

NEWTON RECREATION COMMISSION
INDOOR YOUTH SOCCER LEAGUE RULES

Law 1 The Field of Play - (140 ft. X 80 ft.)

Law 2 **The Ball**
Midget League #3
Pee Wee Leagues #4
Rookie Leagues #4
Pony Leagues #5

Law 3 **Number of Players**
Midget League 9 Players (including goalie)
Pee Wee Leagues 9 Players (including goalie)
Rookie Leagues 7 Players (including goalie)
Pony Leagues 7 Players (including goalie)

Teams may start a game with a minimum of 4 players.
Free substitution is allowed. Any number of substitutes may be made at anytime during the game. Substitutions may be made as soon as one player reaches the bench area. An ejected player can be substituted for. A field player may change places with the goalkeeper when the game is stopped. The official should be told that a change is being made.
Each player attending the game must play an equivalent of half the game.

Law 4 **Player's Equipment**
A player may not wear jewelry, watches, hair clips, berets, bobby pins...).
Shin guards are recommended for all players.
Mouth pieces are recommended for all players, especially to those with braces.

Law 5 **The Referee**
*The Referee has the safety of the players as their main concern.
*May warn, caution, and set players out of the game.
*Must stop the game for injuries.

Law 6 The game will consist of 4 eight (8) minute periods, with a 3-minute halftime period for Rookie and Pony divisions. Midget and Pee Wee division will play 4 five (5) minute periods with a 3-minute halftime period.

The clock shall be kept running with the following exceptions:

1. Injury time-outs.
2. When the ball is kicked over the side walls out of play.

The Home team is responsible to provide an adult to run the clock.

KICK OFF:

1. The visitors kick off the 1st half. The player kicking the ball may not touch the ball a second time until it is touched by another player. Players may not cross the mid line until the ball is kicked. The kick off does not have to go forward. A goal may be scored directly from a kick off. After each goal, the game is restarted by the team who was just scored upon. A free kick is awarded for double touches.
2. Three-Line Pass - The ball must be completely behind the first blue line and must completely cross the center court (basketball) and the second blue line in the air before a violation is

called. If a violation is called, the ball is brought back to the center of the first blue line. The opposing team shall put the ball into play from that spot with a direct free kick.

THE BALL IN AND OUT OF PLAY:

1. The ball is in play: a) when it rebounds from a goal post, crossbar or wall and remains in field, b) when it rebounds off a referee on the field, or in the event of a violation, until stoppage is ordered by an official.
2. The ball out of play: a) the ball is out of bounds when it goes over perimeter wall or touches above the block wall on west side, b) If the ball goes over the perimeter wall, the restart will be taken at the point where it crossed the wall.

SCORING:

1. A goal is scored when the entire ball crosses over the plane of the goal line, between the goalposts and under the crossbar. A goal may be scored directly from a kickoff or any restart.
2. Score will not be kept for Midget and Pee Wee Leagues.

FREE KICK RESTARTS:

1. Specific free kick restarts include: a) Free kick in own penalty box - when a player takes a free kick in his/her defensive penalty area, all opposing players must be 10 ft. from the ball.
2. Three Line Pass Violation - ball taken to offending teams center spot, at the center of the blue line.
3. Pass Back to Goalkeeper - Kick is taken at the top of the offending teams box. The defending team must provide a 10ft distance.
4. Ceiling out of bounds - a ball hits the ceiling; the ball is taken out directly beneath the spot it hits the ceiling, also the west wall above the blocks is out of bounds.
5. Kick Ins - When the ball goes over the wall - kick is awarded to opposing team –at the point it went over the wall.

GOALKEEPER RESTARTS:

1. A player from the opposing team can not intentionally obstruct the goalkeeper.
2. Goalkeeper Goal Kick - When the ball is last played by an attacking player and crosses over the wall, play will resume with a goal kick.
3. The goalkeeper has 5 seconds to throw the ball, and may not play the ball again until it is touched by another player. If they choose to dribble the ball, the goalkeeper must advance the ball beyond penalty area within 10 seconds.
4. Illegal Pass Back to a Goalkeeper - The goalkeeper **may not** play the ball with their hands if the ball is intentionally kicked to them by a teammate's foot pass.

FOULS AND PENALTIES:

1. Fouls include - tripping, kicking, holding, pushing, charging violently, charging away from the ball, jumping at, handling the ball (hands), obstruction, and dangerous play. (High kicks, playing the ball lying on the ground, or attempting to kick the ball when held by the goalkeeper.
2. The restart after a foul is called will be a free kick at the point of the infraction or a free kick at the top of the box if it is a defensive foul in the penalty box.

SLIDING:

A slide is any intentional movement of leaving one or both feet while going down to the floor. A goalkeeper may slide within the penalty box area but may not play the ball outside the box while on the ground. Sliding is **NOT** permitted.

PENALTY KICK:

1. A penalty kick shall be awarded for any of the following fouls committed by a defending player in his/her defensive half of the field:
 - a) a foul within defensive penalty box or inside the goal area
 - b) a foul from behind against an attacking player who has control of the ball and has one or no defensive players between himself and the goal,
 - c) any foul where he/she is the last player on their team between an attacking player with the ball and the goal.
2. Conduct of a penalty kick -. The goalkeeper has at least one foot on their goal line and may not move off it until the referee whistles the start. The kick takes place at the top of the box, at the X and players must be 10 ft. away from the ball. When the referee blows the whistle play is restarted with the penalty kick.

Promote Good Sportsmanship