

# **City of Clovis Recreation Co-ed Indoor Soccer Rules**

## **1. Field of Play**

All games will be played at the Clovis Recreation Center.

## **2. The Ball**

A soccer ball will be furnished by the Clovis Recreation office for all games played. The game ball used will be the Select Numero 10 Turf Match.

## **3. Players and Eligibility**

- A. Games shall be played with no more than 5 nor less than 3 players to a side at one time.
- B. Co-ed teams may not have more than 3 male players and no less than 2 female players on the field at a time. A female as goalie does count. If you are missing a required female, your team will have to play one player down per female missing.
- C. All players must be properly registered with all the official Clovis Recreation Center forms online through TeamSideline.
- D. Substitutions are unlimited and can be made anytime.

## **4. The Game-Start and Duration**

- A. The home team (first team listed on the schedule) shall determine choice of ball/side.
- B. Games shall begin promptly at the listed starting time. A 5-minute grace period is allowed until enough players are present. The clock will start at the listed game time.
- C. Duration of games will be two 20-minute halves and there will be a four-minute halftime. \*
- D. Games may end in a tie.

*\* Game time may be adjusted due to the number of teams entered in the league\**

## **5. Indoor Soccer Rules**

The Clovis Recreation soccer rules will be based on the laws of the game elaborated by the United States Soccer Federation (USSF) and the Federation International De Football Association (FIFA) with modifications deemed necessary by City of Clovis Recreation for the indoor field.

This league will be played as outdoor soccer with the following exceptions:

- A. Maximum number of players on a team roster is twelve.
- B. There are no goal kicks or corner kicks.
- C. The first yellow card a player receives will be a two-minute penalty and will be sidelined for that length of time. The second yellow card will result in a 5-minute penalty. Receiving a third card will

- automatically result in a red card, and the team must play one player down for the remainder of the game.
- D. In the event that a two or 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.
  - E. A red card can be issued to 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.
  - F. Red-carded players must leave the field. The team must play short for the remainder of the game. Red-carded players will also be ejected from the building at the discretion of the league director, and / or the facility supervisor. Depending on the severity of the red card infraction, the player may also face a league suspension.
  - G. The referee's authority will govern the game! Only the team captain may converse with the referees.
  - H. Players play off the walls. If the ball hits the netting, rafters, lights, ceiling or the white walls the ball is dead at the point of contact.
  - I. There are no off-sides.
  - J. Direct free kicks are given for balls going out of bounds instead of throw-ins. The ball must be played within two feet from the wall. All balls must be played within five seconds.
  - K. The referee has the discretion to allow a goal for blatant fouls, which may have resulted in a goal if the foul was not committed.
  - L. No jewelry or hard braces will be allowed to be worn by any player.
  - M. All players on a team must wear the same color shirts with non-duplicate visible numbers on the back of the shirts by the first league game. Goalkeepers must wear a different color shirt.
  - N. The clock will only be stopped for injuries.
  - O. 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 five feet of where the ball went out of play.
  - P. A goal is scored when the ball completely passes the goal line.
  - Q. At the start of each half, a two-touch is required before a goal may be scored.
  - R. 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.

- S. 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.
- T. A free kick will be given at the point where an infraction occurred, unless the infraction was in the goalie area.
- U. All free kicks will be direct kicks. The "one-step" rule will be used.
- V. All free kicks, kick-offs, or kick-ins require a clearance of six feet from the opposing team.
- W. No slide tackling will be permitted. Additionally, goalkeepers are not permitted to dive feet first, as this motion is considered a slide tackle.
- X. One 30-second time-out per half is allowed. The clock will not stop outside of the final two minutes of the second half. If a timeout is called inside the final two minutes of the second half, the ball will be placed where the ball was when the timeout was called. Only the team in possession of the ball can call a time-out.
- Y. No more than one hand on the walls at anytime.
- Z. If any team does not show by five-minutes after game time that team will forfeit the game. The forfeited game will be scored as 5-0.
- AA. All players must check in at the scorer's table before entering the game. Any goals scored by a player neglecting to check in will be disallowed.
- BB. Additional players may be added to the roster at any time before the fourth game. All new players must complete the Adult Code of Conduct and Adult Waiver Liability form on TeamSideline through the roster invitation prior to participation.
- CC. Players unable to play out the season due to an injury can be deleted from the roster and replaced with another player up to one week before the tournament.
- DD. Once tournament play has begun, no roster substitutions will be allowed under any circumstances.
- EE. Standings in each division will be determined in the following order: point basis, head-to-head, score differential, total scores for, total scores against.

## 6.

### **Tournament Play**

- A. The tournament format will be as follows:
  1. Single elimination format.
  2. Seedings based on regular season points total.
  3. 1<sup>st</sup> tie-breaker is head to head results.
  4. 2<sup>nd</sup> tie-breaker is goal differential.

B. Tournament games shall be played under the same rules as regular season games. Tournament games ending in a tie will be decided by a 5-minute golden goal (sudden death) overtime period. If after the overtime period no goal has been scored a 5 shot shootout will be used to determine the winner.

## **7. Fouls and Misconduct**

A. No player shall at any time:

1. Lay a hand upon, strike or threaten a referee, staff person, spectator or another player.
2. Use verbal abusive attack upon a player, referee, staff person, or spectator.
3. Be under the influence of drugs or alcoholic beverages.

If any of the above has been violated, the player will be suspended from the league and/or assault charges filed. The Recreation Staff will determine duration of the suspension per the Adult Code of Conduct.

B. Red carded players and ejections:

1. A players 1<sup>st</sup> red card will result in immediate ejection from the facility. Depending on the severity of the infraction leading to the red card, the player may also be subject to a league suspension.
2. A players 2<sup>nd</sup> red card will result in an automatic removal from the league.

**It is the goal of Clovis Area Recreation to promote a safe and responsible environment in which to play. If you have any questions, please call us at 559-324-2780.**

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