

Wilfrid Laurier University – Laws of the Game
2v2 Indoor Soccer



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Precursor: the Playing Philosophy

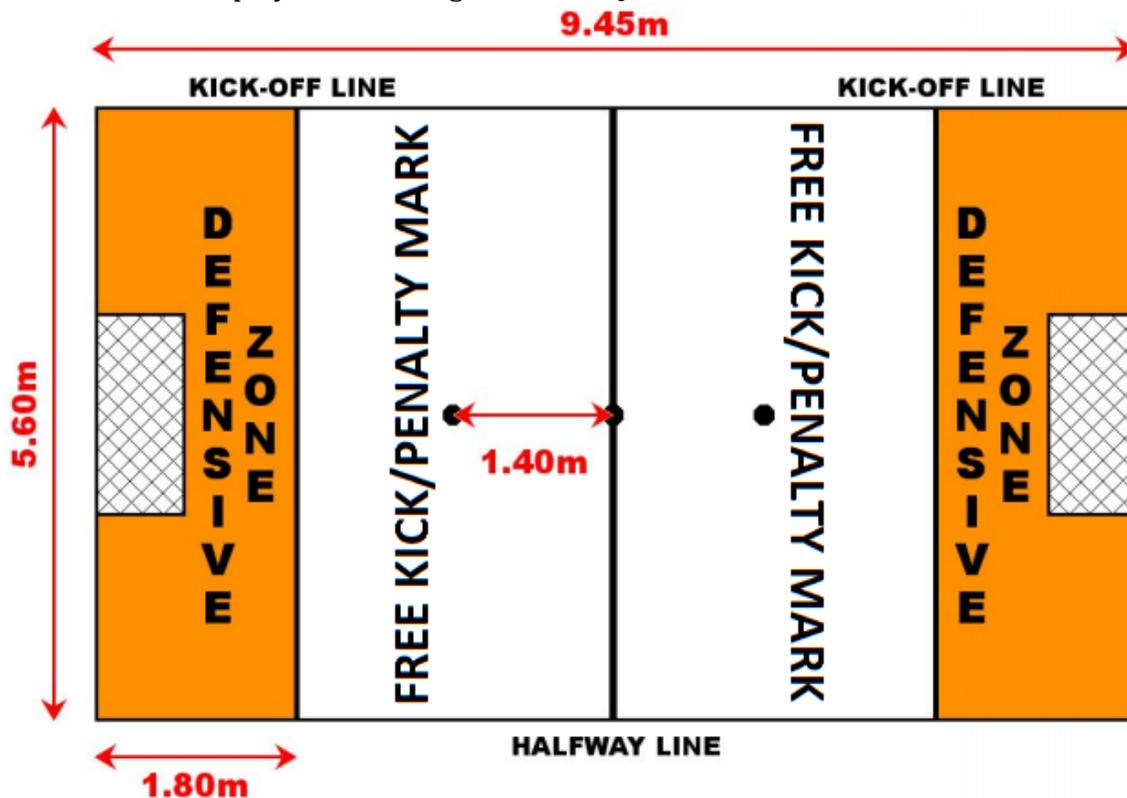
2v2 Indoor Soccer is a fair-play, low-contact sport. Matches of 2v2 indoor soccer place all players in a rather small and enclosed space, making any and all contact that much more prominent.

As a result:

1. Each player is expected to remain in full (and careful) control of his/her body at all times in order to minimize the risk of causing harm/injury to either themselves, the opposing team, or their own teammate.
2. The referees have been instructed to be extremely critical of all contact, especially contact that would otherwise be allowed in regular indoor soccer or outdoor soccer.

Law 1 – The Field of Play

2v2 matches are played inside regular-size SQUASH courts.



Law 2 – The Ball

The ball used for these matches is a standard SIZE 5 soccer ball.

Law 3 – The Number of Players

Each team shall be composed of a maximum of 2 players on the court at any given moment, and a maximum of 5 players on the roster. There is no limit to the number of players of either gender to be on the court as this is an open league.

Substitutions

- Substitutions are to be made in between sets only and the referee must be alerted when players plan on doing so.
- Players may substitute a single player, both players, or no players at all in between sets.

Law 4 – The Player's Equipment

Each player must wear clothing that consists of the following:

- A jersey or shirt,
- Shorts or comfortable pants (i.e. track pants),
- No jewelry or watches,
- Safe and proper footwear (no cleats on an indoor surface).

The two teams must wear colours that distinguish them from each other. The designated home team will be required to wear dark coloured shirts (i.e. black, navy blue, etc.) and the designated away team will be required to wear light coloured shirts (i.e. white, yellow, etc.)

In the event that two teams wear the same colour clothing: the team wearing the wrong colour will be required to either change into a different coloured shirt or wear pinnies.

Law 5 – The Referee

Each match is controlled by the referee who has full authority to enforce the Laws of the Game in connection with the match to which they are appointed. They:

- Control the match,
- Ensure all players meet equipment requirements,
- Acts as the sole time keeper,
- Will take the best approach to each decision made during the course of play,
- Punish or take disciplinary action towards any players guilty of committing an offence,
- Expel any player or team member who fail to conduct themselves in a responsible way,
- Will complete a game sheet at the end of the match detailing the score, player statistics, and team fairplay scores.

The referee will control the match from outside the court, behind the glass wall. **The referee is not in the field of play, as such the players are expected to show restraint**

and be prepared to 'self-referee' the game. Any overly-aggressive behavior will be treated extra severely due to the referee's not-immediate proximity to the players and the dangers of playing in such an enclosed space.

Law 6 – The Duration of the Match

The matches are played in **4-minute long sets** (similar to tennis). The first team to **win 3 sets** (i.e. best of 5 total sets) wins the match.

Tie-Break

- Should a set be tied at the 4 minute mark, a tie-break will ensue
 - The tie-break will consist of a 3-minute long set played by **golden goal** rules (the first team to score a goal during this time limit wins the set)
- If the set is still tied after the full 7 minutes, a penalty shootout will occur
 - During the penalty shootout, the teams must alternate shooters with each shot.
 - Each team will have a chance at 3 shots each. If no clear winner is decided after the first 6 shots (3 per team), then the shootout will progress to sudden death. The winner of the shootout wins the match.

In Between Sets

- Players get a 1 minute break in between sets to get a drink and make substitutions.

Law 7 – The Start and Restart of Play

Kick-Off

A kick-off is a way of starting or restarting play:

- at the start of each set
- after a goal has been scored

The team that takes the kick-off to start the very first set will be determined by the referee flipping a coin. The teams will alternate taking the kick-off for subsequent sets.

- Procedure:
 - The ball is placed at the center of the court and must be played backwards, into the defending team's territory
 - Before the kick is taken, all players on the non-kicking team must remain within their own defensive zone and the other player on the kicking team must remain within their own half.
 - The ball is officially in play after the kicker touches the ball. Players may exit their respective defensive zones at this point.
 - A goal may only be scored from the kick-off if a second player (who can be defensive or offensive) touches the ball before it crosses the goal line and enters the net

Ball Out of Play

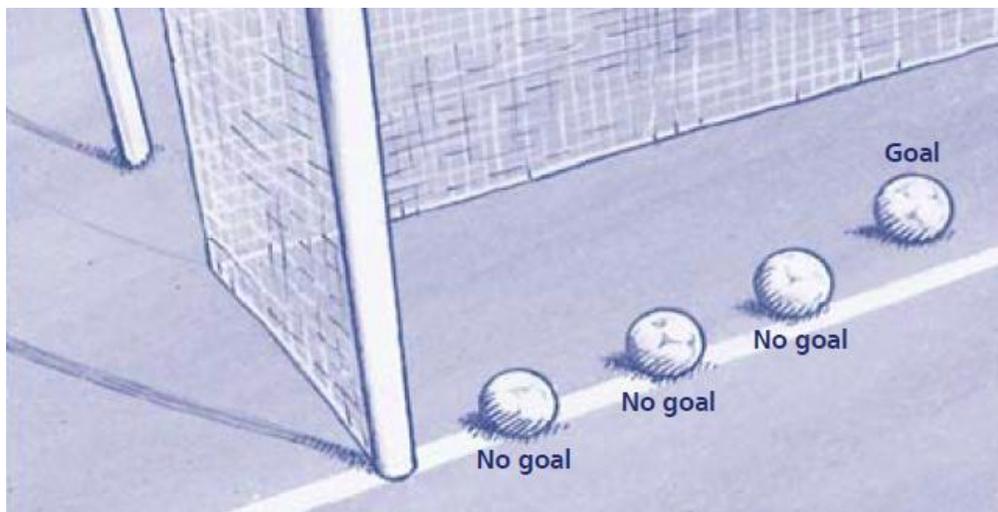
Should the ball go out of play, which includes the instances of:

- The ball coming to rest on the back of the goalnets.
- The ball being kicked out of the court.
- The ball touching the ceiling

A player from the defending team will resume play by placing the ball the free kick mark flat on the ground floor. The first pass is free, after which the play may proceed normally.

Law 8 – The Method of Scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring a goal.



Special Case: The Penalty Kick

In order for a goal to be scored on a penalty kick, the ball must be shot from the penalty kick mark and hit the opposing team's crossbar without having touched any of the walls first.

Law 9 – Fouls and Misconduct

As previously stated, the enclosed space and removal of the referee from the field of play present more dangers to the players. All regular FIFA Laws of the Game apply to 2v2 Soccer, however all infringements involving contact and dangerous play will be treated with extra severity to ensure a safe playing environment.

There will be no slide tackling allowed during any course of a game. If a slide tackle occurs, a free kick is awarded to the defending team (see Law 10).

Any player, during the course of play, who commits any of the following infringements will be subject to a warning to the referee (yellow card equivalent):

- Careless, reckless behavior;
- Charging or holding an opponent;
- Un-sportsmen like behavior (includes improper conduct to referee and any players on the field).

Should any player deem to commit more than one of the above infringements, that player will be subject to leave the field of play and the rest of the game. The team who conceded the expelled player will not play with a player less. Any issue or concern that is deemed as important or urgent will be notified to the Referee-In-Chief for further disciplinary action.

Law 10 – The Free Kick

A team taking a free kick will do so from the free kick mark inside their own half of the field.

Procedure

- All free kicks are direct (they can be shot directly into the net for a goal).
- The ball must be kicked forward.
- The ball cannot be touched again by the kicker until it has either touched:
 - His own teammate
 - A player on the opposing team
 - The wall behind the opposing team's net

During a free kick and until the kick is taken:

- The opposing team must remain in their own defensive zone.

Law 11 – The Penalty Kick

All penalty-kicks are taken from penalty-kick mark in the offensive team's own half.

During a penalty kick and until the kick is taken:

- All defending players must be off to the sides, touching the wall, in their own defensive zone.
- The non-kicking player on the offensive team must be in his/her own defensive zone and does not need to be touching the wall

Procedure

- The ball must be kicked forward.
- In order for a goal to be scored on a penalty kick, the ball must be shot from the penalty kick mark and hit the opposing team's crossbar without having touched any of the walls first.
- If the ball touches a wall before having hit the crossbar:

- The play is live and any player, other than the kicker, can proceed to play the ball. The kicker can only play the ball once it has touched another player or the wall behind the opposing team's net.
- If the ball goes directly into the net without touching the crossbar:
 - The defending team will remove the ball from the net and restart the play with a free kick.
- Just as with the free kick, the ball cannot be touched again by the kicker until it has touched:
 - His own teammate
 - A player on the opposing team
 - The wall behind the opposing team's net

Law 12 – Other Rules

All games played will not have the following rules from regular soccer games:

- No corner kicks;
- Throw-In's/Kick-In's;
- Offsides.

Shoes must be changed outside of the squash court to keep the floor dry, especially on rainy days and in the winter. Belongings must either be kept in the locker rooms (locks are available at the front desk) or just outside the squash courts.