

OSWEGO YOUTH SOCCER INDOOR RULES

PRIMARY RULES

1. All players must be registered before participating (for insurance reasons).
2. All players must play at least ½ of each game (equal playing time is recommended).
3. All players must wear shin guards covered by long socks.
4. All players must wear sneakers.
5. All players must wear team shirts.
6. We will not be using goalkeepers this season due to the small-sided games..

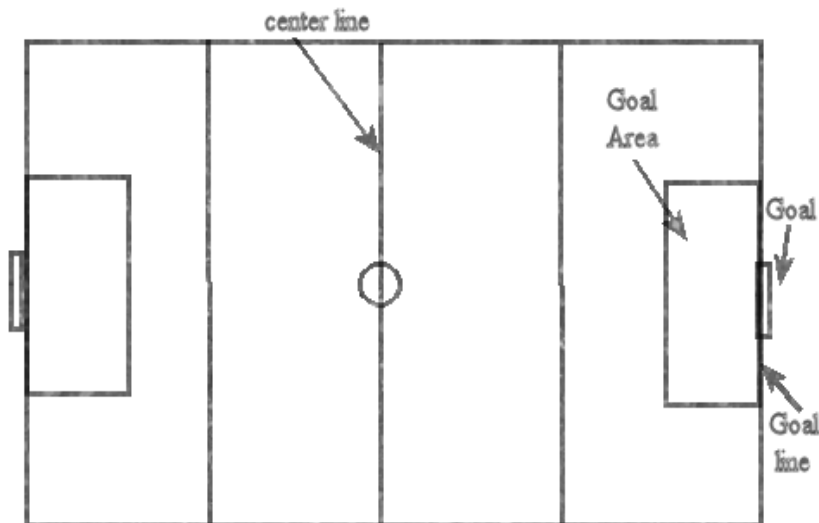
Grade Group	Game Duration*	# of Players on Court
K	4 - 5 minute periods	3
1 & 2	4 -10 minute periods	5
3 & 4	4 -10 minute periods	4
5 & 6	2 - 25 minute periods	3

* running time. Games running late must be stopped on the hour.

SUBSTITUTIONS

- 1st and 2nd grade division - there will be a **substitution break at approximately 5 minutes** of each period. The clock continues to run during this break (please have substitutions ready in advance).
- 3rd & 4th and 5th & 6th divisions - **Either team** may substitute on goal kick, corner kick, kick-in, or after a goal. There will be **no substitutions on other free kicks.**

PLAYING COURT



GAME RULES

1. Game is started by kick off: the ball is placed at mid court and kicked forward to a team mate. Opponents stand behind the line bisecting their defensive half of the field.
2. Ball crosses side line = throw-in by opponent of the last player to touch the ball before crossing the line.
3. Balls over goal line:
 - a. defense touches ball last = Corner kick (goal may be scored directly).
 - b. offense touches ball last = Goal kick (ball placed anywhere inside Goal Area, and must leave goal area before being played again by either team).
4. Ball touching ceiling, rafters, or other suspended apparatus = Indirect free kick by opponent at mid court.

5. Ball touching basketball backboard = Goal Kick / Corner Kick as per rule.
6. A goal is scored only if the whole ball crosses goal line inside goal (restart by kick off).
7. Two-line rule - If a ball is kicked and remains in the air over any two of the three lines on the field, an indirect kick is awarded to the opposing team at the center line at a point close to where it crossed this line.

FOULS AND MISCONDUCT

1. Tripping, kicking, striking, pushing, holding, charging violently, jumping at an opponent.
2. Any dangerous play (high kick, playing ball while lying on the floor, etc.).
3. Intentionally playing ball with the hands.
4. Intentionally obstructing an opponent.
5. Entering or leaving the game without the referee's permission.

FREE KICKS

1. All free kicks shall be indirect (a goal may not be scored unless the ball is touched by another player from either team before entering the goal).
2. The kick shall be taken from the point of the foul unless the foul is committed by a player inside his own goal area, at which time the kick shall be taken from the nearest point outside the goal area.
3. The player taking the kick may not touch the ball a second time until it has been touched by another player.
4. Opposing players must remain at least 5 yards from the ball.