

## LCS Indoor Rules – Condensed & Simplified

LCS indoor soccer is played by 2 teams with up to 14 rostered players. Teams may play with 6 players on the floor, one of whom must be the goalkeeper. There shall be no less than 4 players on the floor at all times. All player must wear an appropriately numbered jersey, shorts, shin guards, socks and approved indoor shoes. Shin guards must remain covered by the stockings at all times. The Referee is final authority on all player equipment. Normal game length is 2 halves of 24 minutes. Because this is an amateur facility, the game clock is continuous and only the Referee may stop the clock. For LCS field areas and dimensions see diagram on the back of this sheet. See the chart left of the field diagram for any approved modifications regarding game length, number of players and game ball size.

The team defending the west end of the field shall kick off first, and ends shall be switched during the 2<sup>nd</sup> half of play. Substitutions may be made on the fly at any time, unless indicated otherwise by the Referee. On the fly generally subs should be off the field, or within 3 feet of a team's bench door, prior to new player coming out of the door. No players are permitted to jump over the wall. The restart of play may be held up for a guaranteed substitution opportunity when the stoppage was caused by anything other than a foul. The Coach or players should get the Referee or Asst. Referees' attention prior to the ball being put back into play. Once a signal is given for play to begin, all restarts must be made within five (5) seconds or a turn-over in possession to the opposing team shall result. Only the Referee or Assistant Referee may determine when the count begins or ends. A team's right to this guaranteed substitution is suspended when they are playing shorthanded due to a time penalty being served. A 2 minute time penalty against a team will result if, while the ball is in play, the Referee determines they (1) have too many players, (2) are playing without a goalkeeper, or (3) have too many goalkeepers on the field at the same time. Players should always play the ball, and play until they hear a Referees' whistle.

Depending on the players' age group, there may be up to 3 Referees per game. The decision of a Referee is final with regard to play. In the event of a clock malfunction, the official time shall be kept on the field by the Referee. There are no time-outs and only a Referee may stop the clock. This includes instances of player injury. The clock shall be stopped as soon as possible during the last minute of play of the game when teams are tied or there is a one goal differential. Should a team gain more than a 5 goal lead, the Referee should insure the scoreboard will only reflect only a 5 goal differential until such lead is shorter. All free kicks may result in a goal in indoor soccer. All players shall remain 15 feet away from the ball on free kicks, unless they are standing on their own goal line. The ball is in play at all times until and unless signaled by the Referee(s). The ball is considered out of play when, in the opinion of the Referee, the whole of the ball crosses the perimeter wall, strikes above any painted blue line, it makes contact with any part of the building superstructure or netting above, or the game has been stopped by one of the Referees. The restart for a ball out above the blue line is a kick-in from the nearest point on the touch line below. Superstructure restart is kick-in at nearest red spot. A goal is scored when, in the opinion of the Referee, the whole of the ball has passed completely over the goal line. No goalkeeper may score from a ball thrown from their own half of the field of play. No goalkeeper may kick the ball across the half way line from inside their penalty area without first touching a wall, the floor, another player or a referee.

Only a goalkeeper, within their own penalty area, may use the hands to touch the ball. Anytime the goalkeeper gains possession and control of the ball, as well as control of their body, they have 5 seconds to distribute the ball outside the penalty area. Possession may be with the hand or foot, or a continual combination of both. Except for the goalkeeper, under very specific circumstances, there are **NO SLIDE TACKLES ALLOWED** in the LCS Facility. The Referee is final authority on slide tackles. The Referee is not required to stop play for minor infractions and may decide to apply the advantage at any time. Any player, coach or bench personnel that dissents a decision of the Referee may be penalized with a warning and or a 5 minute misconduct time penalty. A two minute power play may result when, in the opinion of the Referee, a player commits a violation against an opponent or against some of the specific rules of the game as outlined in Rule 12. Except for players in the U-10 age group and younger, all players assessed a time penalty must proceed directly to their team's penalty box. Failure to do so may result in an additional time penalty being assessed by the Referee. In the younger ages (U-10 and below), any player causing a power play or blue card to be displayed by the Referee shall be escorted to the bench and remanded into the custody of the coach for the duration of the time penalty. The referee shall then tell the Coach the nature of the infraction as well as any restriction on play by the player or the team.

Severe fouls, or fouls that, in the opinion of the game officials, denies an opponent a goal scoring opportunity, may result in a penalty kick **or** shootout. When this occurs the game clock may be stopped by the Referee, all players including a selected shooter and the opposing goalkeeper must remain as directed by the Referee or Assistant Referee. On a shootout when signaled, the shooter begins an opportunity to score a legal goal directly against the keeper. Neither player is restricted regarding the number of time the ball may be kicked. The clock restarts at the start of the first whistle (PK) or when the ball is kicked (shootout), and play continues until determined otherwise by the Referee.

All are asked to recognize that indoor soccer is a very fast, exciting and dynamic game. It is the hope of LCS that the competitive nature of the sport will result in maximum player, coach and fan enjoyment. However, inappropriate conduct on the part of anyone including players, coaches, or fans will not be tolerated. Ultimately, the Coach of any team playing in the LCS facility is responsible for the conduct of their fans. The spirit and the good of the game must be respected at all times.