Indoor/Arena Games

The Game

A. U10 and younger: Each game will consist of two (2) equal halves of twelve (12) minutes with one (1) minute halftime. Teams will switch sides of the field at half time.
U11 and older: Each game will consist of a running twenty-five (25) minute game. No halftime. Teams will switch goals for the second game.
Team on the visitor side will kick off to start the game or half for all ages. WCSA officials have the right to shorten a game for arena scheduling purposes, injuries, etc., as deemed necessary.

B. Slide tackling is not permitted in indoor play. Result is a free kick by the offended team. If the offense occurs in the box, a penalty kick will be awarded.

C. Sliding to play the ball is not permitted if another player is in the proximity of the ball: this may be determined to be a slide tackle, and will result in a direct kick by the offended team.

D. The goalkeeper may not slide with his/her feet at the feet of another player.

E. A player is allowed to place one hand on the walls for support. The use of two (2) hands on the walls in leverage against an opponent will result in an indirect kick for the opposing team.

F. Unless otherwise specified, FIFA rules apply.

G. Games are scheduled on the hour and half hour. There is no grace period. Teams should be at the arena fifteen (15) minutes prior to the scheduled game time. Teams not ready to play with the minimum number of players will forfeit the game. During halftime, teams should remain on the field to prevent delay of the start of the second half. A team's second game of the night may start sooner than scheduled.

Ball in and out of play/Restarts

A. THREE LINE RULE
A kicked or thrown ball cannot travel in the air across the three centerlines. Result will be an indirect kick by the offended team. The ball will be placed on the line (of the three (3) centerlines, not the goal line) nearest the offending team's goal. The goalkeeper may throw past the center line.

B. DROP KICKS, PUNTS AND THROWS
U10 and younger: Keepers are permitted to drop kick, punt or throw. The keeper has six (6) seconds to distribute the ball, once it is in his/her possession, to avoid a penalty. The three line rule applies. U11 and older: The keeper must throw the ball or place it back on the field and kick it into play within six (6) seconds to avoid a penalty. The three line rule applies. Goalkeepers are not permitted to punt or drop kick the ball. Result will be an indirect kick by the offended team, taken from the nearest point outside the offending team's penalty area.

C. KICKOFFS
Team on the visitors' side of the scorer's table will kick off to start the game. Teams will switch sides of the field at the start of the second half, or the second game for divisions that play 25 minute games (U11 and older). Kickoffs may roll backwards before going forward. Defending player must be outside the yellow circle and not touching it prior to ball movement. Players may not cross the center line prior to the ball moving. The ball must be kicked into play within six (6) seconds after the referee blows the whistle for the start of play, or the ball will be awarded to the other team. There is no offside except at midfield kickoffs (i.e. start of game, start of second half, after a goal).

D. BALL OUT OF BOUNDS
If the ball is kicked into the nets (the net above the doors, up to the level of the plexiglass, is considered in play), on top of the wall, or in the overhead nets, it will be kicked (not thrown) back inbounds by the opposing team within six (6) seconds. If the ball hits the ceiling net, it should be placed on the nearest of the three centerlines where it hit the net. If the ball hits the top rail or side net, it should be placed back on the field within the yellow line next to the wall. If the ball is placed outside the yellow line, or is moving as it is kicked, it will be awarded to the

other team. All out-of-bounds kicks are considered direct kicks. On all restart kicks the nearest defender must be at least three (3) paces (i.e. ten (10) feet) away from the ball.

E. GOAL KICKS
The ball may be placed anywhere on the goal crease line and kicked into play. The ball must travel outside the goal box to be considered valid. No attacking players are allowed in the goal box until the kick has been taken.

F. CORNER KICKS
The ball is placed on the large painted dot and kicked into play. This is a direct kick. If a ball gets jammed or lodged between players, the boards or the net, the referee may award a drop kick at his/her discretion.

G. PLAYER IN THE CREASE
If a referee interprets goalkeeper encroachment or obstruction, resulting goals may be voided and a goal kick awarded to the offended team.

Player Equipment

A. SHOES
All players must wear either tennis or approved field soccer shoes. No outdoor style cleats will be allowed on the field

B. UNIFORM
All players are required to wear their own soccer-style shorts. No other type of shorts are permitted; lettering or other design (other than company logo) is not acceptable. Numbered team jerseys will be distributed to all players and are required to be worn. Jerseys may not be altered, with the exception that player names may be added to the back of any player jersey so long as such accommodation is made for all players of that team. Sleeves may not be rolled, cut off or tied. Players will not be allowed to take the field until they are appropriately dressed according to these rules. Jerseys must be tucked into a player's shorts when he/she enters the field. A player will be given one (1) verbal warning to tuck their jersey into their shorts; after that the player will be given a yellow card and is not permitted to play for two (2) minutes. WCSA will provide pinnies for teams to wear during play if there are duplicate team colors. All players must provide and wear their own shin guards (which shall be of appropriate size and proportional to the player). No earrings or jewelry may be worn during a game. Soccer socks must be worn to cover up to the top of the shin guard.

C. SIZE OF BALL
U8 through U12: Size 4 standard outdoor ball
U13 and up: Size 5 standard outdoor ball
WCSA will provide the ball for the game.

Fouls

A. DIRECT KICK FOUL COUNTER
A direct kick foul counter will be used to keep track of calls by the officials during the game. U10 and younger: When a team receives a total of six (6) fouls, the opposing team will be awarded a penalty kick, and the counter is reset to zero (0). Direct kicks awarded inside the penalty area as a result of a foul by the defending team will be assessed as penalty kicks. U11 and older: When a team receives a total of four (4) direct free kick fouls, the opposing team will be awarded a penalty kick, and the counter is reset to zero (0). Direct kicks awarded inside the penalty area as a result of a foul by the defending team will be assessed as penalty kicks.

B. PENALTY KICKS
Penalty kicks may be taken by any player on the offended team. That player will start on the line (of the three center lines) closest to the opponent's goal. The balance of players on both teams will start on the center line. When the referee blows the whistle to start play, the kicker may dribble forward and shoot, the keeper may come off his line, and the remaining players are free to defend or aid in attack. If game time expires before a penalty kick is taken, six (6) seconds will be added to the game clock in order to complete the penalty kick. A foul by any player on the

defending team during a penalty kick will result in the penalty kick being retaken, if the attacking team did not score. If prior to the taking of a penalty kick at game's end, it is determined that a goal resulting from said kick will not alter the final point total existing prior to the kick, the penalty kick will not be taken.

C. DIRECT KICKS
Direct kicks awarded inside the penalty area will be taken as penalty kicks as outlined above.

D. INDIRECT KICKS
Indirect kicks awarded inside the penalty area will be taken from the nearest point outside the penalty area. Indirect kicks include (but are not limited to): two (2) hands on the wall, obstruction, pass back to the keeper, dangerous play, three line rule and punt/drop kick in U11 and older age divisions

E. ADVANTAGE RULE
If a player is fouled but the team/player retains possession of the ball, the referee may call a foul without stopping play. The referee will notify the scorer's table of the foul.

F. TWO MINUTE FOUL (BLUE CARD)
A player receiving a blue card will sit out for two (2) minutes. The team will not play short during this time, but the offending player may not return to the field until the two (2) minute penalty has expired, even if a goal is scored by the opposing team. No foul is awarded against a team for a blue card violation. Two blue cards to the same player in one game will result in an automatic yellow card against that player.

G. TWO MINUTE FOUL (YELLOW CARD)
A player receiving a yellow card will sit out for two (2) minutes. The team plays short during that time. If the opposing team scores during the penalty, the team may return to full-strength, but the offending player must remain out until the penalty expires. If the offending team scores during the penalty, they must remain playing short until the penalty expires. Two yellow cards in one game will result in an automatic red card for the offending player. A player receiving a yellow card in successive games (i.e. yellow in first game and second game of a doubleheader played on a given day/night, or yellow in second game and yellow in first game of successive play dates), will serve a one game suspension. A player receiving 4 yellow cards or a team receiving 10 yellow cards during the course of the season will be suspended from league play for the remainder of the season.

H. FIVE MINUTE FOUL (RED CARD)
Red card offenses will result in the ejection of the player for the balance of that game and the following game. The player must leave the WCSA soccer complex, and the offending team will play short for five (5) minutes. If the red card is called for an act that is deemed by the referee to be deliberate and malicious, a report will be delivered to WCSA's Judiciary Council, who may assess further penalties against the violating player. A player receiving 2 red cards or a team receiving 5 red cards (either straight red cards or as a result of double yellow cards) will be suspended from league play for the remainder of the season. A team receiving a red card in their last day/night (either game) of play may forfeit their standing in league play and be disqualified from any and all awards at the discretion of the WCSA Indoor Commissioner and/or the WCSA Judiciary Committee.

Players

A. ROSTERED PLAYERS: All players must be on the team's WCSA Arena Soccer Official Roster. Any team that fields a player who is not registered for WCSA Arena Soccer, or not on that team's assigned official roster will automatically forfeit that and any prior games that the unregistered player has played. Coaches will be subject to suspension for this offense and will be ejected from the game and the WCSA soccer complex. Each player shall play sufficient minutes to equal one half of each match unless prevented from doing so by illness, injury, or ejection.

B. NUMBER OF PLAYERS ON THE FIELD: All age groups play with five (5) players on the field plus a goalkeeper for a total of six (6) players. One player must be designated as the goalkeeper by wearing a different color jersey or pinnie. The goalkeeper is permitted to remain as goalkeeper

for the entire game. A game may start with a minimum of four (4) players. If a game starts with one team playing with less than the maximum allowed on the field, the opposing team must play even and field the same number of players. If additional players arrive, they may enter the field at any time with the referee's or scorekeeper's permission. Both teams may continue to add players as long as equality is preserved and until the maximum number of players on the field is reached. In the spirit of the game, equal player participation is encouraged. Coaches not giving equal playing time to all players are subject to review and/or suspension.

Substitutions

A. Substitutions may be made at any time, but the exiting player must be in the arc before the door is opened and the substituting player enters the field. Neither exiting nor entering player can be part of any play during this substitution. The exiting player must be completely off the playing field before the entering player can join the game. If either player becomes part of the play before the substitution is complete, a yellow card may be given to the offending player, and the offended team awarded an indirect kick. All substitutions should be made from the door nearest the scorer's table.

Scoring

A. Points for statistics will be as follows:
   a. Win: 6 points
   b. Tie: 3 points
   c. Shutout: 1 point
   d. Goal Differential: 1 point per goal (maximum of three).
   e. Forfeit: 10 points
B. The scoreboard will not display scores that go above a five goal differential.
C. Depending on the number of teams in a division, some game scores will not count in the standings.
D. Awards will be presented to the first and second place team in each division unless the league has championship games.

Coach's Conduct and Fair Play

A. The coach is responsible for his/her own conduct, and that of his/her team and parents, both on and off the field.
B. The area between the field entry doors on either side of the scorer's table and the first line past the mid-line to the left or right of their entry door is the coach's box. Coaches are not permitted to roam the sideline outside this area. Repeated violations may result in an indirect kick for the opposing team at the spot of the ball where the violation occurs.
C. If a coach is ejected from a game, he/she must leave the WCSA soccer complex and may not coach the next scheduled game. Offending coaches will be subject to further disciplinary action according to WCSA's By-Laws.
D. Players are not permitted to stand between the door used for substitutions and the scorer's table.
E. No spectators are allowed in the coach's box or players' bench area.
F. No spectators are allowed to stand behind the goals.
G. Only one (1) head coach and one (1) assistant coach are permitted to be in the coach's box during the game.
H. An adult (21 years and older) is required to be present in the coach's box during all games if an assistant is younger than 21.

Time

A. No time is scheduled for practice on the field before games. Teams may stretch and warm up outside the field of play. Balls may not be kicked in the arena except on the field.
B. Teams must leave the field immediately their first game is completed: teams will line up to shake hands after the second game.

C. Teams coming onto the field should enter through the rear door to allow the teams from the game that has just concluded to leave the bench area.
D. Teams must be ready to enter the field when the scorer buzzes the teams in, and ready to start play when the referee whistles for the start of play.

Rules for Championship Play

A. If scheduling time permits, first and second place teams (based on points earned in division games) may play a Championship game.
B. If, at the end of regular time, the teams are tied, a five (5) minute sudden death overtime will be played. A coin will be tossed to determine who kicks off. The first goal scored during this overtime will determine the winner. Substitution of players is permitted during this overtime period.
C. If teams are still tied at the end of the sudden death overtime, a second, unlimited time sudden death overtime will be played as follows: each team must field six (6) players with a designated keeper of the coach's choice. Before play begins, a list of these players must be given to the scorer's table with the order of their removal from the field. No substitutions are allowed during this overtime. After each one (1) minute of play there will be a short burst of the time clock horn, and one (1) player (as designated on the coaches' lists) must immediately leave the field, and may not touch the ball or be a part of the play while exiting. Play does not stop during this time. The horn will sound at each minute until only the keepers remain, at which time the clock will be stopped with no buzzer and play will continue until a goal is scored.
D. Any fouls recorded on the direct kick foul counter during regular time will be carried over into overtime and player reduction overtime.
E. In the event there are any questions, disputes or misunderstandings about rules, methods chosen for championship games or any other issues pertaining to these playoffs, final decisions will be made by the Indoor Commissioner and the head referee presiding over the event in question. All decisions will be final.

WCSA and WCPR Rules and Regulations

Regarding Use of the Indoor Arena

1. The coach will accept full responsibility for the actions of the team and its fans.
2. All spectators must remain in the seated area during the contest. Anyone not wishing to abide by this rule will be asked to leave the venue.
3. At no time are children to be left unsupervised in or at the arena.
4. No running inside the arena off the playing field.
5. No ball playing outside of the playing area.
6. As a safety precaution, spectators are not to touch or hang onto the side of the nets.
7. Any player, coach or spectator involved in fighting will be immediately removed from the contest and soccer complex premises and may not return until their suspension is completed.
8. Any individual, player or spectator acting in a threatening way toward a league officer, referee or another player will be suspended indefinitely.
9. Abuse of referees, officials, WCPR staff or WCSA officials may result in a suspension for two or more games. This includes after a game is completed.
10. Any ejected (red card) player must leave the soccer complex premises immediately and will be suspended from playing in their next scheduled contest.
11. Profane language and unruly behavior by players, coaches or spectators will not be tolerated.
12. No player shall touch or threaten a WCSA league official, WCPR staff or referee. If this occurs, the person(s) will be barred from all WCPR Department activities and facilities for an indefinite period to be set by the WCPRD.

13. Players not playing are not to touch or hang onto the side nets. Bleachers are provided for players to watch the game.
14. Coaches and assistants are to remain between the substitute door and the solid yellow line closest to their goal. No roaming the sideline is allowed.
15. No players or spectators are permitted to stand behind the goals.
16. Teams must enter and exit the field of play promptly at the start and completion of their games.