



## **WRC 3<sup>rd</sup>-5<sup>th</sup> GRADE INDOOR SOCCER RULES**

### **1. The Referee**

**The decisions of the Referee regarding facts connected with play and interpretations of the Rules are final.**

### **2. The Ball**

- a. Size 4 Futsal Ball

### **3. The Players**

- a. 3<sup>rd</sup>-5<sup>th</sup> Graders. 6 players on the field including goalie. Boys and Girls have separate divisions.
- b. Each team may substitute players freely; provided that players must substitute off the field of play or within the Touch Line in the area of their Team Bench

### **4. The Players' Equipment**

- a. Players wear their team's uniform, consisting of the same colors, shin guards (required), and indoor footwear (no black soled shoes). Jewelry and other accessories are prohibited. Mouth pieces are encouraged for all players, especially to those with braces. The Goalkeeper wears jersey colors distinguished from all other field players and from the Referee.

### **5. The Durations of a Game**

- a. (4) 8-minute quarters w/ 1-minute and 5-minute half-time. Clock will run continuously except for an unusual delay determined by the referee.
- b. If the game is tied at the end of regulation, a 2-minute "sudden-death" Overtime period follows. If still tied after the overtime period, the game ends in a tie.

### **6. The Start and Restart of Play**

- a. A Kickoff from the Center Mark starts play at the beginning of each Half and after every goal. A player who starts play may not again play the ball until it touches another player. This is an indirect kick and a goal cannot be scored from a kickoff unless ball touches another player first.
- b. The Home team takes the Kickoff for the First and Third Quarters and Overtime. The Visiting Team takes the Kickoff for the Second and Fourth Quarters.

### **7. The Ball In and Out of Play**

- a. The ball is in play: a) when it rebounds from a goal post, crossbar or wall and remains in field, b) when it rebounds off a referee on the field, or in the event of a supposed violation, until stoppage is ordered.
- b. The ball is out of play: a) when it goes over the perimeter wall or, b) when the ball contacts any part of the building above the field of play.
- c. A Mid-Line Violation occurs when a goalie throws the ball in the air across the Mid-Line toward the opponents goal without touching the Perimeter Wall, another player or a Referee on the field of play. **NO PUNTING or DROP-KICKING**



## 8. The Method of Scoring

- a. A team scores a goal when the whole of the ball legally passes over the Goal Line, between the goalposts and under the crossbar. A goal may NOT be scored directly from a Kickoff or Restart.

## 9. Fouls and Other Violations

- a. A Foul occurs if a player:
  - i. Holds an opponent;
  - ii. Touches ball with hand (except by the Goalkeeper within his Penalty Arch);
  - iii. Plays in a dangerous manner;
  - iv. Deliberately heads the ball
  - v. Slide tackles;
  - vi. Impedes the progress of an opponent (“Obstruction”), or
  - vii. Prevents the Goalkeeper from releasing the ball from his hands;
  - viii. Unsporting Behavior
- b. Goalkeeper Violations: The opposing team receives a Free Kick for the following violations by a Goalkeeper:
  - i. Illegal Handline: Picking up the ball after someone from his/her team has intentionally passed it to the goalie from their feet.
  - ii. Illegal Punting or Drop-Kicking: Goalies ARE NOT ALLOWED TO PUNT or DROP-KICK. The ball must be either rolled, thrown, or kicked while on the floor.
  - iii. 5-seconds: Controlling the ball with either his hand or foot inside the Penalty Arch for over five (5) seconds.
- c. Advantage Rule: The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which it has been committed will benefit from an existing offensive advantage.
- d. Flagrant Foul: A Penalty kick is awarded by the referee if he/she considers the foul to be unsportsmanlike or unnecessarily rough.
- e. Caution-able Offenses: The Referee issues a **Yellow Card** for reckless Fouls and offenses.
- f. Ejection-able Offenses: A person receives a **Red Card** for Fouls and offenses, which the Referee considers violent or use of excessive force, and for:
  - i. 2nd-Time Yellow Card
  - ii. Elbowing: Intentionally elbowing an opponent above the shoulder
  - iii. Vicious Slide Tackling: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him
  - iv. Fighting
  - v. Leaving Team Bench or Penalty Area to engage in a fracas or confrontation with the opposition or a Game Official
  - vi. Extreme Unsporting Behavior: Committing particularly despicable behavior, including:
    - 1. Spitting at an opponent or any other person



2. Persistent use of extremely abusive language or behavior toward a game official
3. Bodily contact with a game official in dissent

#### **10. Time Penalties**

- a. The following penalties apply to offenses for which a Card is issued (subject to further action by the Administrative Authority):
  - i. Yellow Card: 2 minutes
  - ii. Red Card: (2 yellows) Ejection. No sub for the ejected player is allowed. Team will play short-handed.
- b. Players who receive the foul must serve the whole-time penalty and the team plays shorthanded until the time penalty has been served.
- c. Exception: A time penalty is wiped out if the other team scores while the time penalty is being served.

#### **11. Unsportsmanlike Conduct**

- a. Winfield Recreation Commission sponsored leagues are designed solely for the recreational values derived by the players, managers, coaches and spectators from the sport in which they participate. Any player, team, manager, coach or spectator who displays any form of unsportsmanlike conduct such as flagrant rule violation, vulgar language, engaging in fighting or obviously attempting to injure anyone, threatening or purposely touching a league official before, during or after a game may be suspended from the league and/or all leagues sponsored by the Recreation Commission. In addition, the team may be placed on probation. FEES WILL NOT BE REFUNDED.
- b. Any person(s) ejected from the game shall leave the facility immediately, NO SIGHT/NO SOUND. Failure to do so will warrant a forfeiture of the game by the offending team. The coach or manager shall be responsible for actions by his/her players and spectators and for informing them of all rules. Badgering or taunting the opponents, officials or spectators is strictly prohibited and is grounds for suspension. When a player, manager or coach is ejected he/she is automatically suspended for the next game. A second ejection within the same season will result in removal from the rest of the current season.
- c. **SPECIAL EMPHASIS WILL BE PLACED ON MISCONDUCT AND PROFANE LANGUAGE. OFFICIALS WILL BE INSTRUCTED TO ENFORCE THIS RULE AND ANY VIOLATIONS BY PLAYERS OR COACHES WILL RESULT IN AN AUTOMATIC EJECTION AND ONE GAME SUSPENSION.**

12. **Concussion Policy:** If any player is showing any signs of head trauma or symptoms of concussion, that player must set out the remainder of the game and be checked out and cleared by a medical professional before returning to games or practices. A formal release from a medical professional must be turned into the WRC office before player is allowed to participate. Signs may be but not limited to: Drowsiness, nausea and vomiting, convulsions or seizures, increased confusion, restlessness or agitation, one pupil larger than the other, loss of consciousness, slurred speech, worsening headache or unusual behavior.

