Wilfrid Laurier University – Laws of the Game
Men's Indoor Soccer *Winter 2016*

Law	Name	Page
1	The Field of Play	3
2	The Ball	3
3	The Number of Players	3
4	The Players' Equipment	3
5	The Referee	4
6	The Duration of the Match	4
7	The Start and Restart of Play	4
8	The Ball In and Out of Play	5
9	The Method of Scoring	5
10	Fouls and Misconducts	6
11	Free Kicks	6
12	The Penalty Kick	6
13	The Goal Kick	6
14	The Goalkeeper	7
15	Playoffs	7
16	Yellow and Red Cards	7
17	Other Rules	8

Law 1 – The Field of Play

All matches will be played in the gymnasium at University Stadium. University Stadium is located at 81 Seagram Drive, Waterloo, Ontario. In order to enter the field of play, all players must bring their respective student card.

The field is closed up within four walls, hence there will be no field markings along any sort of touchline. However, the only field marking that will be used is: the center circle and the semi-circle in front of the goalkeeper's goal, which will be used as the penalty area (area where goalkeeper may handle the ball).

Law 2 – The Ball

All games will be played with an indoor soccer ball(also known as a futsal ball) that is certified by the Laurier Athletics Department.

Law 3 – The Number of Players

A match is played by two teams, each consisting of not more than five players, one of whom is the goalkeeper. Each team must also field at least one male/female player throughout the course of the game. A match may not start if either team consists of fewer than four players.

Each team is permitted to having an unlimited number of substitutions.

Law 4 – The Players' 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 away team 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 beginning of each game that must be completed at the end of the match.

Law 6 – The Duration of the Match

The match will last two equal periods of 25 minutes for a total of 50 minutes of game time. Teams are entitled to a maximum of a 5 minute half-time interval.

Law 7 – The Start and Restart of Play

A kickoff is a way of starting and restarting play:

- At the start of a match;
- After a goal has been scored;
- At the start of the second half.

A goal cannot be scored directly off of a kickoff.

Procedure:

1. A coin toss will determine which team starts with the first kickoff
2. The team who does not start with the ball, will begin second half with a kickoff.

Kickoff notes:

- Occur at the start of each half and after a goal has been scored;
- All players must be in their own half;
- The ball must be stationary on the centre mark;
- The referee will blow the whistle to start or restart play;
- The kicker may not touch the ball again until it has been in contact with another player (In the event that this happens, the kickoff is taken again).

Drop ball:

A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game.

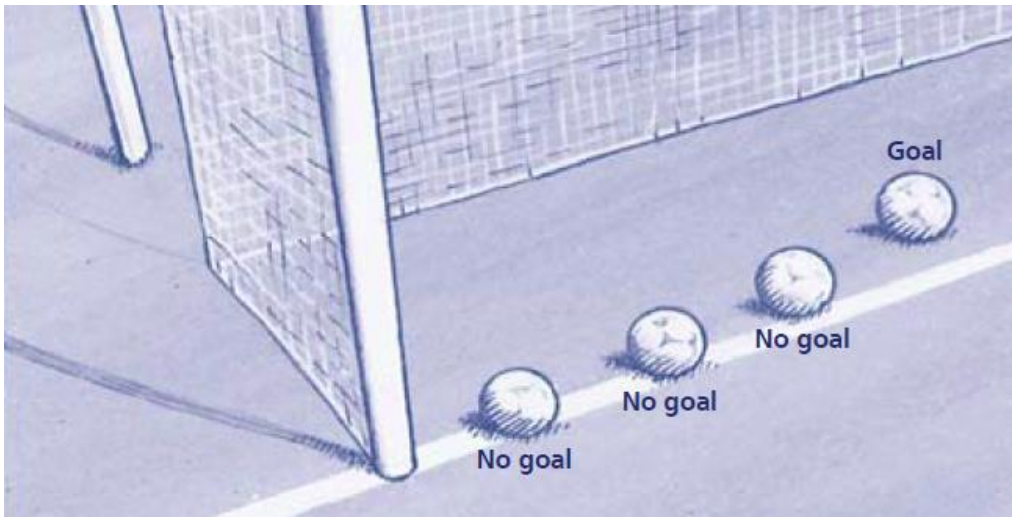
Law 8 - The Ball In and Out of Play

All games will be played in an indoor gymnasium; therefore the ball will never cross any touchline or goal line (aside from the one in goal).

However, in the event that the ball goes behind the team bench or the goal, a goal kick is awarded to the defending team. Should the ball rebound off of an object that is not a part of the playing field (i.e. basketball net, rim, board, gym ceiling, etc.), an indirect free kick is awarded against the team which committed the infraction.

Law 9 – 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.



The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

Law 10 – Fouls and Misconducts

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 11).

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 11 – Free Kicks

All free kicks taken will be indirect and taken at the exact location the offence was committed. Players must be given at least 3 yards of space in order to take the kick. Should space not be given at the time of the kick, the free kick will be retaken.

Indirect free kicks must touch **two** players before it is considered in play. If a goal is scored directly from a free kick(without touching a player) the defending team is awarded a goal kick(see Law 13).

Law 12 – The Penalty Kick

A penalty kick is awarded against a team that commits one of the offences that would award a free kick, inside the penalty area. All penalty kicks will be taken at the top of the “three point line”.

The goalkeeper must stay on his line during the course of the penalty kick. A goal may be scored directly off of a penalty kick.

Law 13 – The Goal Kick

A goal kick is awarded to a team in only in the event of the following scenarios:

- When the ball has gone behind the goal;
- The ball has been caught behind the team bench;
- If the opposing team scores an indirect free kick.

All goal kicks are indirect.

Law 14 – The Goalkeeper

In the event that the goalkeeper handles the ball outside the penalty area, an indirect free kick is awarded to the defending team (see Law 11). Goalkeepers are also not permitted to drop kick the ball. They are responsible in making sure the ball touches the ground first before kicking the ball.

Goalkeepers will be permitted to throw the ball as long as it does not surpass the halfway line.

Should the goalkeeper pick up the ball after it has been passed by a teammate, an indirect free kick is awarded to the defending team on the line of the penalty area (closest to the infringement).

Law 15 - Playoffs

During playoffs, in the case of a draw (tie game) at the end of the match, a winner will be decided with each team taking 5 penalty kicks. Each team will take one kick at a time until one team scores and the other does not.

Rules:

a. Penalty kicks will be taken from the three point line. All players other than the goalkeeper of the opposing team must wait at half.

b. The goalkeeper may not move from his line until the kick is taken.

c. Every player on the roster present must take a shot before a shooter may take a second kick, including the goalkeeper.

Law 16 – Yellow and Red Cards

Men's Indoor Soccer will be utilizing the yellow and red cards in order to increase the safety of play going on in the gym. Yellow and red cards will be issues to players at the referee's discretion. Note that yellow and red cards being handed out will not necessarily follow the traditional reasons for a player to be awarded a card.

<u>Yellow Card:</u> A yellow card will be issued to a player putting other player's safety at risk during a game. If a player is issued a yellow card, they will have to sit off for five (**5**) minutes and another player can come on in their place. If there are no subs, the team will play down a player for the entire five (**5**) minutes, regardless if goals are scored or not. If a player receives two (**2**) yellow cards in a game, they will not be allowed to play for the remainder of the game.

Cases where players may be issued a yellow card:

- Deliberately pushing a player into a wall, bench, or net with intention of hurting the player and not going for the ball.

- Tripping a player from behind and the referee believes that the intent was to go after the player and not get the ball.
- Shoving another player with their hands in retaliation for events which occurred during the game.

Red Card: A red card will be issued to a player who puts a player or referee's safety at risk by their extreme actions outside of regular play. If a player is issued a red card, they will be ejected from the game, and suspended from the next scheduled game. The team can sub on another player for their teammate who was ejected but if there are no subs available, the team will have to play down a man. A player who receives two (**2**) red cards during the season may face removal from the league at the RIC's discretion. Cases where players may be issued a red card:

- Beginning or engaging in a fight with another player where physical contact is engaged.
- Threatening the physical safety of the referee.
- A player who receives their fifth (**5th**) yellow card in the season will be issued a red card instead of being given a yellow card.

Law 17 – 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 gym to keep the floor dry, especially on rainy days and in the winter. Belongings may either be kept in the locker rooms (locks are available at the front desk) or behind the team bench.

Emergency exits in the gym are not to be used. Exit using the front door.

Players may only play on ONE team in the indoor soccer intramural league per term. Only players on the roster are allowed to play.

The referee or RIC may perform one card checks at any time, especially during playoffs. To be eligible for playoffs, players must have played at least two regular season games.

No varsity soccer players are allowed to play in the indoor soccer intramural league.

Eligibility Considerations

To be eligible to play, a player's name must appear upon the team's roster each game. It is each of the player's responsibility to verify his name on the game sheet and present the proper student ID if necessary. It is the captain's responsibility to verify that the game sheet is complete and correct prior to the beginning of the game.

To be eligible for playoffs, a player must have played on the team in at least two regular season games that term. Any eligibility violations will bring about immediate suspension, pending a Spirit of Competition Committee session.

Everyone wishing to participate in Intramural Sports must be a Campus Recreation member. For membership details see the Recreation Guide. Violators will be suspended from all intramural sports, pending a review by the Recreation Coordinator.