



# LSO Indoor Soccer

## 6v6 and 7v7 Rules

### Highlights of the General Rules of Play:

**Game length:**

***GAMES MUST START ON TIME AND END 4 MINUTES BEFORE THE START OF THE NEXT SCHEDULED GAME!***

**Champion Division:** 4 – 10-minute periods (1 minute between the first and second periods and the 3<sup>rd</sup> and 4<sup>th</sup> periods. Half time will consist of 2 minutes.)

**Premier and Elite Divisions:** 2 – 22-minute periods, if games are running late, the halves will be 20 minutes in length.

**Ball:** All divisions will play with the Senior Futsal ball.

#### **Start and Restart of Play –**

##### **Kick Off-**

- Guest team always kickoff first, home team kicks off second half
- If quarters are played, kick off will switch each quarter (Teams switch ends at half time)

##### **Restarts –**

- All restarts are direct kicks

##### **Space required for restart:**

- Defending players are required to immediately move 5 ft from the Ball/point of the restart
- Attacking players must request 15 ft distance for restart
- For Champion and Premier divisions, a whistle is only needed for a restart for: kickoffs, free kick, player requests distance, time penalty (card), or a referee stoppage (injury, explanation, etc....)

**Ball Hits Ceiling or Net-** When the ball hits the ceiling, net, and rafters:

##### **Restart of play-**

- Below the point where the ball touched the ceiling, unless it hits the ceiling in the last fourth of the field.
- If the ball is last touched by the attacking team the point of restart will be directly below where the ball touched the ceiling. (if this is inside the goal area, play may be restarted anywhere inside that area)

#### **Keeper play-**

- No punting is allowed
- Keeper may use their hands inside the Goal Area (arc- defined by the white line)
- Keeper may not slide out of the goal area
- Keeper cannot slide feet first to challenge for a ball
- Keeper cannot pick up the ball from an intentional pass back regardless of field positioning (outdoor rules)

#### **Scoring:**

**1 Point Goals-** 1-point goals only – ***We do not but the score on the scoreboard.***

#### **Playing the Ball on the Ground / Sliding:**

A slide is any deliberate movement of leaving one or both feet while going down to the ground.

- Sliding is a foul, the referee will determine whether to call the foul based on advantage gained or not gained and if the act was dangerous or not.
- A player may not gain an advantage by going to ground at anytime

#### **Player play requirements:**

**Play consist of 2 teams with 6 or 7 players on the field-**

- Team must have 4 players
- Players must play a minimum of ½ of the game

Corner Kicks will be taken on the spot on the side the ball went out of play on at the end of the field, after last being touch by the defending team.

Goal Kicks will be taken from inside the goal area after the ball goes out of play on the end of the field and last being touched by the attacking team.