

Manitoba
Soccer
Association



The Rules of Indoor Soccer

Quarter-Field Competitions

2017-2018

The Rules of Indoor Soccer

Preface

The rules contained within this document shall be applicable for all competitions sanctioned by the Manitoba Soccer Association which play using the indoor quarter-field configuration. This includes Senior, Coed and Youth competitions. When a situation is not mentioned in these rules the applicable FIFA LOTG interpretation apply.

Modifications

Provided the principles of these Rules are maintained, the Rules may be modified in their application for matches for players of under 12 years of age, for women footballers, for veteran footballers (over 35 years) and for players with disabilities.

Any or all of the following modifications are permissible:

1. size of the field of play
2. size, weight and material of the ball
3. width between the goalposts and the height of the crossbar from the ground
4. duration of the periods of play
5. substitutions

Further modifications are only allowed with the consent of the Manitoba Soccer Association.

Competition Specific Rules and Modifications shall be made available separately, outside of information provided within this document.

Male and Female

References to the male gender in the Rules of Indoor Soccer (herein "Rules") in respect to referees, referee assistants, players and team officials is for simplification and applies to both genders.

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Table of Contents

Rule 1:	<i>The Field of Play</i>	1
Rule 2:	<i>The Ball</i>	1
Rule 3:	<i>The Players</i>	1
Rule 4:	<i>The Players' Equipment</i>	3
Rule 5:	<i>The Referee</i>	4
Rule 6:	<i>The Other Match Officials</i>	4
Rule 7:	<i>The Duration of the Match</i>	5
Rule 8:	<i>The Start and Restart of Play</i>	5
Rule 9:	<i>The Ball In and Out of Play</i>	6
Rule 10:	<i>Determining the Outcome of a Match</i>	6
Rule 11:	<i>Offside</i>	7
Rule 12:	<i>Fouls and Misconduct</i>	7
Rule 13:	<i>Free Kicks</i>	10
Rule 14:	<i>The Penalty Kick</i>	10
Rule 15:	<i>The Throw-in</i>	11
Rule 16:	<i>The Goal Kick</i>	12
Rule 17:	<i>The Corner Kick</i>	12
Appendix A:	<i>The Playing Area - Winnipeg Soccer Federation Facilities</i>	13
Appendix B:	<i>The Playing Area - U of Winnipeg RecPlex</i>	14
	<i>Rule Interpretations</i>	17

THE RULES OF INDOOR SOCCER

RULE 1: THE FIELD OF PLAY

1. The playing area shall conform to the field plan (see appendices).
2. The playing area shall be marked with clearly visible lines, which measure from 5.1 to 10.2 centimetres (2 to 4 inches) in width. Whichever size is used, all shall have the same dimensions. The lines are part of the area which they encompass.
3. The goals shall be placed on the centre of each goal line. The width of the goals shall be 3.51 metres (11 feet 6 inches) measured from the inside of each goalpost. The height shall be 1.98 metres (6 feet 6 inches), measured from the floor to the underside of the crossbar. The thickness of the goalpost, the crossbar and the lines shall be the same. Nets shall be attached to the goalposts, crossbar and the ground behind the goals, and properly supported to not interfere with the goalkeeper.

Note: The bench and warm-up areas are for players and registered team personnel only. Spectators are not permitted to use or watch from these areas.

RULE 2: THE BALL

FIFA LOTG shall apply with the addition of the following:

1. Game balls are to be supplied by the home team.
2. Should the ball become defective, the game shall be stopped. Play shall be restarted with a dropped ball in accordance with Rule 8.6.
3. All indoor matches shall be played using game balls designed for outdoor soccer unless facilities dictate that the use of outdoor balls is prohibited.
4. A size 5 ball will be used.

RULE 3: THE PLAYERS

1. The game shall be played by two teams, each consisting of not more than six (6) players, one of whom shall be the goalkeeper. A game shall not commence or continue if either team has less than four (4) players.
2. Teams may have a maximum roster size of 25 players and can dress a maximum of 20 players. Teams may have up to four (4) registered non-playing personnel (team officials) on their team's bench, e.g. coach, manager. All players listed on the game

sheet, along with the non-playing personnel, shall be under the jurisdiction of the referee.

In order to participate in a match, all players are required to have valid identification cards unless an official "Permission to Play" letter from the MSA or the specific Member League has been issued for any given match for a specific player. Cards must be submitted to the referee prior to the start of each game. All players on a given team must appear as an approved player on a team's approved roster unless they are a guest player.

3. Registered team officials are responsible for the conduct of team members and supporters. They must bring such individuals under control when asked to do so by the game official. Failure to do so will result in termination of the game with possible disciplinary action against the team.

All team officials are required to have identification cards. Only team officials with a valid identification card are allowed in the team's bench area. Cards must be submitted to the referee prior to the start of each game.

4. Should a player enter or re-enter the playing area for a reason other than permitted in these Rules, the player shall be cautioned. If play is stopped to administer the caution, a free kick shall be awarded to the opposing team from where the ball was when the referee stopped play, unless play was stopped inside the penalty area resulting in a free kick for the attacking team, in which case play is restarted from the mid point of the arc at the top of the penalty area or from the dashed line. A goal may be scored directly from this restart.
5. A player, who is sent off the playing area or its vicinity in accordance with Rule 12, may not re-enter the game. A player whose name is on the game sheet may replace the player, subject to the time penalty regulations.

6. SUBSTITUTIONS

- a) Substitutions may be made at any time on an unlimited basis during play. Players leaving the field must be directly in front of their team bench before the substitute may enter the field, from that moment the substitute becomes a player and the player being replaced ceases to be a player.
- b) Players are to exit the field only at their team bench area; an exception may be made in case of serious injury. If during the substitution the player leaving the field at the proper place deliberately plays the ball, interferes or impedes the progress of an opponent whether intentionally or unintentionally or is struck by the ball, when the substitute has entered the field play, play shall be stopped. A free kick shall be awarded to the opposing team. No time penalty will be assessed.

- c) Substitutions, other than during play, shall only be allowed with the referee's permission when a goal is scored or after play has been stopped for injury.
- d) If a substitute enters the field of play prior to the player who is being replaced exiting the field, the game shall be stopped and the substitute shall be cautioned for infringing the substitution procedure.
- e) If the player being replaced does not exit the field of play directly in front of his team bench, the game shall be stopped and the player is cautioned for infringing the substitution procedure.

The game shall be restarted with a free kick awarded to the opposing team to be taken from where the ball was when play was stopped, in accordance with Rule 13.1.

RULE 4: THE PLAYERS' EQUIPMENT

FIFA LOTG shall apply with the exception of the following:

1. Only indoor soccer shoes or shoes specifically designed for artificial turf shall be allowed. Molded soccer shoes may only be worn on FIFA approved third generation turf.

Molded soccer shoes are allowed at Seven Oaks, University of Winnipeg RecPlex and WSF Indoor Facilities; however, screw-in or metal studded soccer shoes are not permitted.
2. Goalkeepers are permitted to wear tracksuit type pants. Caps are not allowed.
3. When the referee believes a colour conflict exists the **Home team** must change their jerseys.
4. All players' uniforms should have a different number on the back, including scrimmage vests when used. Each player must have a different number than his teammates. The number on the jersey or shirt shall be distinct and visible.
5. A player must not use equipment or wear anything, which is dangerous to themselves or another player. Any kind of jewellery, bands or rings must be removed. Taping is not allowed. Knee and leg braces must be completely covered by a protective sleeve (e.g. Neoprene or similar material). The referee shall decide on player participation relating to all matters of safety.

Exception: Players are permitted to wear a plastic ear retainer, which is deemed safe, that is taped over and covered as per the MSA Directive Regarding Stretched Ear Holes.

- If undergarments are worn, the colour of the sleeve must be the same main colour as the sleeve of the jersey or shirt. If undershorts or tights are worn, they must be of the same main colour as the shorts or the lowest part of the shorts – players of the same team must wear the same colour.
6. If tape or similar material is applied externally it must be the same colour as that part of the stocking it is applied to.

RULE 5: THE REFEREE

FIFA LOTG shall apply with the addition of the following:

1. Only MSA certified indoor officials will be assigned.
2. In cases of emergency where no official is available, the teams may agree on a having a non-certified person officiate the game. Once both teams agree and the game commences, the game and the result shall be considered valid.
3. Each match is controlled by a referee who has full authority to enforce the Rules of Indoor Soccer in connection with the match to which he has been appointed. This includes any incident that occurs before, during or after the match.
4. The referee may only change his decision on realizing that it is incorrect or, on the advice of the neutral referee assistant, provided he has not restarted play or terminated the match.

RULE 6: THE OTHER MATCH OFFICIALS

1. An MSA certified indoor official may be appointed to the role of Referee Assistant (RA). The RA shall be under the jurisdiction of the referee. The RA shall not enter the playing area but can do so if requested by the referee.
2. The RA shall assist as follows:
 - Start and stop the time clock when signaled to do so by the referee.
 - Whistle to indicate illegal substitutions.
 - Keep a record of the match including goals scored and any disciplinary action taken by the referee.
 - Assists with any administrative duties before, during and after the match, as required by the referee. He has the authority to check the equipment of players and substitutes and carry out pre-game roster and identification card checks.
 - Control time penalties.
3. The RA assists the referee to control the match in accordance with the Rules of Indoor Soccer. The referee, however, retains the authority to decide on all points connected

with play.

If an appointed RA is not available, the Home team is responsible to supply one to assist the referee. They shall not perform all the duties of an appointed RA but will be asked to perform only those tasks assigned by the referee.

RULE 7: THE DURATION OF THE MATCH

1. The duration of the game shall be two equal periods of 30 minutes unless otherwise mutually agreed between the referee and the two teams. Any agreement to alter the duration of the periods of play (e.g. to reduce each half because of unexpected delays or facility issues) must be made before the start of play and must comply with competition rules. A maximum half time interval of four (4) minutes will be permitted.
2. If a team does not have the minimum four (4) players required after seven (7) minutes of the scheduled start, that team will forfeit the game. If a team arrives late for the game but before the forfeit time has expired, the game may be shortened to allow the following games to begin on time.
3. The referee may, at his discretion, signal for a stoppage of the time clock for any reason he deems fit (such as serious injury or wasting time). Time shall be extended at the end of any period of play to allow the taking of a penalty kick to be concluded.
4. The referee may, at his discretion, signal for the start of the time clock, if in his opinion one or both teams are delaying the kick-off. The kick-off will not be delayed any longer than seven (7) minutes past the scheduled kick-off time.
5. If for any reason a game is not completed, the league shall hold a hearing and decide the outcome of the game.

RULE 8: THE START AND RESTART OF PLAY

1. A coin is tossed and the team that wins the toss shall decide which goal it will attack in the first half of the match. The other team takes the kick-off to start the game. The team that wins the toss shall take the kick-off in the second half. In the second half of the game the teams change ends.
2. At a kick-off, all players shall be in their own half of the playing area. The ball will be stationary on the centre mark. All players opposing the team taking the kick-off shall be not less than 4.57 metres (5 yards) from the ball until it is kicked. The game shall be started by the referee giving a signal; the ball is in play when it is kicked and moves in any direction from the centre mark. For any infringement of this rule the kick-off shall be retaken.
3. If a player taking the kick-off plays or touches the ball a second time before it has been

played or touched by another player, a free kick shall be awarded to the opposing team; to be taken in accordance with Rule 13.

4. After a goal has been scored, the game shall be restarted by a kick-off to be taken by a player of the team against which the goal was scored.
5. A goal may be scored directly from a kick-off.
6. For any stoppage not mentioned in these rules, the referee shall restart the game with a dropped ball. The ball shall be dropped closest to the place where the ball was when play was stopped unless play was stopped inside the goal area, in which case the ball is dropped on the goal area line parallel to the goal line at the point nearest to where the ball was located when play was stopped. The ball shall be dropped again if the ball is touched by a player before it touches the ground or the ball leaves the field of play after it has touched the ground, without a player touching it.

If a dropped ball enters the goal without touching at least two players play is restarted with:

- A goal kick if it enters the opponents' goal
- A corner kick if it enters the team's goal

7. When the ball makes contact with the ceiling or fixtures above the playing surface, play shall be stopped and the match shall be restarted with a kick by the opponents of the player who last touched the ball, from the location closest to where the ball struck the ceiling or fixture when play was stopped, unless play was stopped inside the penalty area resulting in a kick for the attacking team, in which case play is restarted from the mid point of the arc at the top of the penalty area or from the dashed line. A goal may not be scored directly from this restart.

RULE 9: THE BALL IN AND OUT OF PLAY

1. The ball is out of play:
 - When the whole of the ball has crossed the goal line, touchline or any part not designated as the playing area, either in the air or on the ground.
 - When it has made contact with any part of the ceiling or fixtures above the playing area.
 - When the game has been stopped by the referee.
2. The ball is in play, at all other times including when:
 - It rebounds into play from a goalpost, a crossbar, or any other part of the playing area.
 - It rebounds from the referee or referee assistant when he is within the playing area.

- In the event of an alleged infringement of the Rules until a decision is given.

RULE 10: DETERMINING THE OUTCOME OF A MATCH

FIFA LOTG shall apply with the exception of the following:

1. During the course of the game, should an outside agent assist the ball into goal or prevent the ball from entering into goal, play shall be stopped. The referee shall restart the game with a dropped ball in accordance with Rule 8.6.
2. Should a team having too many players on the playing area score a goal, the goal shall be disallowed. The game shall be restarted by a goal kick being taken by the opposing team.

GAMES REQUIRING A WINNER

Extra time and kicks from the penalty mark are the two methods approved for determining the winning team where competition rules require there to be a winning team after a match has been drawn.

Extra time:

Competition rules may provide for two (2) further equal periods, not exceeding 15 minutes each, to be played. The conditions of Rule 8 will apply.

Procedure for kicks from the penalty mark:

- Unless there are other considerations the referee tosses a coin to decide the goal at which the kicks will be taken. The goal where the kicks from the penalty mark are taking place may be changed only if the goal or the playing surface becomes unusable.
- The referee tosses a coin again and the team that wins the toss decides whether to take the first or the second kick.
- The referee keeps a record of the kicks being taken.
- Subject to the conditions explained below, both teams take five kicks.
- The kicks are taken alternately by the teams.
- If before both teams have taken five kicks, one has scored more goals than the other could score, even if it were to complete its five kicks, no more kicks are taken.
- If after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks.
- A goalkeeper who is unable to continue before or during the kicks may be replaced by a named substitute or a player excluded to equalize the number of players, but

takes no further part and may not take a kick.

- With the exception of the foregoing case, only players who are on the field of play at the end of the match, which includes extra time where appropriate, are eligible to take kicks from the penalty mark.
- Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick.
- An eligible player may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.
- Only the eligible players and match officials are permitted to remain on the field of play when kicks from the penalty mark are being taken.
- All players, except the player taking the kick and the two goalkeepers, must remain within the centre circle.
- The goalkeeper who is the teammate of the kicker must remain on the field of play, outside the penalty area in which the kicks are being taken, on the goal line where it meets the penalty area boundary line.
- If at the end of the match and before or during the kicks one team has a greater number of players than its opponents, it must reduce its numbers to the same number as its opponents and the referee must be informed of the name and number of each player excluded. Any player thus excluded may not participate in kicks from the penalty mark (except as outlined previously).
- Before the start of kicks from the penalty mark, the referee must ensure that an equal number of players from each team remains within the centre circle and they shall take the kicks.

Notes:

- The kicks from the penalty mark are not part of the match.
- Once all eligible players have taken a kick from the penalty mark, the same sequence does not have to be followed as in the first round of kicks.
- Each team is responsible for selecting the players from those on the field of play at the end of the match and the order in which they will take the kicks. The referee is not informed of the order.
- A player other than the goalkeeper who is injured may not be substituted during the taking of kicks from the penalty mark.
- If the goalkeeper is sent off during the taking of kicks from the penalty mark, he must be replaced by a player who finished the match.
- A player, substitute or substituted player may be cautioned or sent off during the taking of kicks from the penalty mark.
- The referee must not abandon the match if a team is reduced to fewer than the competition's required number of players during the taking of kicks from the penalty mark.

If for any reason a game is not completed, the League or Competition Coordinator shall decide on the outcome of the game.

RULE 11: OFFSIDE

There is no offside in quarter-field competition.

RULE 12: FOULS AND MISCONDUCT

FIFA LOTG shall apply along with the following:

1. A free kick is awarded to the opposing team if a player commits any of the following seven offences in a manner considered by the referee to be careless, reckless or using excessive force:

- kicks or attempts to kick an opponent.
- trips or attempts to trip an opponent.
- jumps at an opponent.
- charges an opponent.
- strikes or attempts to strike an opponent.
- pushes an opponent.
- tackles or challenges an opponent.

A free kick is also awarded to the opposing team if a player commits any of the following four offences:

- holds an opponent.
- spits at an opponent.
- impedes an opponent with contact
- handles the ball deliberately (except for the goalkeeper within his own penalty area).

A free kick is taken from the place where the offence occurred.

A penalty kick is awarded if any of the above eleven offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

If an offence involves contact it is penalized as a free kick under Rule 12.1

2. A free kick is awarded to the opposing team if, in the opinion of the referee, a player:
 - Plays in a dangerous manner.
 - Impedes the progress of an opponent without contact.
 - Prevents the goalkeeper from releasing the ball from his hands or kicks or attempts to kick the ball as the goalkeeper is in the process of releasing it.
 - Commits any other offence, not previously mentioned in the Rules, for which play is stopped to caution or dismiss a player.

A free kick is also awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:

- Controls the ball with his hands for more than six seconds, before releasing it from his possession.
- Touches the ball with the hands after:
 - releasing it and before it has touched another player
 - it has been deliberately kicked to him by a teammate
 - receiving it directly from a throw-in taken by a teammate

The free kick is taken from the place where the offence occurred unless it is committed by a player within his own penalty area, and then it shall be taken in accordance with Rule 13.1.

3. A player is cautioned and shown the yellow card if he commits any of the following offences:

- unsporting behaviour.
- dissent by word or action.
- persistent infringement of the Rules of Indoor Soccer.
- delaying the restart of play.
- failure to respect the required distance when play is restarted with a corner kick, free kick or throw-in.
- infringing the substitution procedure.
- enters, re-enters or deliberately leaves the field of play without the referee's permission.

A substitute or substituted player is cautioned and shown the yellow card if he commits any of the following four offences:

- unsporting behaviour.
- dissent by word or action.
- delaying the restart of play.
- infringing the substitution procedure.

If play is stopped to administer the caution, a free kick shall be awarded to the opposing team from where the ball was when the referee stopped play, unless play was stopped inside the penalty area resulting in a free kick for the attacking team, in which case play is restarted from the mid point of the arc at the top of the penalty area or from the dashed line. A goal may be scored directly from this restart.

4. A player, substitute or substituted player is sent off and shown the red card, if he commits any of the following offences:

- serious foul play.

- violent conduct.
- spitting at an opponent or any other person.
- denying the opposing team a goal or an obvious goalscoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
- denying an obvious goalscoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick.
- using offensive, insulting or abusive language and/or gestures.
- receiving a second caution in the same match

Where a player denies the opposing team a goal or an obvious goalscoring opportunity by a deliberate handball offence the player is sent off wherever the offence occurs.

Where a player commits an offence against an opponent within their own penalty area which denies an opponent an obvious goalscoring opportunity and the referee awards a penalty kick, the offender is cautioned unless:

- The offence is holding, pushing or pulling or
- The offending player does not play the ball or there is no possibility for the player making the challenge to play the ball or
- The offence is one which is punishable by a red card wherever it occurs on the field of play (e.g. serious foul play, violent conduct etc.)

In all of the above circumstances the player is sent off.

A tackle or challenge which endangers the safety of an opponent must be sanctioned as serious foul play.

When a player is sent off, that player is dismissed from the game as well as the playing field area, including the spectator stands. The player must immediately go to his dressing room. He may not return to the vicinity of the field during the remainder of the game or while the same match official is present, even as a spectator. Failure to comply with this shall result in the immediate abandonment of the game, followed by possible disciplinary action against the team.

Any team official who enters the field of play without permission will be officially warned and for any repetition will be dismissed from the game. Any substitute or team official who enters the field of play without permission, and who becomes involved in any altercation with the referee or any other persons will be dismissed from the game.

5. In addition to the foregoing, the following Time Penalties shall be implemented:

- a) A player who is guilty under Rule 12.4 shall be sent off for the remainder of the game. His team shall play one (1) player "short" for the next five (5) minutes of play. Another member of the offending player's team shall not serve the five (5) minute time penalty.

- b) Should a player from each opposing team receive a five (5) minute time penalty (send off) at the same time, the use of substitutes shall not be permitted. If a third player is dismissed, his team shall play "short" in accordance with 5a of this Rule; a player from that team receives a five (5) minute time penalty.
- c) When the referee is conferring with the referee assistant, players shall not interfere. A player infringing this rule shall be cautioned for unsporting behaviour or dissent.
- d) If a team has two time penalties and receives another time penalty, the third time penalty shall not commence until the first time penalty has expired. In this situation, the dismissed player must leave and he must be replaced on the playing area by a substitute in accordance with Rule 3.1.
- e) A substitute shall be allowed to re-enter the game in progress, once the time penalty has expired and with the permission of the referee or referee assistant, to make up the number of players allowed in accordance with the time penalties being served at the time.

RULE 13: FREE KICKS

1. For all infringements of the Rules of Indoor Soccer when the ball is in play, the referee shall award a free kick to the opposing team of a player guilty of an offence or infringement in accordance with Rule 12.1 and 12.2. All free kicks are direct and shall be taken from the place where the offence occurred unless:
 - an infringement of Rule 12.2 is committed by a player inside his own penalty area, the free kick shall be taken from the mid point of the arc at the top of the penalty area or from the dashed line (see appendices).
2. The ball shall be stationary when the free kick is taken and all opponents shall be not less than 4.57 metres (five (5) yards) from the ball until it is in play. The ball is in play when it is kicked and moves.
3. For free kicks inside the penalty area taken by the defending team, the ball is in play when it is kicked directly out of the penalty area. All opponents must remain outside the penalty area until the ball is in play and not less than 4.57 metres (five (5) yards) from the ball. For any infringement of this, the free kick shall be retaken.
4. A player taking a free kick shall not play or touch the ball a second time until it has been played or touched by another player. For any infringement of this, the free kick shall be awarded to the opposing team.
5. If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless advantage can be applied; but if a player takes a free kick quickly and an opponent who is less than 4.57 metres (5 yards) from the ball

intercepts it, the referee allows play to continue. However, if an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.

6. If a free kick is kicked directly into the opponent's goal, a goal is awarded. If a free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

RULE 14: THE PENALTY KICK

1. A penalty kick shall be taken from the penalty mark or penalty kick location (see appendices). All players with the exception of the defending goalkeeper and the properly identified player taking the kick shall position themselves near the halfway line but within the playing area, and not less than 4.57 metres (five (5) yards) from the ball until it is kicked. The referee shall signal the commencement of the penalty kick, when all other players have taken up positions in accordance with this.
2. The goalkeeper shall remain on his goal line, facing the kicker, between the goalposts, until the ball has been kicked.
3. The player taking the penalty kick must kick the ball forward. The ball is in play when it is kicked and moves forward. He must not play the ball again.
3. Time of play shall be extended at the end of each half to allow a penalty kick to be taken or retaken.
4. The penalty kick is completed when the ball stops moving, goes out of play or the referee stops play for an infringement of the Rules.
5. For any infringement of this rule: FIFA LOTG regarding Infringement/Sanctions of the penalty kick procedure shall apply with the exception of "indirect free kick", in which case, it shall be a "free kick".
6. If after the penalty kick has been taken, an outside agent interferes with the ball or the goalkeeper, the penalty kick shall be retaken.
7. After a penalty kick is completed at any time during the game, the ball is out of play; there are no rebounds.
8. If a goal is not scored from the penalty kick, the game shall be restarted by a goal kick.

RULE 15: THE THROW-IN

FIFA LOTG shall apply with the addition of the following:

1. If the player taking the throw-in plays or touches the ball a second time (except with their hands) before it has been played or touched by another player, a free kick shall be awarded to the opposing team from where the infringement occurred, subject to the overriding condition of Rule 13.1.

If the player taking the throw-in is the goalkeeper, and he deliberately handles the ball a second time before it has touched another player within their own penalty area, the free kick shall be taken from the mid point of the arc at the top of the penalty area or from the dashed line.

2. A goal may not be scored directly from a throw-in.
If the ball enters the opponent's goal directly from a throw-in, a goal kick is awarded. If the ball enters the thrower's own goal directly from a throw-in, a corner kick is awarded.
3. For any other infringement of this rule, the opposing team is awarded the throw-in.

RULE 16: THE GOAL KICK

1. When the whole of the ball has crossed the goal line excluding that portion between the goalposts and under the crossbar, having last been played or touched by a member of the attacking team, a goal kick shall be awarded to the defending team.
2. The goal kick shall be taken from any point within the goal area.
3. At the taking of a goal kick, the ball shall be stationary and all opponents shall be outside the penalty area and not less than 4.57 metres (five (5) yards) from the ball until it is in play. The ball is in play when it is kicked directly beyond the penalty area. For any infringement of this, the goal kick shall be retaken.
4. If the player taking the goal kick plays or touches the ball a second time (except with his hands) after the ball is in play and before it has been played or touched by another player, a free kick shall be awarded to the opposing team, subject to the overriding condition of Rule 13.1.
5. A goal may be scored directly from a goal kick, but only against the opposing team.

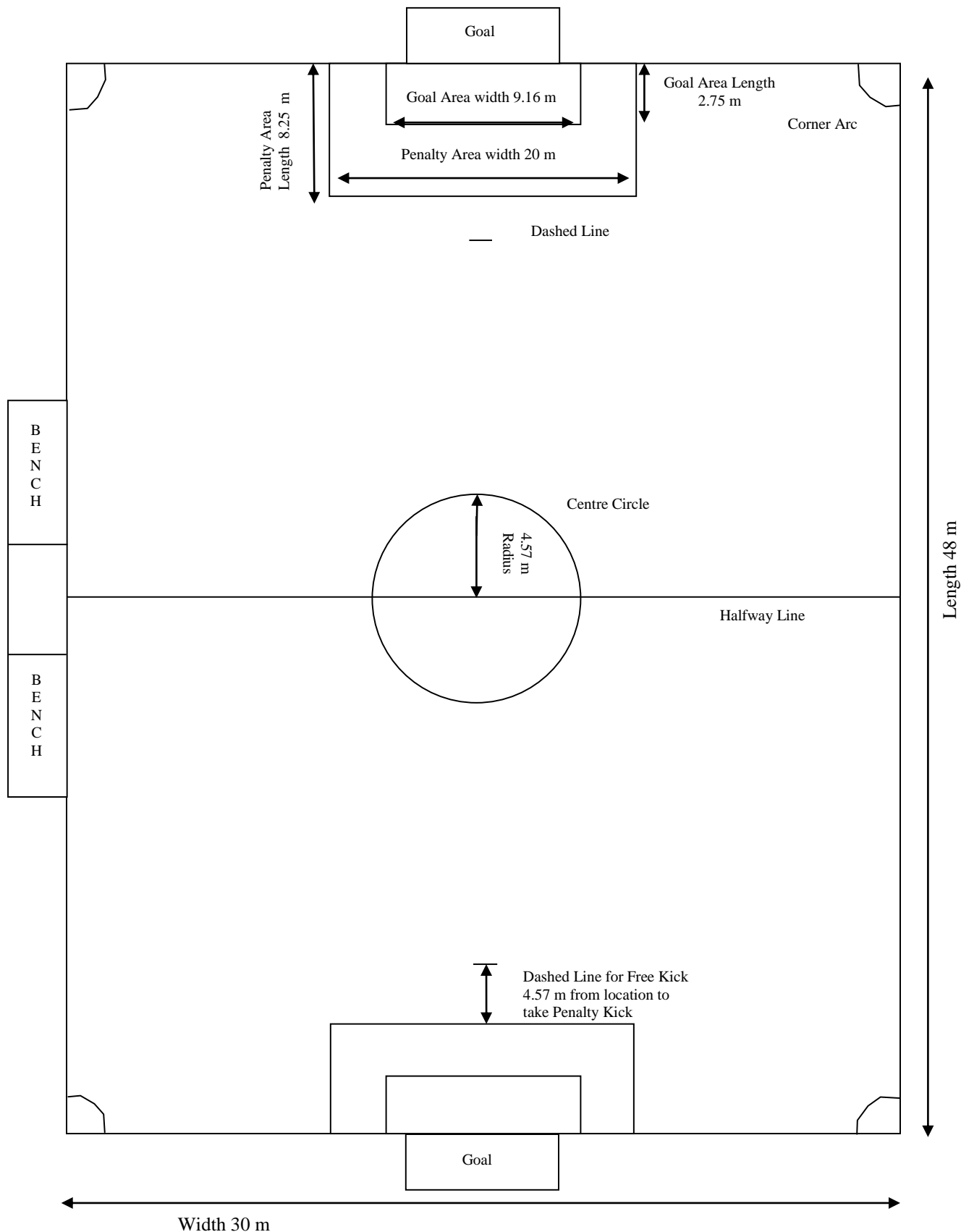
RULE 17: THE CORNER KICK

1. When the whole of the ball has crossed the goal line excluding that portion between the goalposts and under the crossbar, having last been played or touched by a member of the defending team, a corner kick shall be awarded to the attacking team.
2. The corner kick shall be taken from the corner arc nearest to where the ball went out of play.

3. The ball shall be stationary when the corner kick is taken and all opponents shall be not less than 4.57 metres (five (5) yards) from the ball until it is in play. The ball is in play when it is kicked and moves. For any infringement of this, the kick shall be retaken.
4. If the player taking the corner kick plays or touches the ball a second time (except with his hands) before it has been played or touched by another player, a free kick shall be awarded to the opposing team from where the infringement occurred, subject to the overriding condition of Rule 13.1.
5. A goal may be scored directly from a corner kick, but only against the opposing team.

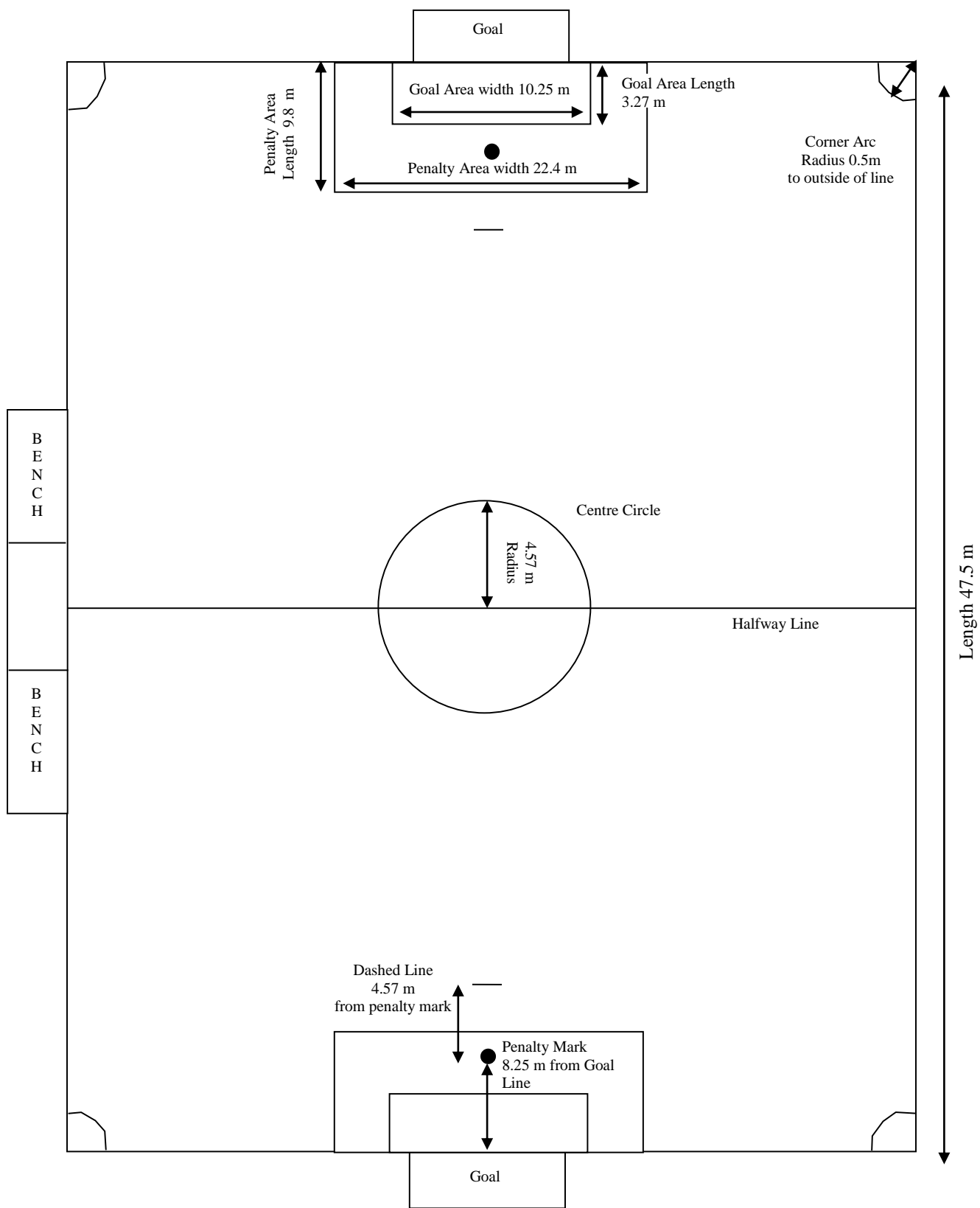
INDOOR SOCCER (Quarter-Field Competitions)

APPENDIX A: Winnipeg Soccer Federation Facilities 1/4 Field



INDOOR SOCCER (Quarter-Field Competitions)

APPENDIX B: U of Winnipeg RecPlex 1/3 Field



RULE INTERPRETATIONS

- Offences normally resulting in an indirect free kick in soccer shall result in a “free kick” as there are no indirect free kicks in indoor quarter-field competition.
- Any time the goalkeeper has control of the ball (touching, holding or while in the act of bouncing it on the ground or tossing it into the air with their hands or arms) no opposing player is allowed to challenge for the ball in any manner. If the ball is not in control by the goalkeeper, players may attempt to play it but not in a dangerous manner which could endanger the goalkeeper.
- A substitute shall not enter the field of play to replace a dismissed teammate until the time penalty has completely elapsed, irrespective of any goals being scored during the five minute time penalty.



*Winnipeg Youth Soccer Association
Winnipeg, Manitoba, Canada*

League Specific Rules

Indoor Quarter-Field Competition

2017-2018

WYSA League Specific Rules

Indoor Quarter-Field Competition

The information contained within this document provides additional or specific rules and regulations for matches scheduled by WYSA for their Indoor Quarter-Field Competitions.

With the exception of league specific rules mentioned in this document, all matches shall be played in accordance with “The Rules of Indoor Soccer Quarter-Field Competitions 2017-2018” as sanctioned by the Manitoba Soccer Association.

RULE 2: THE BALL

1. For U9 & U10 Recreational and Developmental League matches, it is recommended that a size 4 “Super Light” ball be used although a standard size 4 ball may be used should a “Super Light” ball not be available. “Super Light” balls shall have a reduced weight of 290-310 grams. “Super Light” size 4 balls should have a pressure equal to 0.6 – 0.8 bar (8.1 lbs/sq in – 11.6 lbs/sq in).
2. For U11 & U12 Recreational matches, a size 4 soccer ball will be used. Size 4 balls should have a pressure equal to 0.7 – 0.9 bar (10.2 lbs/sq in – 13.1 lbs/sq in).

RULE 3: NUMBER OF PLAYERS

FIFA LOTG shall apply with the addition of the following:

1. In WYSA D-League U9 & U10 matches, teams will consist of not more than six (6) players per team, one of whom shall be the goalkeeper. Teams may have a maximum roster size of 12 players and can dress a maximum of 12 players.

In WYSA, U9-U12 Rec matches, teams will consist of not more than seven (7) players per team, one of whom shall be the goalkeeper. Teams may have a maximum roster size of 14 players and can dress a maximum of 14 players.

In WYSA, U13-U18 Rec matches, teams will consist of not more than six (6) players per team, one of whom shall be the goalkeeper. Teams may have a maximum roster size of 18 players and can dress a maximum of 18 players.

2. Teams may have up to four (4) registered non-playing personnel (team officials) on their team’s bench, e.g. coach, manager. All players who are dressed to play, along with the non-playing personnel, shall be under the jurisdiction of the referee.

Club Head Coaches (CHC) and Assistant Club Head Coaches (ACHC) will be permitted to occupy a spot in the technical area in excess of maximum of four (4) registered non-playing personnel provided that the following conditions are met:

- All CHCs / ACHCs MUST provide their card to the Referee Assistant
- All CHCs / ACHCs MUST be listed on the game sheet.
- No technical area shall be permitted to have more than 5 Team Officials during any match, which includes the CHC/ACHC.

CHCs and/or ACHCs are permitted to come and go at any point during a match, however, they must always follow the 'hand in your card', 'be listed on the game sheet' and 'no more than 5 Team Officials' protocols for any match they attend.

Teams may also have a same gender adult if needed. In all cases where a female team has all male personnel, a designated female adult must be present at the team bench. For male games with all female personnel, an adult male must be present on the bench. These designated same gender persons, if not registered, are not allowed to coach. The game will not be played if a same gender adult is not present. All persons in the bench area must be recorded on the game sheet. Each team must appoint a Referee Liaison (RL) to monitor their supporters' behaviour.

3. Team Officials' ID Cards

- If any team official does not have their valid ID card with them they will not be allowed to be at the team bench.
- In the event all team officials do not have their ID cards with them, the referee will allow one (1) coach to be at the team bench during the match. All those without ID cards must go to the spectator side of the facility. The referee will ask to see a photo ID of the selected coach if no card is produced. The referee will write on the match sheet the name of the attending coach and indicate that they did not have a valid ID card.
- If at any point during the match a team official produces a valid ID card, they shall be allowed to be at the team bench, provided they are listed on the game sheet.
- If no registered coach is available at the beginning of the match, the team will be permitted to have one adult to act as coach. The referee will ask to see a photo ID of the selected adult and write their name on the game sheet and indicate "temporary coach – no card". If a registered coach arrives during the match with a valid ID card they will replace the temporary adult coach.
- High School Team Officials are not required to have ID cards.

4. Player ID Cards - The following divisions require valid player ID cards: D-League U9 & 10. Only players with valid ID cards will be allowed to play. Recreational players, as well as High School team players are not required to have ID cards.

- If any player registered with one of the above divisions does not have a valid ID card at the start of the match, they will not be allowed to play until they produce their ID card.
 - If an entire team does not have their ID cards at the start of the match, the referee will allow the team to play. If the ID cards do not arrive before the end of the match the referee will write on the match sheet that the team in question did not produce their ID cards at any time during or at the end of the match. If the ID cards are not produced by the end of the match, the team does default the match.
 - Guest players from any of the above divisions must produce their valid ID card prior to the match to be allowed to play. Players from a Recreational Team listed as a Guest Player on a D-League team are also required to have a valid ID card which must be provided by their District to participate. All guest players' names must be identified by placing a GP next to their name on the game sheet.
5. Valid ID Cards - Only team officials and players with a valid WYSA identification card are allowed to be at the team bench during the match. The following conditions constitute a valid ID card:
- Recognizable photo on the card.
 - Clear written name.
 - Coaches Club name
 - District Registrar stamp
 - Criminal screening completion date (valid for 3 years) from completion date (Team Officials)
 - Respect in Sport Certification # (Team Officials)
 - On the back side of the card, a current season dated stamp in the season space or 2 current season dated stamps if the card has no season designation (the latter are the old style cards we are phasing out)

Failure to have all of the above conditions will result in the ID card being deemed invalid.

The following valid ID cards will be in effect for the WYSA League:

- U9 – U10 Developmental players are required to have grey player cards.
- Team Officials, with exception of the same gender person, are required to have a green card. Same gender persons will not have an ID card.
- Club Head Coaches (CHC) and Assistant Club Head Coaches (ACHC) will be provided a goldenrod card, which says “Club Technical Staff Card” at the top of the card.

RULE 7: DURATION OF THE GAME

1. The duration of the game shall be two equal periods of 30 minutes with a one (1) minute half-time interval.

If a team does not have the minimum four (4) players required after five (5) minutes of the scheduled start, the match will not be played. If a team arrives late for the game but within the five minute grace period, the game may be shortened to allow the following games to begin on time.

2. The referee may, at his discretion, signal for the start of the time clock, if in his opinion one or both teams are delaying the kick-off. The kick-off will not be delayed any longer than five (5) minutes past the scheduled kick-off time.

RULE 12: FOULS AND MISCONDUCT

1. In WYSA matches, when a player is sent off, the player must immediately go to the dressing room area accompanied by either a team official of the same gender or the team's same gender adult. The game will resume only when the player has left the playing area. The player may not return to the playing area at any time while the same game official is present. The adult must ensure that the player will not continue to commit further misconduct. Once this is done, only then may the adult return to their bench. The player may watch the remainder of the game from a designated area. Failure by the player or team officials to comply with this rule shall result in the immediate abandonment of the game, followed by possible disciplinary action taken against the team.
2. In WYSA, U9-U12 Rec matches, if a team has three time penalties and receives another time penalty, the fourth time penalty shall not commence until the first time penalty has expired. In this situation, the dismissed player must leave and he must be replaced on the playing area by another substitute in accordance with Rule 3.1.

GAMES REQUIRING A WINNER

Extra time and kicks from the penalty mark are the two methods approved for determining the winning team where competition rules require there to be a winning team after a match has been drawn.

Extra time:

1. In WYSA D-League U9 & U10 competitions extra time will not be played.
2. In WYSA U9-U12 Rec competitions extra time will not be played.
3. In WYSA U13-U18 Rec matches, two (2) further equal periods of 5 minutes each will be played in full. The conditions of Rule 8 will apply. If still tied, kicks from the penalty mark will be used to determine a winning team.