



LAWS OF THE GAME

Corner Kick Indoor Soccer's laws are based on a modified version of the Major Indoor Soccer League Laws of the Game. The standard rules and additional "house" rules are covered here. **Any questions in regards to the interpretation of the Laws should be directed to the Referee Assignor in writing.** All participants, players and coaches are expected to know and abide by these rules.

LAW I THE FIELD OF PLAY

LARGE FIELD (THE MET) The large field is 200' x 85' with an artificial turf playing surface and hockey style dasher boards. The field of play is marked with lines in the goal area, penalty area, corner markers, a center line and circle, and red defensive zone lines.

SMALL FIELDS (WEMBLEY & MARACANA) The small fields are 100' x 85' with an artificial turf playing surface and hockey style dasher boards. The field of play is marked with lines in the goal area, penalty area and corner marks, and a center line and circle. There are no red defensive zone lines on the small fields

Regardless of which field, all team members and coaches must stay in their team bench areas during a game. A two (2) minute penalty for unsportsmanlike conduct shall be imposed for failure to comply with this rule. **THE BENCH AND WARM-UP AREAS ARE FOR PLAYERS AND COACHES ONLY.** Friends, family and other spectators are not permitted to watch from or use these areas.

LAW II THE BALL

Teams in the under 14 age group and older, will use a regulation size 5 ball. Teams in the U12 age group and all younger age groups will use a size 4 ball. Game balls will be supplied by Corner Kick Indoor Soccer.

LAW III NUMBER OF PLAYERS

LARGE FIELD: U16 and older age groups will play with 5 players and a goalie. U14 and younger age groups will have 6 players and a goalie.

COED: COED teams will play with 6 players and a goalie. These six players must be composed of three males and three females. The goalie will be of either gender.

SMALL FIELDS: U12 and younger age groups will play with 5 players and a goalie. For all other small field leagues, teams will have 4 players and a goalie.

COED: COED teams will play with 4 players and a goalie. These four players must be composed of 2 males and 2 females. The goalie can be either male or female.

All teams must have at least 3 field players and a goalie on the field. Teams with fewer than 4 total players will be deemed to have forfeited the match. In the event that such an occurrence takes place, the opposing team may use the field for practice if it so desires. **NO REFUND WILL BE GIVEN FOR FORFEITED GAMES.** NOTE: Please refer to the Power Play section of LAW XI for information on the number of players during a power play / multiple penalty situations.

ROSTERS: All teams must file a roster prior to the start of the first game of each session. **Players may be rostered only on one team per league. In leagues where there is more than one division, players may be rostered on a team in each division if there is no inter-divisional competition or play-offs.** A maximum of 18 players may dress for a game. Teams may make additions to their rosters at any time during the season for an additional fee of \$10 per player over 18 player roster. There is no maximum roster size. Once a player's name is added to a team's roster, it cannot be removed for that session.

AGE VERIFICATION: Players and Coaches will play on the honor system and will only be asked to provide proof of age if two or more opposing teams request it in writing. A coach or player found to have misrepresented their age or the age of a player on their team may be suspended from playing at Corner Kick Indoor Soccer. Exceptions to age limits may be brought to Corner Kick management prior to the start of any session and will be reviewed for extenuating circumstances. (i.e. size of player, birth date near cut off). Age may be verified with any one of the following.

- a valid drivers license containing a picture and birth date
- a copy of the birth certificate
- an MYSA approved players pass

SUBSTITUTIONS: Substitutions may be made at any time on the fly, on an unlimited basis, provided that all players substituted for are within their own team bench area before the substitution is made. Neither the player(s) entering the field nor the player(s) exiting the field may participate in play when they are simultaneously on the field of play. Players are to exit the field only at their team bench area. Substitutions are guaranteed at the following times (the referee will hold play for completion of the substitution process.)

KICK OFFS	GAME STOPPED FOR AN INJURY
GOAL KICKS	GAME STOPPED FOR A TIME

PENALTY

CORNER KICKS	KICK INS
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There are no guaranteed substitutions during the last 2 minutes of play in the period. Goalkeeper substitutions are restricted by the following rules:

- Goalkeepers may be changed only during a stoppage of play for a guaranteed substitution. Goalkeepers may be changed on the fly during the last two minutes of the period provided the referee has been notified.
- An unnumbered goalkeeper jersey shall be worn by a field player who is substituted for the goalkeeper.

LAW IV PLAYERS EQUIPMENT

FOOTWEAR: The admissible types of footwear are indoor soccer shoes, flat-soled shoes or shoes specifically designed for use on artificial turf. No outdoor soccer shoes of any kind will be allowed.

UNIFORMS: All players on a team must wear jerseys of the same type except for the goalkeeper, who must wear a jersey of a different color from those of all other field players. All player's jerseys must be numbered on the back with permanent, easily visible numbers of at least six (6) inches in height. Failure to do so will result in a forfeit. Players on the same team must not share numbers. In the event that both teams wear the same color jersey, the home team (listed first on the schedule) must change. Scrimmage vests will be available for use, for a \$20 deposit, if they are required. No players, other than the goalkeeper, may wear long pants.

LAW V REFEREE: The referee's decisions on all aspects of the game shall be final. Any argument over a referee's decisions may lead to a time penalty, caution and/or ejection from the game. **At no time are players, coaches, team personnel or supporters allowed to threaten a referee or touch a referee in a threatening manner. Any player, coach or other team personnel who commits such an act will be immediately ejected from the match and may be banned from further play at the facility. Spectators who commit these acts will be ejected from the facility. Play will be halted, if necessary, until the ejected person(s) have left the field and/or facility.**

LAW VI DURATION OF THE GAME: The games shall be 50 minutes in length, running time, divided in to two 25 minute halves with a 3 minute break in between. If a team does not have the minimum number required to play the game within 7 minutes of the scheduled start, the game will be forfeited and the opposing team will have the option of using the balance of the time for practice. **NO REFUNDS WILL BE GIVEN FOR FORFEITS.** If a team arrives late for the game, but before the forfeit time has expired, the game will be shortened to allow other games to begin on time. There is no overtime period during regular league play or play-offs. The score at the end of the second half is the final score for the game. There are no time outs. The game clock will run at all times unless it is stopped by the referee for a serious injury. Time will be extended at the end of any period for the taking of a penalty kick.

LAW VII START OF PLAY: The home team (listed first on the schedule) shall choose which goal to defend at the start of play. The visiting team shall kick-off. The ball is in play as soon as it moves, but it cannot be played directly back. When the scoreboard is in use, the home team will take the bench corresponding with the "Home" side of the scoreboard. A goal may not be scored directly from a kick-off. Teams shall change ends at the start of each period.

LAW VIII BALL IN AND OUT OF PLAY: The ball shall be deemed out of play when any of the following occur.

- When the ball completely crossed the dasher boards.
- When the ball hits any part of the roof, roof support structure, pipes or lights over the playing area in the field. For a violation, an indirect free kick shall be awarded to the opposing team at the nearest red line.
- When the game has been stopped by one of the referees.

SMALL FIELD: Balls hitting the netting behind and to either side of the goal area, a corner kick or goal kick will be awarded depending upon which team last played the ball. Balls hitting the netting directly above the field will result in an indirect free kick from the center spot.

LARGE FIELD: Balls hitting the netting behind the goal and between the corner spots will result in a corner kick or a goal kick depending upon which team last played the ball. Balls hitting the netting on the outside of the corner spots will result in a kick-in from the opposing team from the spot where the ball went out of play.

LAW IX METHODS OF SCORING: A goal is scored when the whole of the ball passes over the goal line between the goalposts and under the cross bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking team, except in the case of a goalkeeper, who is within their own penalty area.

LAW X THREE LINE VIOLATION

LARGE FIELD: A player is guilty of a three line violation when he/she passes the ball across three lines (two red lines and the center line) in the air, toward the opponents goal, without the ball touching or having been played by another player or touching the dasher boards or field of play. If a three line violation occurs, the referee shall award a direct free kick, which shall be taken by a player of the opposing team, from the center of the first red line that the ball crossed.

SMALL FIELD: There is no three line violation on the small field. Goalkeepers may punt, throw or drop kick the ball into play with no three line restrictions. **However, all keeper releases are indirect and must be touched by another player before a goal can be scored. In the event that a goal is scored illegally, play will resume with a goal kick.**

LAW XI FOUL, MISCONDUCTS AND PENALTIES

FOULS: A player who intentionally commits any of the following penal offenses shall be penalized by the award of a direct free kick from the spot of the infraction subject to the exceptions in LAW XII. Kicking or attempting to kick, tripping or attempting to trip, jumping at, charging from behind (unless being obstructed), charging in a violent or dangerous manner, striking or attempting to strike, holding, pushing, handling the ball (except for goalkeepers in their own goal area) boarding, dangerous play, obstructing when not in playing distance of the ball, and failure of a player on a dead ball to play the ball within 5 seconds of the referee's signal to do so, resulting in a change of possession.

GOALKEEPER RESTRICTIONS:

1. The Goalkeeper may not play the ball with his/her hands if it has been intentionally played to him/her by a teammate. If this happens, the opposing team shall be given a free kick. The Referee shall place the ball at the mid-point of the penalty arc and sound the whistle to start play.
2. The Goalkeeper may not hold the ball in his/her hands for more than 5 seconds. Unless he/she is advancing the ball, the goalkeeper may not control the ball for more than 10 seconds. After releasing the ball into play, the goalkeeper may not use his/her hands again until the ball has been played by an opponent or a stoppage of play occurs.
3. Handballs outside the penalty area are deemed to be serious in nature and a time penalty shall be awarded against the goalkeeper who intentionally handles the ball.

GOALKEEPER PRIVILEGES: Any 2 minute penalties assessed against a goalkeeper may be served by a teammate. The goalkeeper may not be charged in the goal area.

CAUTIONABLE TIME PENALTIES: A player shall be cautioned (yellow card) and a 2 minute penalty assessed for the following offenses:

1. Persistently infringing on the Laws of the Game
2. Showing by word or action, dissent from any decisions given by the referee
3. Ungentlemanly conduct

4. Bench misconduct
5. Encroachment
6. Spitting on the field of play, bench area, practice area or spectator area
7. Deliberately kicking the ball, while play is stopped

For any of the above offenses, in addition to the 2 minute time penalty, a direct free kick shall be awarded to the opposing team. The offender must serve the 2 minute penalty. In the case of bench penalties, the offending team shall designate a player to serve the two minute penalty (the offending team shall play short for the penalty).

EJECTIONS: A RED CARD shall be shown, the player shall be ejected from the game and a 5 minute time penalty shall be assessed to a player for the following offenses:

1. Player is guilty of violent conduct or serious foul play
2. Player uses foul or abusive language
3. Player persists in misconduct after having received a caution before, during or after the game.
4. Player received 2 yellow cards (will be allowed to play in the teams next game)
5. Player intentionally impedes, in the opinion of the referee, through unlawful means, a player who is moving towards the opponent's goal with an obvious opportunity to score a goal, thus denying the goal scoring opportunity.
6. Tackling from behind

A player who has been ordered off the field after the game has started shall not return to the match. He/She must leave the field area and go to the locker room or lobby. The game shall not be restarted until the offending player has left. Failure of the ejected player to immediately leave the playing area shall result in abandonment of the game. In such cases, the Alan Merrick's Corner Kick Management shall determine the winner of the contest. The ejected player may be replaced by a substitute who must proceed immediately to the penalty box and serve the 5 minute time penalty prior to entering the field of play. A player who is ejected for serious foul play or violent conduct will be suspended for a minimum of 2 games. In addition, if in the opinion of the referee, the foul displayed a complete disregard for the Laws of the Game, that player will be banned from play for the rest of the session. The Management shall have final say in all suspensions. No refunds or fees will be made to teams or individuals that have been suspended or banned from play. Players who receive RED CARD ejections may be banned from the facility.

POWER PLAY: If a team is reduced to a lesser number of players on the field by virtue of its players serving time penalties (yellow or red cards) and such team is scored upon by its opponent, the power play will end. In the case of the penalized player, that player must serve the full amount of time even if the opponent has scored and both teams are playing at full strength. Unless caused by an ejection or lack of substitutes, a team cannot be reduced to fewer than 3 field players and a goalie, the player assessed the time penalty must be removed from the field of play but may be replaced by a substitute. When the time of one of the previous penalties expires, the un-served penalty time for the assessed penalty will be started. Thus the offending team will continue to play with 3 field players and a goalie. In the case of a team being reduced to fewer than three players and a goalie by ejection or lack of substitutes, the team will forfeit the game, with the score being recorded as 2-0. In the event of a bench penalty, since there is not a specific player being penalized, there is no need to remove/substitute a player from the penalty time still being served at the completion of one of the previous penalties. NOTE: For

games in the U14 and younger age groups, bench penalties and ejectionable penalties do not require placing a player in the penalty box while the team is playing short handed.

EJECTION OF COACHES, TRAINERS OR OTHER NON-PLAYER

PERSONNEL: Coaches, trainers or other non-player personnel who are ejected from the game must immediately leave the field area and retire to the locker room or the lobby. Failure to do so after having been ordered off shall result in forfeiture of the game.

Coaches, trainers or non-players who are ejected from the game shall be suspended for the following 2 games. No penalty assessed to a coach, trainer or non-player shall be served by a player.

DELAYED TIME PENALTY: At times when the referee would wish to penalize a player and also apply the advantage, he/she may do so by acknowledging the foul and let play continue. The appropriate action shall be taken when the offending players team gains possession or at the first stoppage of play.

LAW XII FREE KICKS

1. All fouls shall be punished by a direct free kick from the spot of the infraction with the following exceptions.
 - a. Free kicks taken by the defending team in the defensive goal area may be taken from anywhere in the half of the goal area where the foul occurred.
 - b. Free kicks awarded for fouls committed by the defensive team in its own penalty area shall be taken from the center point of the restraining arc at the top of the offending team's penalty area.
2. Encroachment shall be punished by a 2 minute penalty. The kicking team is entitled to 10 feet of clear space around the ball on all sides. It is the responsibility of the defending team to give this space. Referees will move the defending team only if requested to do so by the kicking team. If however, any defensive player within the 10 foot area attempts to interfere with the taking of the kick, that player will be guilty of encroachment and subject to a 2 minute penalty.
3. All kicks on the small field are indirect.

LAW XIII PENALTY KICK: Should a player from the defending team commit one of the fouls, listed under LAW XI, which warrants a time penalty, within his/her own penalty area or in the goal, he/she shall be penalized by a penalty kick in addition to the 2 minute penalty. A penalty kick may be awarded for a foul committed in the penalty area, regardless of where the ball is at the time of the offense. If the penalty kick results in a goal being scored, the offending players team will not have to play short handed but the offending player must serve the full 2 minute penalty. A penalty kick shall be taken from the white penalty mark at the top of the penalty area. When it is being taken, all players, with the exception of the player taking the kick and the opposing goalkeeper, shall be within the field of play, but outside the penalty area and at least 10 feet away from the penalty mark. The goalkeeper must have both feet on the goal line. The player taking the kick must wait for a whistle from the referee before proceeding.

LAW XIV KICK-INS: When the contacts the net over the dasher boards at the touch line, a free kick shall be awarded to the opposing team at the point at which the ball made contact with the net. This restart requires a whistle.

LAW XV GOAL KICKS: When the attacking team causes the ball to go completely over the top of the

dasher boards between the two corner flags, the defending team will be given a free kick which is to be taken from the half of its goal area that is closest to the point at which the ball passed over the dasher boards. This restart requires a whistle.

LAW XVI CORNER KICKS: When a member of the defending team causes the ball to go completely over the top of the dasher boards between the two corner spots, the attacking team will be awarded a corner kick. A corner kick is a free kick and must be taken by placing the ball on the white corner spot closest to the point at which the ball passed over the dasher boards. This restart requires a whistle.

MISCELLANEOUS RULES

1. Eating and drinking on the field is prohibited.
2. Chewing gum and/or tobacco is not allowed on the playing field or in the area of the team benches.
3. Glass containers are not allowed in the field areas
4. Alcoholic beverages are not allowed in any areas of the facility - including the parking lot
5. Fire arms of any kind are prohibited from any areas of Corner Kick Indoor Soccer
6. Any player or team found to have littered or abused the facility will be immediately suspended for the remainder of the session with no fees refunded.
7. Protest must be filed with the Management within 24 hours of the contested game. The protest must be in writing (typed) and must be accompanied by a \$30 bond that will be forfeited should the protest not be upheld. A ruling by the Management will be made within 1 week of the protested game.
8. In the event that two or more teams are tied in the standings, the following tiebreakers (listed in the order in which they will be applied) shall be used:
 - a. Total points (win = 3 pts, tie = 1 pt)
 - b. Head to head competition
 - c. Goals for / goals against ration computed by the formula:
$$(GF - GA)/GF$$

Where GF = number of goals scored
Where GA = number of goals allowed