



Fall Indoor Soccer



1. Games

A. **Regular Season: Typically, early September through mid-November. (8 weeks)**

B. **Semi -Finals and Finals: Typically in mid-November (2 weeks)**

1. Top 4 teams in each division will play in the semi-finals. Winners of semi-finals games advance to finals.

2. Finals seeding will be determined by points:

* Win = 3 points * Tie = 1 point Loss = 0 points Bye = 3 points

3. In case of a tie in points:

1. Head-to-head competition

2. Goal Differential (season)

3. Goals For

4. Goals Against

5. Coin Toss

4. **The last two weeks of the season must be played as scheduled unless approved by director. Semi-Finals and Finals must be played as scheduled. If a team cannot play, they will automatically forfeit. (Makeup games are scheduled by coaches and they arrange and pay referees).**

C. **Game schedules will be available by Tuesday before the season starts.**

D. Teams will be expected to play as scheduled or forfeit the game. Coaches should have an assistant coach in case the coach cannot come to a game.

E. **Length of Games:** U6, U8, – U10 - 20-minute halves & U12, – U14 - 25 minute halves

F. Each player shall play at least one-quarter of the game, including Finals. A team will lose 1 team point if a player's parent reports their child did not play at least one-quarter of a game.

G. Divisions: U6, U-8, U10, U12 and U14 (if applicable)

H. 25 Goal Rule – Teams will only be allowed to win by 25 goals. (Anything over will not be counted).

2. Team Roster

A. Number of players playing: – **5 players on the court (4 players; plus goalie) A team can start a game with 4 players.**

B. Maximum 14 players per team; Minimum 8 players. If a team has less than 8 players, the YMCA may add a player from the waiting list.

C. **No new teams will be added after regular registration is completed.**

D. No new players may be added to a team after second game.

E. A notebook with registered players' name and picture will be at the YMCA. A player not in the notebook may not play. A team will forfeit a game if playing a player not on their roster.

* Players need to be present at registration and bring: State I.D. with picture or Passport, Birth Certificate with School ID or School Demographic Page with Photo.

* If a player does not have current I.D. he/she will not be able to play without director's approval.

3. Practices

- A. Coaches may sign up for a practice time after they have ***5 or more players completely registered*** (*Registration form completed; \$ fee paid; Current ID*)
- B. ***Sign up for practice times: Late August.***

4. Rules: Standard indoor rules will be followed

- A. **Goalie**
 - a. The goalie, after picking up the ball, may throw, dribble or kick the ball.
 - b. The goalie may not play the ball off the wall and pick it up again; this will result in a corner kick for the other team.
 - c. The goalie may only score a goal if he dribbles the ball completely across the mid-court line.

Portero

- a. *El portero, después de recoger la pelota, puede lanzar, driblar o patear la pelota.*
- b. *El portero no puede jugar el balón a la pared y volver a levantarlo; Esto resultará en un tiro de esquina para el otro equipo.*
- c. *El portero solo puede marcar un gol si dribla la pelota por completo línea de media cancha.*

5. Coaches

- A. Teams will have a Coach and an Assistant Coach.
- B. Only the Coach may talk to a referee. If the Coach is not at the game, the Assistant Coach may talk to the referee.
- C. Coaches will be responsible for parents' and players' actions before, during and after a game.
 - a. A team will lose 1 team point for parents, players or coaches who are unsportsmanlike to referees, other coaches and players, up to 3 points each game; then the game will be forfeited.

5. Entrenadores

- A. Los equipos tendrán un entrenador y un entrenador asistente.
- B. Solo el entrenador puede hablar con un árbitro. Si el Entrenador no está en el juego, el Asistente del Entrenador puede hablar con el árbitro.
- C. Los entrenadores serán responsables de las acciones de los padres y los jugadores antes, durante y después de un juego.
 - a. Un equipo perderá 1 punto de equipo para padres, jugadores o entrenadores que no son deportistas. árbitros, otros entrenadores y jugadores, hasta 3 puntos en cada juego; entonces el juego se perderá.

6. Red Card

- A. A team will lose 1 team point towards Finals for each Red Card received by a coach.
- B. A coach or player receiving a Red Card will be suspended the remainder of that game and the next game. The coach must leave the YMCA building and sidewalk area outside the front door within 5 minutes after receiving a Red Card.
- C. A coach when suspended may not be in the YMCA building or in the sidewalk area outside the front door at any time during the day, or that day's game will be forfeited.
- D. If a suspended coach is the head coach for another team(s)
 - a. he may be in the YMCA building for that team's game no more than 10 minutes before the game, and must leave the building and area within 5 minutes after the game is over or that day's game for each team will be forfeited.
- E. A coach will receive a Red Card for intentionally forfeiting a game. The team will lose 2 points towards Finals.
- F. A coach will receive a Red Card for playing a player not registered for his team. The team will lose 2 points towards Finals.
- G. A coach or player receiving a second Red Card will be suspended the remainder of that season.
- H. A coach or player refusing to follow these Red Card rules may be suspended the rest of the season; and the coach may not coach for the YMCA in the future.

7. Tie Breaker

FIFA: The kicks are taken alternately by the teams

- a. If, before both teams have taken three kicks, one has scored more goals than the other could score, even if it were to complete its three kicks, no more kicks are taken
- b. If after both teams have taken three kicks the scores are level, kicks continue until one team has scored a goal more than the other from the same number of kicks
- c. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
- d. The above principle continues for any subsequent sequence of kicks but a team may change the order of kickers

YMCA:

- a. 3 of the players on the court at the end of the game will kick the first three kicks. The coach does not have to designate the order of the kickers. The goalkeeper can be one of the three kickers. The referee records the names and numbers of the kickers and the number of goals.