



MEN/COED INDOOR SOCCER BYLAWS

1. The City of Victorville Recreation Services Division (herein referred to as Recreation Division) will be governed by current FIFA rules, except as specified herein:
 - a. Number of players. Five (5) players shall comprise the team, with no less than four (4) on the court at a time. For coed teams, there must be a minimum of two (2) female players per team on the court at a time. There can only be one more male player than female player on the court at any time, or one more female than male. Goalie is counted as a player.
 - b. A goal scored by a female player in a coed program counts as 2 points, except a penalty kick, which will count as 1 point. A direct shot by a female player which ricochets off of a male player will count as 1 point; however, if the official determines it was not a ricochet, it will count as 2 points.
 - c. In coed play, caution must be exercised by a male player when playing a ball against a female player.
 - No physical contact will be allowed.
 - Official judgment.
 - d. No slide tackling. This is the official's judgment. Slide tackling results in an indirect kick at the point of infraction.
 - e. Any player receiving a caution must leave the field of play for a period of 5 minutes (as determined by the official) and remain on the sidelines in their team's area. The cautioned player may re-enter the field of play when signaled by the official. No substitute may enter the court for the cautioned player. The team must play short. Any player who is ejected from the game must depart the court to the parking lot or street and may not participate in the next game. **The ejected player must not display any negative behavior.** A substitute may not enter the court of play to replace the ejected player. The team must play short for the remainder of the game. A player who receives two ejections during the season will be referred to the League Director for action and may be suspended from the league for the remainder of the season.
 - f. In coed play, if a team starts with two female players, and a female player receives a red card, the team may continue play with three or less male players.

- g. One side wall is playable up to three foot vertical distance on the wall (official's judgement). The other (spectator) side will be played as an out-of-bound line. When the ball goes out-of-play on the sideline, an indirect free kick by the opposing team will put the ball back in play, from the point the ball went out-of-play. (There are **no** throw-ins.) The two goal-line walls are playable up to 6 feet vertically (roughly the height of the wall pads).
- h. The ball is out-of-play if it crosses **above** the 3 foot vertical wall distance and/or rebounds off a backboard, light fixture, or ceiling. The ball is put back into play by the opposing team at that point of out-of-play contact, by an indirect free kick.
- i. Regulation indoor soccer balls will be used.
- j. There are **no** offside rules in effect.
- k. A ball may not pass in the air beyond a third of the playing court (as in hockey); there are green lines marked on the court that designate these zones. The opposing team will put the ball back in play with an indirect free kick at the point the ball left the ground.

2. GAME

- a. The game shall consist of two 25 minute halves, with a 5 minute half-time.
- b. A tie game after completion of regulation time will be determined by a "shoot out", no extra period. A shootout will consist of 3 players from the same team taking one attempt apiece. In coed play, one of these three players must be female. (A female player who scores in a shootout will count as one point.)
- c. There will be a 10 minute grace period to field the minimum number of players on the field. This time will be deducted from each half.
- d. A team may start and play a game with four players if necessary. Late arriving players may be inserted into the line-up as they arrive. If a team has not fielded at least four players (in coed play, 2 male players and 2 female players) by the 10 minute grace period, the game shall be declared a forfeit.
- e. Standings: Standings are determined by using the win/loss method. In the event of a tie, head-to-head competition will determine the outcome, following by goals scored in that competition to determine final standings.

3. ROSTERS

- a. Rosters are limited to ten (10) players.

- b. Teams must submit a completed Sports Roster to the Recreation Office or court attendant before the first game.
- c. A Player Addition/Deletion form is available at the Recreation Office or from the court attendant for any changes to a roster. This form must be signed by the new player and turned in at the Recreation Office or given to the court attendant or official before playing. A player may change teams during the first-half of the season; however, this player must sit-out one complete game after officially changing teams. No roster changes will be allowed after the first-half of the season.
- d. All players on a team that are physically present for a game must participate in the game (unless injured, etc.).
- e. Players must have played at least three league games to be eligible for any championship playoff (if any).

4. **POSTPONEMENTS**

- a. The only postponements will be those made by the Recreation Division. Teams that cannot make a game will forfeit that game.
- b. Two forfeits will result in disqualification from the league and forfeiture of league fees.

5. **PROTESTS**

- a. All protests must be filed in writing with a \$25 protest by 5:00 p.m. the next weekday. This fee is refundable if the protest is upheld. A protest can only be made on ineligible players and rule interpretations, **not** judgment calls by the official.
- b. The officials' jurisdiction begins at kickoff. The official may stop the match for any rule infringement and suspend or terminate the game whenever he/she deems necessary, especially for matters of player safety.

6. **MISCELLANEOUS**

- a. All participants play at their own risk. Injuries incurred are not the responsibility of The City of Victorville.
- b. Players must wear gym or basketball shoes. No spiked, cleated shoes, or sandals will be allowed.
- c. Caution and/or ejections will be dealt with on an individual basis by the League Direction and/or Recreation Division representative. Remember that this is a

recreation league and rough play and/or unsportsmanlike conduct will not be tolerated at any time.

- d. All coaches will ensure that all players have read the "Players Code of Conduct".
- e. Start of play: The start of play shall be determined by a coin toss by the official. The captain winning the toss will choose to either kickoff or to defend a goal in the first period. At the referee's signal, the match shall be started by a player directing a place kick into either half of the court. The ball must travel at least the circumference of the ball before it can be played by another player. Every player shall be in his or her respective half of the court, and every player of the team opposing that of the kicker shall remain not less than 10 feet from the ball until it is kicked-off. A goal may not be scored from a kick-off. The kicker may not play the ball again until it has been touched or played by another player.
- f. All participants must be wearing a shirt (no skins) with a number. No hats are to be worn.
- g. Shin guards are required dress code. The official will check for shin guards before the start of play.
- h. The goalie's box and the penalty box are one and the same for indoor soccer. In light of no marked "arc", the penalty box will extend two yards to the right of the goal and two yards to the left of the goal and out a distance of approximately 20 feet to the second red hash mark on the court, to the discretion of the official. A handball within the penalty box will result in a direct direct kick between the goal tender and the opposing team player. The penalty kick line is approximately 14 feet from the front edge of the goal where the 3-point basketball line meets the edge of the green box.