

Moorabbin Indoor Sports



SOCCER RULES AND POLICIES



**PLEASE REGISTER YOUR TEAM ONLY IF YOU
ACCEPT THE STADIUM POLICIES ON THIS PAGE.**

REFEREES

Referees are employed from people in your local community.

Refereeing is a difficult task at the best of times and players must remember that without a referee to have the final decision in game circumstances there could be no order to a sporting environment.

While we can appreciate frustration occurs in situations where the referee's decision differ to that of player opinion, such an occurrence is a part of any sport. Whilst nobody pretends that referee's are always right, their decision, however frustrating, must be accepted.

MANAGEMENT AND STAFF

Duty Managers and staff of Sandringham Indoor Sports are here to assist you enjoy using our facility. They are however often called on to make decisions during the course of the game where teams and/or players are at a disagreement.

Any decision made by a Duty Manager will be made according to the Rules of the Game and the Stadium Policies. Any event which may occur that cannot be found in such policies will be based on what would be in the best interest of "spirit of fair play".

We ask that all players assist our Management and Staff by respecting their decisions. Sandringham Indoor Sports will not tolerate abusive and threatening behavior to our staff, and will ban and/or legally prosecute any persons engaging in such behavior.

INDEX

1. THE TEAM
2. THE GAME
3. OFFICIALS
4. UNIFORMS
5. GAME FEES
6. TEAMS LATE ON COURT
7. COMPETITION POINTS
8. FORFEITS
9. BEHAVIOUR
10. FINALS QUALIFICATION
11. RULES – GENERAL
12. PENALTY KICKS
13. PLAYER WALLS
14. DISALLOWED GOALS
15. GOALKEEPERS
16. SUBSTITUTIONS
17. MISCONDUCT/SUSPENSIONS – a. YELLOW CARD
- b. RED CARD
18. INTERPRETATION OF RULES
 - a. TACKLING FROM BEHIND
 - b. ILLEGAL TACKLES
 - c. OBSTRUCTION
 - d. BLOCKING/CHARGING AGAINST NET
 - e. ADVANTAGE RULE
19. TIME-KEEPING
20. HANDBALL
21. DROP BALL
22. DRAWN FINALS
23. SAFETY/INSURANCE

1. The Team

A team consists of five (5) players, one of whom will be a goalkeeper, with a maximum of five (5) substitutes. No team can start a game with less than four (4) players on court.

If a team is reduced to 3 players or less due to injury or red cards, the game will be abandoned and the other team deemed the winner.

2. The Game

The duration of the game is 2 x 13 minute halves with a one (1) minute break at Half time.

3. Officials

The Stadium will provide the referee who shall control the game, operate the scoreboard and act as timekeeper. The referee's interpretation of the rules shall be final and teams have no choice in referees. The result at the end of the game will stand and no further discussion will be entered into.

4. Uniforms

All team members must have matching colour shirts on their third competition game (Penalty = one (1) goal per non-matching shirt). Whilst styles may vary, colours must be the same. Striped shirts must also be matching, i.e. a blue shirt does not match with a blue and white striped shirt.

Matching colour training "bibs" can be provided by the Stadium and when worn are deemed appropriate matching tops.

It is recommended the goalkeeper wears a different colour shirt, however he must swap to a matching colour if he changes position and comes out into the field of play, or else relevant uniform penalties will apply.

No players are permitted onto the court wearing jeans or non-athletic type shoes.

No caps, beanies, watches or bulk jewelry can be worn.

Bracelets and earrings should be taped if possible.

5. Game Fees (payable before the game)

It is the captain's responsibility to ensure that complete game fees are paid before the game, otherwise the game cannot commence. The correct procedure is for the captain (or representative) to pay the game fee, fill out the team sheet, get a receipt token from the Duty Manager once you have paid and then hand it to the referee.

6. Teams Late on Court

If a team does not have at least four (4) players on court and have handed the referee a paid token, a penalty of one (1) goal for every minute late will apply. If ten (10) minutes have elapsed, the game is then forfeited. It is for this reason that we recommend teams to arrive, fill out their team sheet and be ready to play at least five (5) minutes prior to the scheduled game time.

7. Competition Points

The position of each team on the ladder shall be determined by wins. Should two teams finish on the same competition points, the team with the higher percentage will finish higher.

4 competition points for a win

2 competition points for a draw

0 competition points for a loss

In the event of a forfeit 4 competition points to the non-forfeiting team

-1 competition point deducted from the forfeiting team

In the event of a team entering late into the competition, they shall be awarded the same points as the team in 5th position on the ladder.

Re-graded teams will enter the new grade taking their points with them. (Note: Teams re-graded cannot have more points than the top team, or less points than the bottom team).

8. Forfeits

If a team forfeits without 48 hours notice they will be liable to pay a forfeit fine of one (1) game fee on their next fixtured game. Teams who forfeit twice in one (1) season without 48 hours notice will be removed from the competition. This rule is in place to protect the integrity of the competition.

9. Behaviour

For the enjoyment of all, games are expected to be played in a sportsmanlike manner. The Stadium reserves the right to dismiss any team or member for threatening, offensive or abusive behaviour. The team shall be held responsible for the action of its members and spectators on and off the court.

10. Finals Qualification

At the end of the competition there will be a finals series for the top four teams. To be qualified to play in finals a player must have played one-third of his teams games for the season.

11. Rules of Indoor Soccer

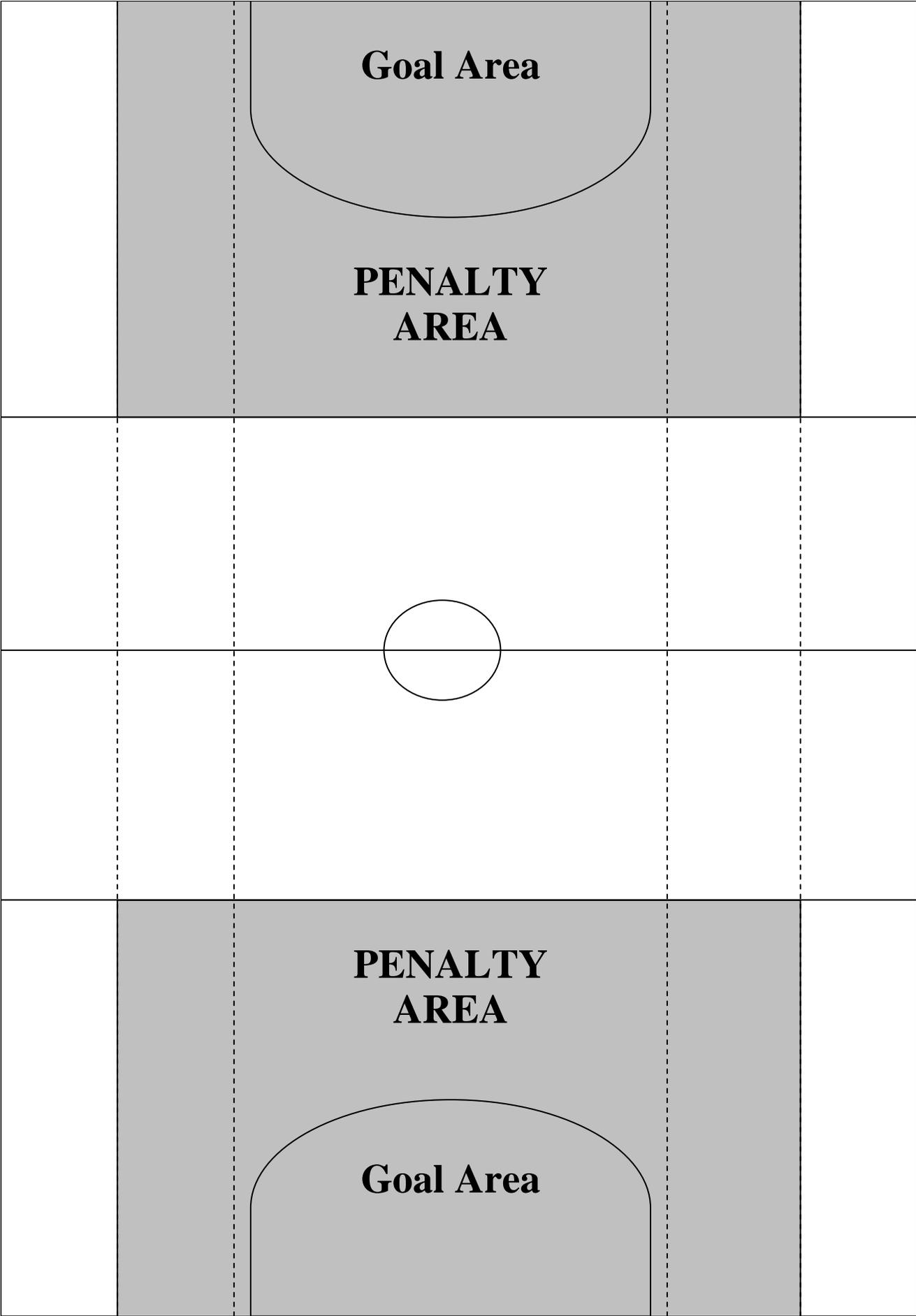
General

- A. All players must be three (3) metres away from the ball when a free kick is taken, and three (3) metres from the goal area when the goal keeper has possession of the ball.
- B. The player taking the free kick cannot kick the ball again until the ball is touched by another player.
- C. Free kicks must be taken within five seconds of the referee's whistle, or the free kick will be reversed.
- D. Where a foul has occurred the referee may elect not to award a free kick and allow play to continue under the ADVANTAGE RULE. The referee's decision is final.
- E. In summary, free kicks are awarded for:

Illegal tackles	Obstruction	Jumper pulling
Time wasting	Handball	Charging
Holding onto nets	Pushing	Raising feet above waist height
Raising elbows	Swearing	
- F. A player cannot hold onto the net or support himself by hand while playing the ball. A free kick shall apply.
- G. A player's foot cannot be lifted above waist height when attempting to play the ball.
- H. At a kick-off situation, the ball must be played backwards. If not the kick-off will be reversed. Once kicked from the centre circle the ball must be touched again by the kick-off team before the opposition can play the ball.

- I. The ball is considered to be “live” at all times off the nets, although a goal cannot be scored directly from the roof net (this includes own goals), unless it comes off another player or the keeper.
- J. If a player is lying, sitting or touching the ground with his hand, he cannot play the ball, regardless of whether it is unintentional.
- K. A player in possession of or going for the ball may not be put off by an opponent through means of yelling or verbal abuse. This will result in a free kick and a possible booking depending on the referee’s discretion. This also includes goalkeepers trying to verbally distract outfield players in their immediate vicinity.
- L. A goal is scored only when the whole ball has passed over the goal line.
- M. If a player or spectator outside the court makes contact with the ball while they are not participating in the game, it is a yellow card and a free kick to the opposition team, if ruled intentional. If it is ruled unintentional “play on” will be called.
- N. A player is not allowed to deliberately back into a defender once in possession of the ball.
- O. Any ball contacting the referee will be “play on”, unless deemed to give one team an unfair advantage, in which case a drop ball will be called.
- P. When the ball becomes stuck in the top net the ball will be given to the nearest goalkeeper.

12. Penalty Kicks



- A. A penalty kick is awarded for:
- * The goalkeeper leaving the goal area
 - * Defensive players being inside the goal area, this includes any part of a player crossing the goal line.
 - * The goalkeeper making contact with the ball outside the goal area
 - * An attacking player being fouled inside the penalty area.
 - * Attacking players entering the opposing team's goalkeeper area 3 times, after the penalty is taken the referee will restart the count.
- B. A player is only allowed to take one (1) step before taking the penalty kick. If the referee is not satisfied it will then become the goalkeeper's ball. If a goal was scored it is not counted.
- C. When a player is taking a penalty shot, the goalkeepers feet must be stationery on the goal line until the ball has been kicked. However his body can move. Keepers cannot jump forward before the kick is taken, a re-take of the penalty by the same player shall apply if a goal is not scored.
- D. Penalties must be taken in one fluent motion. If the referee is not satisfied this is the case, the penalty will be disallowed and it will become the goalkeeper's ball.
- E. The player taking the penalty can directly shoot at goal again should the ball rebound out from the goal area.

13. Player Walls

All players in the wall must be 3 metres from the ball and be stationery until the kick is taken.

14. Disallowed Goals

- A. A ball hitting the roof net and then going straight in for a goal will not be counted. If the ball after hitting the roof net makes contact with another player, including the keeper, the goal will be allowed.
- B. A player once having scored a goal must stay out of the goal area for the goal to be allowed. Should he continue into the goal area the goal will be disallowed and it will be the goalkeeper's ball.
- C. A goalkeeper cannot directly score a goal whilst he is in the goalkeeping position. In order for this to be a goal it must touch another player (including opposition goalkeeper).

15. Goalkeepers

- A. The goalkeeper cannot leave his area, or reach out of his area with hand or foot, a penalty will apply.
- B. Goalkeepers may only release the ball back into play by two ways.
 - i. Place the ball on the ground and kick into play
 - ii. Roll or underarm in a downwards trajectory the ball back into playGoalkeepers cannot throw the ball overarm, “drop kick” the ball or kick it in Aussie Rules style.

Should this occur a free kick will be taken from the centre spot.
- C. When a penalty is taken, the keeper must stand stationery on the goal line until the kick is taken, however his body can move. Goal Keeper’s cannot jump forward before the kick is taken. Should the referee deem any of these requirements were breached, the penalty will be retaken by the same player if a goal was not scored.
- D. The goalkeeper has 5 seconds to dispose of the ball. Failure to do so will result in a free kick to the opposing team on the centre spot.
- E. A Goalkeeper can only be changed at half time, after a goal has been scored, after a free kick is awarded, during a substitution, when your keeper has possession of the ball or in the result of an injury.
- F. The Goalkeeper cannot receive the ball back directly from a player whom he has passed the ball to. It must touch one or more players. Should this occur a free kick will be awarded from the centre spot.
- G. All players must be 3 metres from the goal circle once the goal keeper has possession, and cannot defend the throw/kick in.

16. Substitutions

- A. All substitutions must be called by the referee, teams can request substitutions :
 - after a goal
 - when a free kick is awarded
 - in the event of an injury
 - at half time
 - when the ball is in the goal area

NOTE: Both teams can substitute when the referee calls sub!

- B. The maximum number of substitute players for any team in any one game is 5.
- C. A referee will send off any player that is bleeding, including goalkeepers. Players will not be allowed back on court until the referee is satisfied the flow of blood has ceased and the wound covered. A substitution is permitted during this period.

17. Misconduct/Suspensions

a. Yellow Card

If a player receives a yellow card, it is a warning. A second yellow card is an automatic red card.

b. Red Card

This results in the player being sent from the court for the remainder of the game and cannot be substituted. The player who received the red card will also receive a minimum of one (1) week suspension. Players receiving two (2) red cards in one season will be banned from the Stadium permanently.

This will be strictly enforced. Depending on the severity of the incident, a player can be disqualified from the Stadium altogether after one (1) red card.

18. Interpretation of Rules

a. Tackling from behind

No tackling whatsoever from behind or the side within a 180 degree plane.

Only exception is a 50-50 ball which is up to the discretion of the referee.

A player legally heading the ball while coming from behind a player will not be deemed as a tackle from behind unless he is pushing or obstructing the player.

b. Illegal Tackles

Jumping at a player will be deemed an illegal tackle.

Running front on at a player then turning your back to them prior to contact being made will be deemed as not playing the ball and a free kick awarded.

c. Obstruction

This is when a player, instead of playing the ball, places himself between the ball and the opponent going for the ball, making himself an obstacle to the opponent's involvement in play.

Deliberately backing up into a player while in possession of the ball will be deemed a form of obstruction.

d. Blocking/Charging against the net

A block will be called and a free kick awarded against a defending player who moves towards the net with the intent of stopping the player with the ball moving up the net, without establishing his position clearly before the player with the ball gets to that point.

Likewise, a player with the ball who charges a defending player that has established a position on the net prior to the player with the ball getting there, the defender will be awarded a free kick.

A charge will be called against the attacking player who attempts to push between a defensive player and the net when there is insufficient room to do so. This is provided the defensive player had already taken up a defensive position against the net and does not move into this position to block as per the blocking rule above.

e. Advantage Rule

In the event that the referee believes the team receiving a free kick will receive a distinct advantage by calling play on, the advantage rule will apply.

19. Time Keeping

The clock will only be stopped in the event of a serious injury and at the discretion of management and the referee.

The half is deemed to be over as soon as the buzzer is heard by the referee.

20. Handball

Deliberate handball is a yellow card, and a free kick awarded. Should the deliberate handball occur in the penalty area a penalty kick will be awarded.

Unintentional handball will result in a free kick, unless inside the penalty area where a penalty will apply.

International handball is deemed to be when the ball touches any part of your arm from under your shoulder downwards.

21. Drop Ball

In the event that the ball hits the referee, the referee is considered a part of play, and therefore play-on will be called. Unless, it is deemed to give one team an unfair advantage, in which case a drop ball will be called.

A drop ball will also be called if play is congested or deemed to be in a dangerous situation. Contesting players must wait for the ball to bounce after the referee has blown his whistle.

22 .Drawn Finals

In the event of a drawn semi-final the higher team on the ladder will be the winner.

In the event of a drawn grand final, golden goal with a maximum of 2 x 2 minute halves will be played. If still drawn a sudden death penalty shootout applies, rounds of one kick each are used until one side scores and the other does not. Each team will select their Goal Keeper, the higher team on the ladder will shoot first.

23. Safety/Insurance

As the sport of soccer is of an “active” nature with moving equipment and participants, all players must be aware that injuries/accidents may happen and players play at their own risk.