

Village Soccer League

Indoor Rules of Play : U15 and younger (6 v 6)

Leadership . At least one adult coach is required on the sideline of each match, but no more than two will be permitted.

Ball . A FIFA-approved futsal ball will be provided and used.

Clock . All game clocks start as designated on the game card per the schedule. Please have a sense of urgency to start your game ; do not be late. Matches are on a 40-minute running clock with no half time. Teams have a maximum of 4 seconds to restart the match, whether a goal kick, corner kick, indirect free kick, or kick-ins from the sideline. A rule infraction is a turnover and results in the opponent receiving possession.

Kickoff . A goal may not be scored directly from kickoff. All players must be in their own half of the pitch, and opponents must yield at least 3 yards of space during kickoff. The ball is officially in play after it moves any direction from it's original stationary position.

Substitutions . Unlimited substitutions can be made on the fly from the middle of the field. Game play will not stop.

Slide Tackling . Slide tackling is not allowed. If a player slide tackles, an indirect kick is awarded to the opposing team. If the referee deems the tackle egregious (cleats up, etc.), a yellow or red card may be given. Goalkeepers may slide in their own goalie box, as long as it does not present danger to another player. A field player cannot play from the ground, however s / he got there.

Goal Kicks . Goalkeeper can ONLY kick or throw the ball after a goal kick is awarded. The ball cannot travel IN THE AIR past the half field line during a Kick or Throw. Infraction is spot kick for the other team. The Goalkeeper or another player CANNOT dribble the ball out of the goalbox during a goalkick. Lastly, a goalkeeper CAN dribble the ball out if he/she gained possession of the ball during regular play.

Penalty, Indirect, & Direct Kicks . Penalty kicks will be enforced when appropriate. When a penalty kick is awarded, the ball must be spotted at the top of the box by the referee, then the penalty kick taken by a clearly designated player after the referee's whistle. All other kicks are indirect kicks ; there are no direct kicks allowed. Opponents must yield at least 5 yards of space during indirect kicks and corner kicks.

Throw-ins . Throw-ins are not utilized. When the ball has wholly crossed the touchline, it is put back into play by a kick-in from the spot where it went out. Opponents must yield at least 5 yards of space during kick-ins. All kick-ins are indirect.

Offside . The offside rule will not be enforced.

Fair Competition . Any team winning by a margin of five (5) goals or more during a match must remove one player from the field. As an alternative, the team down may add a player at the referee's discretion. The original 6 v 6 format resumes as soon as the goal differential is at four (4) or less.

Yellow Card . Players will be cautioned, or shown a yellow card, when 1) a substituting player enters the pitch from an incorrect position or before the player s / he is substituting for has entirely left the pitch, 2) s / he persistently infringes the Laws of the Game, 3) s / he shows dissent with any decision of the referee, or 4) s / he is guilty of inappropriate conduct. These four offenses are punishable by an indirect free kick taken from the point of infringement (a penalty kick if inside the goal box).

Red Card . Players will be sent off, or shown a red card, for 1) egregious fouls, 2) violent conduct, 3) foul or abusive language, 4) intentionally impeding a clear goal-scoring opportunity, 5) intentionally impeding a clear goal-scoring opportunity in the penalty area by handling the ball, or 6) a second instance of a cautionable offense, or yellow card. Infractions result in an indirect kick for the opponent if the card is shown outside of the goal box, or a penalty kick if the card is shown inside of the goal box. A player who receives a red card is out for the remainder of the match, exiting the field immediately. The team of the player who received the red card violation must play a person down for 2 minutes or until a goal is scored on them, whichever comes first.

Attire . All players must wear appropriate shin guards while competing. Players from the same team should match, at a minimum, in jersey color. Any standard soccer cleat is allowed, but not required. Tennis shoes can be worn. Players must not use equipment or wear anything which is dangerous to him/herself or others, including jewelry.

Etiquette . Do not enter the net until the match before you is over. Teams may choose either bench. The home team (listed first) must be prepared to change to an alternate jersey color if there is a close conflict. Please leave the field promptly when your match is over, so as not delay the next match. Only water and sports drinks with a lid are allowed inside the net. Food and chewing gum are NOT allowed.

Spectators . Cheer loud! Spectators must stay outside of the perimeter net, and off of the turf. Bleachers that line the west side of the Fieldhouse and the southwest corner of the upper mezzanine are great places to cheer from. Outside sideline chairs are allowed. Please do not obstruct others from viewing matches.

Code of Conduct . EVERYONE who participates in this league as a director, coach, athlete, referee, or spectator will remain respectful and courteous to all stakeholders listed prior. You must follow directions from venue staff regarding Fieldhouse policies and emergency procedures. Violence, abusive language or behavior, obscene or indecent clothing, throwing things onto the field of play, or causing property damage will not be tolerated. This league is comprised of CHILDREN, and we will all behave in a manner that recognizes that.

Fieldhouse Map . Please enter and exit the turf space at the areas designated with a red star on the map below.

