

# CITY OF CLOVIS RECREATION

## YOUTH INDOOR SOCCER LEAGUE

### RULES AND REGULATIONS

#### Outcomes of the Program:

- To teach skills, build character, and have fun.
- To have fair play and sportsmanship!
- *We can have fun by building character through teaching skills. Remember: This is a positive learning experience. SHOUT PRAISE, WHISPER CRITICISM!!!*

The City of Clovis Recreation reserves the right to modify these rules at any time. United States Indoor Soccer Association rules for the current year will be used for all games with the following exceptions:

#### ❖ Divisions are designated as such

(Under 8s), (Under 10s), (Under 12s)

#### ❖ GAME TIME

- Under 8s** – Four (4)- ten (10) minute quarters running clock time.  
**Under 10s & Under 12s** – Two (2) twenty (20) minute halves running clock time.
- B. There will be one (1) minute between quarters and five (5) minutes between halves. Time will be measured by scorekeeper.

#### ❖ REQUIRED PLAYING TIME: Every child on the roster **MUST** play based on the rules below:

1. **Under 8s** – Each team member must play a minimum of (5) minutes per half uninterrupted. After each child plays his/her required amount of time, coaches may then freely sub no exceptions.
2. **Under 10s & Under 10s** – Each team member must play a minimum of (5) minutes per half uninterrupted. After each child plays his/her required amount of time, coaches may then freely sub no exceptions.
3. No player can be benched from playing unless they are given a penalty card.
4. All team members present at the game must play the minimum amount of playing time required for each division. Failure to do so will result in forfeit of the game. The coach as well as the official scorekeeper must keep track of this time.
5. Players that arrive late but during the first half are only required to play the minimum required time in the second half. Players that arrive late to the second half are not required to play.

#### ❖ Rules & Modifications :

1. 5vs5 League
2. No goal kicks or corner kicks.
3. Players can play off the walls. If ball hits rafters or ceiling the ball is dead at the point of contact.
4. There are no offsides
5. No headers are allowed
6. Goolies are allowed in the Under 10s and Under 12s Division

7. Direct free kicks are given for balls going out of bounds instead of throw ins.
8. The clock will only stop be stopped for injuries or timeouts
9. The ball is out of play only when the ball leaves the field. If the ball leaves the field, it will be returned to play by the opposite team kicking the ball on the ground within six feet of where the ball went out of play
10. A goal is scored when the ball completely passes the goal line.
11. At the start of each half, a two-touch is required before a goal may be scored.
12. Players other than the goalkeeper may pass through the marked-off goalie area, but cannot make a play on the ball. If a defender other than the goalie makes contact with the ball within the goalie area the referee may either award a goal to the offensive team or award a penalty kick. If an offensive player makes contact with the ball in the goalie area any goal scored will be disallowed
13. The goalkeeper can return the ball back into play from his/hers marked-off area by placing the ball on the ground and kicking it, throwing it underhand below the waist, or dribbling the ball back into play. Goalkeeper has five-seconds to get rid of the ball or the opposing team receives a direct kick at the penalty mark. **A goalie may not dribble out of, then re-enter the marked off "goalies only" area**
14. A free kick will be given at the point where an infraction occurred unless the infraction was in the goalie area.
15. All free kicks will be direct kicks. The "one-step" rule will be used
16. All free kicks, kick-offs, or kick-ins require a clearance of six feet from the opposing team.
17. No slide tackling will be permitted.
18. Standings in each division will be determined in the following order: point basis, head to head, score differential, total scores for, total scores against.

#### ❖ PENALTIES

1. The referee has the discretion to give 2 to 5 minute penalties, and / or red card a player for dangerous play (i.e. rough play along the walls, wild kicks with the potential to cause injury). Ejections from games may result in a player's suspension for future games. Suspensions will be made by the league director with consultation from the game referee.
2. Two-minute to five-minute penalties may be given at the discretion of the referee for rough play or un-sportsmanlike conduct. A player can be ejected without a previous penalty. A sub may replace the ejected player only after penalty minutes have passed or a goal is scored.
3. If a two to five-minute penalty is given to a player, that player's team must play short-handed for the duration of the penalty or until the opposing team scores a goal. Should the opposing team score, the penalized team may return to full strength.
4. Yellow-carded players will be sidelined for 5 minutes. No substitution is allowed; the team must play short for two minutes.
5. G. Red-carded players must leave the field. The team must play short for the remainder of the game. Red-carded players may also be ejected from the building at the discretion of the league director, and / or the facility supervisor.
6. The referee's authority will govern the game! Only the coach may converse with the referees.

❖ **TIME OUTS**

- A. Each time out will be one (1) minute in length per half; clock will stop during time outs. Unused time outs do not carry over to the next half or into overtime.

❖ **OVERTIME- (For Tournament Play Only)**

1. **All Divisions**

- 1. In the case of a tie, an overtime period of five (2) minute clock will be used until winner is determined; first team to score wins
- 2. Each team will be allowed one (1) time out during that overtime period; clock will stop.
- 3. If after the two (2) minute period a team hasn't score we will go to Shootouts.

❖ **FORFEIT OF GAME**

- A. A team must have at least three (3) eligible players ready to play by five (5) minutes after the scheduled game time. Failure to do so will result in a forfeit of the game. If a team loses a player (injury, disqualification, etc.) and the total number of players on the team that are eligible to play is less than four the game will be called. Teams may utilize remaining time to scrimmage or practice, however officials and scorekeeper will not be permitted to work.

❖ **DRESS CODE**

- A. No cleats allowed; indoor soccer shoes are recommended but not necessary.
- B. Shin guards are highly recommended.
- C. Players must wear the uniform provided by The City of Clovis Recreation.
- D. Uniforms should be tucked in and shorts should be worn properly (on the hips).
- E. If a player wears a T-shirt underneath their jersey, it should be the same/similar color of the main color of the jersey.
- F. Garments worn underneath the soccer shorts (i.e. boxers, compression shorts, etc.) must not exceed beyond the length of the basketball shorts and must be same/similar color to the color of the basketball shorts.
- G. If there are two teams wearing like colored uniforms, the team listed as the visiting team will wear inverted jersey.
- H. Headgear for medical, cosmetic, or religious reasons may be permitted, provided it is not abrasive, hard, or dangerous, to any other player and which is attached in such a way it will come off during play. The Recreation staff, or official will rule on any headgear.

❖ **EQUIPMENT**

- A. **Under 8**– A youth size 3 ball
- B. **Under 10 & Under 12** – A size 4 ball
- C. The City of Clovis Recreation will supply game balls and other necessary supplies for use during the games.

❖ **COACHES CONDUCT**

- A. Coaches are very important role models for children in athletics. It is the coaches' responsibility to develop self-esteem, confidence, sportsmanship, and a positive

attitude in the children that he/she coaches. Setting good examples for the children to follow can only do this. A goal of The City of Clovis is to have all of the coaches working within our programs setting good examples.

- B. Coaches should always keep their tempers in control and watch their conduct around the children. This includes practices, games, meeting, or any other The City of Clovis Recreation activity. The City of Clovis Recreation will take whatever actions necessary to ensure that all coaches display proper conduct.
- C. Any coach who is ejected from a game will also be suspended during the team's next scheduled game. Also the right to coach a future team can be denied. (To be determined by The City of Clovis Recreation.)
- D. Coaching Box is the Length of the Bench if a Coach goes out of this box he/she may be subject to a technical foul.
- E. If coaches or spectators display unsportsmanlike conduct during a game, they will be given a technical foul after the first warning. Yelling at officials, players, or staff will not be tolerated.

## **XII. SPECTATOR CONDUCT**

- A. If parents or spectators from a particular team display unsportsmanlike conduct during a game, their team will be given a technical foul on the bench. It is important that coaches explain this to their parents/spectators. Yelling at officials, players, or staff will not be tolerated. Coaches need to help keep parents/spectators cheering for the players and not yelling at officials so as not to take away from the child's experience.
- B. Spectators are permitted to sit on designated bleachers along each baseline Spectators are not allowed to sit, stand or pace along other areas of the court including the sideline opposite of team beaches.

## **XIII. PROTESTS**

- A. Every attempt should be made to handle situation before filing an official protest with The City of Clovis Recreation.