

**THE SUMMIT INDOOR LEAGUE
OFFICIAL RULES (WALL COURT)**

ROSTERS AND EQUIPMENT

1. Roster maximum is 12. All rosters will be frozen at the start of the first game of the league. **HEAD COACHES MUST BE AT LEAST 18 YEARS OF AGE!**
2. All players must wear shin guards (optional for adults), indoor soccer shoes, turf shoes, or sneakers. Cleats are not permitted.
3. A player may not wear any jewelry or other accessory. If a player is unable to remove a necklace, ring, or earring, it is to be taped to the player's body. Casts, splints, etc. made of a hard substance must be padded to the satisfaction of the referees.
4. Where there is a conflict in uniform colors, the "HOME" team based on the league schedule will be required to provide and wear an alternate jersey. Teams are listed on the schedule as "Home vs Away".
5. No player is permitted to play on two different teams within the same division and age bracket.

THE GAME

1. U-8 – U-12: 2 20 minute halves with a 3 minute halftime
2. U-8 – U-10 will play with 5 field players and a keeper.
3. U-13 – O-30: 2 25 minute halves with a 3 minute halftime
4. U-11 – O-30 will play with 4 field players and a keeper.
5. No team may start a game with fewer than 4 players. Substitutions will be done on the fly, but the player being substituted for must come off the playing floor before the substitute may enter the playing field. An indirect free kick will be issued for the violation. The team may be cautioned for repeated violations.
6. Goal size is 6 1/2' X 12'.
7. The ball will be a size 3 futsal ball for ages U-8 – U-11 and a size 4 futsal ball for ages U-12 – O-30.
8. If a team does not show up for their designated game there will be an automatic forfeit and the score will be recorded as 5-0.
9. Players may not grab the wall to gain an advantage (leverage) while in possession of the ball. They may put their hands on the wall to protect themselves.
10. **NO GUM** on the court. Any player caught chewing gum will have to sit out the remainder of the half.

SPORTSMANSHIP RULE

1. Any team that leads an opponent by ten 10 goals or more must remove a player from the court. If the lead goes under a 10 goal difference the leading team can bring a player back onto the court.

GOALKEEPING

1. Goalkeepers can only throw the ball within their half of the court. The ball must touch another player, a wall, or the floor prior to crossing the mid-line.
2. Goalkeepers cannot punt or drop-kick the ball in any circumstance. The result will be an indirect free kick taken at the top of the penalty box. Once the goalkeeper leaves the penalty area, he/she is considered to be a field player.
3. The goalkeeper has 6 seconds to release the ball once possession has been gained with the hands.
4. The goalkeeper may slide tackle within the penalty area.
5. The goalkeeper's release of the ball while he or she is within the penalty area may not be interfered with.

RESTARTS

1. Corner kicks & kick-offs are direct, all other out of play restarts are indirect.
2. Goal kicks will be goal clearances with HANDS and do not have to be distributed out of the penalty box.
3. Corner kicks are taken from the corner mark and are direct kicks.
4. Balls striking the ceiling, lights, or other structures above are restarted with an indirect kick directly below the spot where the ball struck above the floor.

INFRINGEMENTS

1. All referee decisions are final.
2. A yellow card will result in a 2 minute penalty in which no substitution will be allowed for the player who received the yellow card. All other players may be substituted for. A player may return to the floor if a goal is scored during the penalty time by the opponent. Two yellow cards in the same game equals a sendoff (RED CARD). A red card will result in an automatic suspension from the game with a 5 minute penalty and a subsequent one game suspension for the player. The penalized team will play short for the entire 5 minutes even if the opponent scores. When multiple yellow cards are issued to the same team, to different players, at different times, the scoring of a goal by the opponent will only eliminate the penalty time on the first player carded.
3. Any player will be permanently EJECTED from the league for FIGHTING regardless of the number of age groups they are participating in.
4. Penal fouls, which occur in the penalty area, will result in a penalty kick taken from the mid-point of the top of the penalty area.
5. **NO SLIDING WHATSOEVER IS PERMITTED**, the only exception is under **GOALKEEPING**, Rule 4. **NO DIVING HEAD BALLS ARE PERMITTED** – Indirect Free Kick
6. 10 feet of distance must be **AUTOMATICALLY** given by defenders on free kicks.
7. If a coach is given a yellow or red card the team will also serve a 2 minute or 5 minute penalty. Coaches receiving red cards are not eligible to coach the remaining portion of the game or their next game and they must leave the sideline area. The one game suspension will be enforced within the division and age group that the red card was issued.

RANKING

1. All games ending in a draw in the preliminary rounds will remain as such. Point System: WIN-3 points; DRAW-1 point; LOSS-0 points.
2. If there is a tie for points at the end of the preliminary round the tie will be broken by:
 - a. Head to head competition.
 - b. Goal differential up to 5 goals, plus and minus.
 - c. Fewest goals against.
 - d. Goals for - Maximum 12 per game.
 - e. Shoot Out - 3 players.
3. If there is a three-way tie for points at the end of the preliminary round, the finishing order of the teams will be decided by starting with Item “b” in the tie-break process listed above, and continuing in consecutive order from Item “b” to Item “e” until all ties are broken. If all three teams have played each other, and one team has beaten the other two, head to head will count.
4. Playoff games tied at the end of regulation are decided by sudden death overtime. Both teams start at full strength and remove a player every 2 minutes until a goal is scored. Each two minute period is restarted with a kick off. The lowest number of players that we will reduce to is 3. When the teams are down to 3 players, they will play until a goal is scored. Substitutions are allowed during the overtime.

REGISTRATION

1. Final Rosters League Fee are required before the start of the first game.
2. If a player’s age is challenged, the coach and a parent are required to show proof of age within 48 hours of the challenge. These shall include a USYSA Player Pass, AYSO Registration Form, SAY Registration Form, Birth Certificate, or Driver’s License.

REFUNDS

1. No refunds will be issued for teams withdrawing after the entry deadline. Full refunds will be issued if the league is cancelled. No refunds will be issued after the league has begun.

GENERAL

1. The league directors will decide on all matters pertaining to the league and their judgment is final. Unless otherwise specified, FIFA Rules apply.