goals against) with maximum 5 goal per game
3. Fewest goals allowed
4. Coin flip

In the final tournament competition, games that end in a tie will be followed by:

- One (1) five minute overtime.
- Each team will start with 3 field players and 1 GK. Each minute the teams must remove 1 player until each team is at 1 field player and 1 GK. (C League the GK may score

from anywhere during overtime)

- Match is sudden victory.
- If the match remains tied following the overtime period, the teams shall go to a penalty kick shootout with penalty kicks taken in accordance with USSF procedures.

Due to the number of teams in the league, one team may be randomly selected in pool play to play an additional game that will not be counted towards pool points. Final League tournament will be decided by MSA on the basis of how many teams are in each League.

Miscellaneous:

There shall be no protests of game results.

MSA reserves the right, and league officials and referees shall have the authority, to remove any disruptive coach, player or spectator from the facility.