

## MATCH REGULATIONS - SOCCER cont'd

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### Indoor Soccer

- Iso.101. A team consists of 5 players, one of who will be the goalkeeper, with a maximum of 5 substitutes. No team can start with less than 4 players.
- Iso.102. The goalkeeper to wear a top of a different colour to his team-mates.
- Iso.103. Shin guards are compulsory.
- Iso.104. The duration of the game is 2 x 20 minute halves. The clock is re-set and starts at the conclusion of the first half. Half time for 5 minutes. The available game time in the second half is dependent on players having a quick drink and getting back into position.
- Iso.105. Players are not permitted to wear any footwear that is not deemed to be a sports shoe.
- Iso.106. Referee:  
Matches are controlled by a referee who has full authority to enforce the rules of the game. This includes:  
(a) Ensures that the players' equipment and uniform conform to the rules  
(b) Acts as a timekeeper and keeps a record of the match  
(c) Stops, suspends or terminates the match at his discretion for breaches of the rules, spectator behaviour or serious injury.  
(d) Takes disciplinary against players guilty of cautionable and send off offences. The referee is not obliged to take action immediately but must do so at the next stoppage in play.  
(e) The clock will not be stopped during a game except in the event of a serious injury. The half is deemed to be over as soon as the referee hears the buzzer.  
(f) Referees to start clock for the second half regardless of whether team is ready.
- Iso.107. Substitutions:  
To replace a player with a substitute, the following conditions must be observed:  
(a) Referee is informed before any substitution takes place (except at half time).  
(b) Your goalkeeper has possession of the ball.  
(c) A player has a genuine injury.  
(d) A goal is scored  
(e) At any other time when play has been stopped by the referee.  
(f) Substitution's will not be allowed in the last three minutes of each half, unless a player is genuinely injured.
- Iso.108. Free Kicks/Penalty:  
(a) Once a keeper releases the ball outside the 'D', they can't regain possession immediately or directly back from the same player on his team. A free kick awarded where the infringement occurred.  
(b) A player may not deliberately hold the nets, jump into them or use them to 'pin' players.  
(c) If a player is repeatedly found guilty of Net Abuse, a YELLOW CARD will be issued.  
(d) Once a team has conceded six free kicks in a half, the team has the option of a direct shot on goal. No players, except the goalkeeper, may stand between the ball and their own goal. until the ball is in play. In this situation, the player with the free kick must take a shot – they  
(e) Penalty given if the keeper keeps possession of the ball for longer than five seconds.

### Mercy Rule:

Once a team is up by 8 goals remove one player. If you are winning comfortably, give fringe players a turn. Maximum winning margin: 7 goals.

### Tied Grand Final:

In the case of a Grand Final being tied, teams are to play 5 minutes extra time, golden goal applies and if necessary, a 2<sup>nd</sup> 5 minutes extra time. If still tied, shared premiership.