

Youth Indoor Soccer Rules

Games will be two 12 minutes halves each (running time clock) with a two minutes half time

Kick off may be taken in any direction.

Team will switch sides at halftime and the opposite team will receive the kickoff.

Substitutions can be made on the fly and must take place at center court.

Goal kicks are taken from either block at the edges of the key area. Corner kicks are taken from the corner designated.

All dead ball kicks are direct, except kick offs and kick ins from the sidelines.

No throw-ins, all out of bounds restart are from a kick-in where the ball left the field and are indirect.

There are no off-sides.

The goal box and penalty area will be considered inside the basketball three-point arc.

NO SLIDE TACKLING (except goalies within their respective penalty area. Slide tackling will result in a penalty kick for the other team.

Goalies are not allow to throw the ball in the air into the opposing team's defensive three-point arc. If this occurs, the ball is placed at the top of the three-point arc on the attacking half of the field for a direct free kick.

5-YARD RULE: In all dead-ball situations, defending players must stand at least five yards away from the ball.

If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal, in line with the place of the foul.

PENALTY KICKS: A penalty kick shall constitute a direct kick taken from the free throw line with all players outside of the three-point arc.

Player ejection: (Red Card): Referees have the right to eject a player, coach or spectator from the game.