



The Official Rules of Indoor Soccer

Youth & Amateur Edition

THE OFFICIAL RULES OF INDOOR SOCCER

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THE RULES

Rule 1- The Field Of Play

See Official Field Diagram (page 14) and the unabridged edition for standard dimensions for the field, goals and markings.

Rule 2- The Ball

2.1 Specification: The dimensions and weight of the ball are that of a standard size 4 for U12 and below. The ball is size 5 for above U12 and for adult divisions.

2.2 Ball Change: The ball may not be changed except by the Referee.

2.3 Maintenance of the Ball: Game balls, provided by Carroll Butts Athletic Park, are delivered to the Referee prior to each game. At the end of each Half, the ball is maintained by the Referee.

Rule 3- The Players

3.1 Teams and Benches: A game is played by two teams having a maximum of 20 eligible players for the game and on the Team Bench. For U10 and below, no fewer than 5 or more than 8 players from each team shall occupy the field during each Half. For above U10 and for adult divisions, no fewer than 4 or more than 6 are allowed. During an Overtime Period, neither team shall play with more than the minimum allowed above. Each team may have a Goalkeeper, having the privileges specified under these Rules. In coed, the number of males on the field of play may not exceed the number of females by more than 1, not including the Goalkeeper. For youth leagues, 2 designated coaches can occupy the Team Bench during the game. No other personnel may occupy the Team Bench. For the adult leagues, players must be 18 years of age to participate or be behind the team bench.

3.2 Substitution During Play and Stoppages: Each team may substitute players freely; provided that, players must substitute off the field of play or within the touchline in that area of

the Team Bench. For substitutions within the Touchline, neither the player entering the field, nor the player being substituted, may play the ball while the other is on the field. If a substitution violation occurs, the Referee issues a Team Penalty for having too many players on the field and for substituting during the first 3 seconds of a Shootout.

3.3 Players Requiring Treatment for Injury: The Referee sends any player to the Team Bench who requires treatment for injury or blood (regardless whether the blood is his or another's, or is on his body or uniform.) This occurs at the first opportunity recognized by the Referee, whether at the game's next stoppage or his order when (i) the injury is deemed critical, (ii) by the location of the injured player if he is likely to interfere with play, or (iii) the injured player's team has control of the ball. Any player sent off for treatment may not re-enter until fit to return and, if applicable, until the expiration of the player's Time Penalty. The Referee shall approve any blood treatment prior to allowing the player to re-enter the field. If allowed by the Referee and permitted by administrative policy, a player whose uniformed is stained with blood and untreated may wear alternative clothing.

3.4 Rosters and Forfeits: All players must be 18 years of age or older and have signed the team's roster. Players may be added up to the third week. In the weeks thereafter all rosters become frozen. In the event of a team being short handed, that specific team will forfeit and 5 points will be awarded to the opposing team. New players cannot play for an opposing team unless the opposing captain or stand in captain agrees to have additional players participating in the game to avoid a forfeit. This decision needs to be made in the presence of a referee before the game has started. After the decision has been made, the game score will be actual, the score is final and you have forfeited your rights to a protest. In addition, it is strictly prohibited for any player to play on two teams in the same league; however, a player is allowed to play for another team in a different league.

3.5 Roster Protests: All Roster Protests must be done prior to the start of the game. The game clock will start, and continue to run during while players provide a photo ID. It is the responsibility of each player to have their ID with them at every game, anyone who cannot produce an ID within 5 minutes will not be allowed to play.

Rule 4- The Players' Equipment

4.1 Uniform: Players, other than Goalkeepers, wear their team's uniform, consisting of the same color and style jersey, shorts, and socks, shin guards, and indoor footwear (soccer cleats, turf shoes and tennis shoes are allowed). If teams' uniforms conflict, the home team must change.

4.2 Goalkeeper: The Goalkeeper wears jersey colors distinguished from all other field players and from the Referees. Other permitted equipment includes gloves, pants instead of team shorts, and approved headgear. In all other respects, Rule 4.1 applies.

4.3 Dangerous Equipment: A player may not wear any jewelry or other accessories. If a player is unable to remove necklace or ring, it must be taped to his chest or finger. Casts, splints, or body braces made of hard substance must be padded to the satisfaction of the Referee.

Rule 5- The Referee

5.1 Referees: Two Referees officiate each game. Every attempt will be made to provide two referees for each match. In the event of a game with only one Referee, the same expectation of fair play, sportsmanship and respect from both teams is understood. The result of the game will count towards the league standings.

5.2 Decisions of Fact and Rule: The decisions of the Referee regarding facts and connected with play and interpretation of Rules are final. The Referee may change any decision prior to a restart upon his own reconsideration.

5.3 Powers: The Referee's power to assess penalties, and otherwise assure fair play and maintain control of the game, extends to violations of the Rules committed during play, during stoppages, and as players and other team personnel proceed to and from the field of play. This includes the power to:

(a) *Award or Disallow a Goal:* The Referee determines whether or not a goal is scored.

(b) *Suspend or Terminate the Game:* The Referee stops, suspends, or terminates the game at his discretion by reason of the elements, interference by spectators, and unsafe condition, or other justifiable cause.

(c) *Stop the Clock:* The Referee stops the Game Clock due to an unusual delay (subject to administrative policy.)

(d) *Prohibit Field Entry:* The Referee ensures that no unauthorized person enters the field of play during the game.

(e) *Summon Security:* The Referee asks Facility Management to prevent any spectator, including team personnel, from interfering with the play of any game for:

1. Violent conduct, including tossing objects onto the field;
2. Foul or abusive language or behavior; or
3. Persistent unseemly behavior.

5.4 Game Report: Subject to administrative policy, the Referee files a Game Report, including information on any disciplinary action and/or other incidents (*e.g.* serious injury) or circumstances occurring before, during, or after the game.

Rule 6- The Duration of the Game

6.1 Periods: A regulation game consists of 25-minute Halves subject to the following:

(a) *Overtime Period and Tiebreaker:* If in a tournament or playoff game the score is tied at the end of regulation, a 5-minute “sudden-death” Overtime Period follows. If still tied at the end of the Overtime Period, a tie breaker takes place, as set forth in Rule 12. All other games will end in a tie.

(b) *Running Clock:* Except in the case of an unusual delay, as determined by Referee, the Game Clock counts down continuously through each Half or Overtime Period.

(c) *Extension of Play:* Play may be extended to permit a Shootout in accordance with rule 12.3.

(d) *Clock Malfunction:* If the Game Clock does not count down properly, the Referee may add or subtract time as he/she deems appropriate. All violations occurring during a clock malfunction are treated as if occurring while the ball is in play.

6.2 Period intervals: There may be a 2-minute Halftime and a one-minute intermission before any Overtime Period or Tiebreaker.

Rule 7- The Start and Restart of Play

7.1 Start of Play: A kickoff from the Center Mark starts play at the beginning of each period and after every goal. Immediately prior to the Kickoff, all players remain in their respective defensive halves, and all defending players are outside the Center Circle. Once the Referee signals the Kickoff, a player of the team having the Kickoff has 5 seconds to play the ball. The same player may not again play the ball until it touches another player.

7.2 Start of First and Second Half and Overtime: The Home Team takes the opening Kickoff for the First Half and any Overtime Period, and the Visiting Team takes the opening Kickoff for the Second Half. The same player may not again play the ball until it touches another player.

7.3 Kickoff after Goal: Except at the end of a Half, play restarts after each goal with a Kickoff by the opposing team. The same player may not again play the ball until it touches another player.

7.4 Restarts: A Restart is the manner of resuming play after a goal or other stoppage. Restarts take place by a Kickoff, Free Kick, Goalkeeper Distribution, or Dropped Ball, as set forth elsewhere in the Rules. The team opposing that which is responsible for the stoppage takes the Restart. Except for a Dropped Ball, the same player who takes a Restart may not again make contact with the ball until touched by another player. Other than for Kickoff or as provided below, Restarts occur within three feet (3') from the spot of the ball at the moment of stoppage.

7.5 Free Kicks: A team receives a Free Kick after stoppages other than when a Dropped Ball or Goalkeeper Distribution is required. Before the team takes the Free Kick, the ball must be stationary. All opposing players are at least 15 feet from the spot of the Free Kick (or, if within 15 feet of the opponent's Goal, along the Goal Line) until after the Restart. The Referee whistles the Restart for all Free Kicks taken from any Circle Mark and after stoppages due to an injury, Time Penalty, or other incident within the Referee's discretion. In the instance of a Time Penalty or Ejection, the Referee whistles the Restart after the player serving the Time Penalty has sat down in the Penalty Area or the ejected person has left the area visible to the field of play. The spot of the Free Kick is provided in Rule 7.5 except as follows:

(a) *Within Own Penalty Arch:* A Free Kick within a player's defensive Penalty Arch may be taken from any spot therein. All opposing players remain outside the Arch and at least 15 feet away until the ball is in play beyond the Arch. If, after the Free Kick, any player touches the ball before it has left the Penalty Arch, the Free Kick is retaken.

(b) *Within Opponents Penalty Arch:* When a team is awarded a Free Kick within its opponent's Penalty Arch, the Free Kick takes place at the opponent's Free Kick Mark ("Top of the Arch").

(c) *Illegal Pass Back to Goalkeeper:* A Free Kick occurring after an illegal pass back to the Goalkeeper (Rule 10.3) is taken at the Goalkeeper's Free Kick Mark.

(d) *Shootout or Penalty Kick:* The Restart for a Shootout or Penalty Kick is taken in accordance with Rule 12.

(e) *Kick-in:* If the ball crosses over a length of the Perimeter of the Wall, a Free Kick (*i.e.*, Kick-in) is taken from the point the Touch Line nearest where the ball crossed over. If the ball goes out of play after touching a player substitute or other Bench Personnel, who is inadvertently extending into the playing field, or if the ball exits the field through an open door of a Team Bench, the Kick-in is taken by the other team.

(f) *Corner Kick:* When the whole of the ball, having last touch by a defending player, crosses an end of the Perimeter Wall between the Corner Markers, the opposing team takes a Free Kick from the Corner Mark, nearest to where the ball exited the play.

(g) *Goal Keeper Distribution:* See Rule 7.8.

(h) *Three-line Violation:* For Three-Line Violations, the Restart is taken from the offending team's Restart Mark.

(i) *Superstructure Violation*: For Superstructure Violations, the restart is taken from the nearest Restart Mark.

7.6 Dropped Ball Restart: If neither team has clear possession of the ball at a stoppage, the Referee restarts the play with a Dropped Ball. A Dropped Ball cause while the ball is inside the Penalty Arch takes place at the nearer Free Kick Mark; otherwise at the spot of stoppage. The ball is “in play” once the ball contacts the ground untouched.

7.7 Goalkeeper Distribution: Play restarts with a Goalkeeper Distribution by Throw-in or Drop Kick after an attacking player has last touched the ball before crossing an end Perimeter Wall between the Corner Flags. The Goalkeeper controls the ball and the Referee whistles the Restart. The Restart is taken from any point within the Penalty Arch. Opposing players are at least 15 feet beyond the Penalty Arch until the ball is “in play.” The provision otherwise apply as to Free Kicks and Restarts.

Rule 8- The Ball in and Out of Play

8.1 Ball in Play: The Ball is “in play” once each Kickoff or Restart legally begins and the ball makes a discernable movement. The ball remains “in play” until stoppage, recognized by Referee.

8.2 Restarts within Defensive Penalty Arch: For Restarts by a team within its Penalty Arch, the ball is not “in play” until the game is properly restarted and the ball is propelled beyond the Penalty Arch by the player taking the Restart.

8.3 Ball out of play: The ball is “out of play” once any stoppage occurs which the Referee acknowledges or orders, whether for goals, Fouls, Time Penalties, injuries, out of bounds, Three-Line Violations, or Superstructure Violation.

8.4 Three-Line Violation: A Three-Line Violation occurs when a player propels the ball in the air across all three white lines toward the opponent’s Goal without the ball first touching the Perimeter Wall, another player, or a Referee on the field of play.

8.5 Superstructure Violation: A Superstructure Violation occurs when the ball contacts any part of the building outside the field of play.

Rule 9- The Method of Scoring

9.1 Goal: 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 be scored directly from a Kickoff or Restart.

9.2 Winning Team: The team scoring the greater number of goals during a game is the winner.

9.3 Interference: No goal is allowed if an outside agent materially alters the path of the ball on its way over the Goal Line. In such instance, Rule 7.5 dictates the manner of Restart, except for a Shootout or Penalty Kick, in which case it is retaken.

Rule 10- Fouls and Other Violations

10.1 Penal Fouls: A Foul is assessed to a player who commits any of the following offenses in a manner that the Referee considers careless, serious, reckless, or involving excessive force:

- (a) Kicking an opponent;
- (b) Tripping an opponent;
- (c) Jumping at an opponent;
- (d) Charging an opponent;
- (e) Striking or elbowing an opponent; and
- (f) Pushing an opponent.

A Foul occurs if a player commits any of the following offenses:

- (a) Holding an opponent;
- (b) Handling the ball (except Goalkeepers within Penalty Arch);
- (c) Playing in a dangerous manner;
- (d) Leaving your feet and landing with another part of your body other than your feet;

Slide tackling, diving header, bicycle kick etc.

- (e) Impeding the progress of an opponent (“Obstruction”); and
- (f) Preventing the Goalkeeper from releasing the ball from his hands.

Should a player simultaneously commit multiple Fouls, the Referee penalizes the most serious one. All Fouls result in a Free Kick unless otherwise stated herein.

10.2 Unsporting Behavior: The Referee stops play for Unsporting Behavior, resulting in a Free Kick, for the following offenses.

- (a) *Illegal Substitution After Injury:* Attempting to enter play without the required Referee consent;
- (b) *Equipment Violation:* Entering play without an ordered uniform adjustment;

- (c) *Leverage*: Using the body of a teammate or any part of the field to gain advantage;
- (d) *Encroachment*: Entering the protected area of an opposing player taking a Free Kick (after initial warning);
- (e) *Trickery*: Passing the ball back to a Goalkeeper by trickery (Rule 10.3(b));
- (f) *Dissent*: Committing any of the following offenses, whether before, during, or after the game: Referee Abuse, Breach of Penalty Area , and entering the Referee’s comfort zone without permission.
- (g) *Other*: Behavior which, in Referee’s discretion, does not warrant another category of penalty (e.g. taunting, foul language.)

10.3 Goalkeeper Violations: For the following violations by a Goalkeeper, the opposing team receives a Free Kick:

- (a) *Illegal Handling*: Bringing the ball from outside the Penalty Arch to his hand within it, or receiving the ball again after a Goalkeeper Distribution without the ball having first touched another player.
- (b) *Pass back*: Handling the ball, having been passed deliberately and directly to him from a teammate; except that he may handle a ball which a teammate passes to him by the head, chest, or knee and without “trickery” (the uses of a wall or foot to flick the ball to a head, chest, or knee before making the pass.)
- (c) *5-Second Limit*: Controlling the ball with his hand inside his Penalty Arch for over five (5) seconds.

10.4 Team Violations: The Referee issues a Team Penalty for the following violations by a team or unidentified person:

- (a) *Leaving Team Bench*: Players leave a Team Bench to join a fracas, melee, or confrontation with the opposition of a Referee;
- (b) *Bench Dissent*: After an initial “Warning” issued to the Team Captain, one or more players from a Team Bench verbally abuses the Referee;
- (c) *Other*: Unsporting Behavior which, in the Referee’s discretion, does not warrant another category of penalty.

10.5 Advantage Rule: The Referee allows play to continue, notwithstanding the commission of an offense, when the team against which has been committed will benefit from an existing offensive advantage. In the case of a Carded offense, Rule 11.6 applies.

10.6 Flagrant Fouls: A Shootout is awarded for the following fouls committed by a defender in his defensive half of the field.

- (a) A Foul within the Penalty Arch or Goal for which he receives a Time Penalty;
- (b) A Foul from behind against an attacking player who has control of the ball with one or less

defenders between him and the goal; and

(c) Any Foul where he is the last player on his team between the attacking player with the ball and the Goal.

10.7 Blue Card Offenses (PREFERRED): Unless otherwise provided in rule 10.8 and 10.9, the Referee issues a Blue Card for serious violations of rule 10.1 and for:

(a) *Deliberate Handball*: Handling the ball deliberately (or by a Goalkeeper out of his Penalty Arch);

(b) *Goalkeeper Endangerment*: Endangering a Goalkeeper within his Penalty Arch by sliding or charging into him, regardless of whether he is in control of the ball;

(c) *Boarding*: Unintentionally propelling an opponent into the Perimeter Wall;

(d) *Unsporting Behavior*: a player violating Rule 10.2; and

(e) *Team Penalties*: Violating Rule 10.4.

10.8 Cautionable Offenses: The Referee issues a Yellow Card for serious or reckless violations of Rule 10.1 and for the following:

(a) *Second Blue Card*: When Rule 10.7 applies, committing a second Blue Card Offense;

(b) *Deliberate Hand Ball*: Handling the ball deliberately (or by a Goalkeeper outside his Penalty Arch);

(c) *Goalkeeper Endangerment*: Endangering a Goalkeeper within his Penalty Arch by sliding or charging into him, regardless of whether he is in control of the ball;

(d) *Boarding*: Intentionally propelling an opponent into the Perimeter Wall;

(e) *Unsporting Behavior*: Violating Rule 10.2 by any team personnel;

(f) *Team Penalties*: Violating Rule 10.4; and

(g) *Provoking Altercation*: Making physical contact with an opponent (*e.g.* pushing or poking), short of fighting, as defined in rule 10.9, or using the ball to provoke altercation particularly in the case of a Goalkeeper.

10.9 Ejectionable offenses: A person receives a Red Card for violations of Rules 10.1 and 10.8, which the Referee considers violent or use of excessive force, and for:

(a) *Third-Time Penalty*

(b) *Elbowing*

(c) *Vicious Slide Tackling*: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering him;

(d) *Fighting*: Striking or attempting to strike an opponent;

(e) *Leaving a Team Bench or Penalty Area*: To engage in fracas, melee, or confrontation with opposing team or officials;

(f) *Extreme Unsporting Behavior*: Committing a particularly despicable behavior, including:

(1) Spitting on the turf (field or team bench) or at any person;

- (2) Persistent use of abusive language;
- (3) Bodily contact with or verbal abuse of Game Official in dissent.

Rule 11- Time Penalties

11.1 Penalties for Carded Offenses: The following Penalties apply to offenses for which a Card is issued (subject to further action by the Administrative Authority) :

- (a) *Blue Card (when Rule 10.7 applies):* 2 minutes (*i.e.*, in the Penalty Area);
- (b) *Yellow Card (for accumulation of two Blue Cards):* 2 minutes;
- (c) *Other Yellow Card (a.k.a "Straight Yellow"):* 4 minutes;
- (d) *Red Card(for accumulation of Cards by player):* 2 minutes(provided that the accumulation of Penalties recorded at any one time may not exceed 5 minutes), plus Ejection;
- (e) *Other Red Card:* 5-minutes, plus Ejection.

11.2 Service of Penalties: Except as provided under Rule 11.3, a person who commits a Carded Offense serves the Penalty. A person who receives a Red Card after the game has started may not return to the area visible to the facility, until allowed by the Administrative Authority. Players serving Time Penalties proceed swiftly to their team's Penalty Area, have their Time Penalties posted and counted down in unison with the Game Clock, and serve their Penalties, seated, until their expiration or the conclusion of the game; except that, if a player's release from the Penalty Area would cause too many players to be on the field from his team (as could occur in the case of the expiration of multiple, simultaneous Time Penalties, or Time Penalties to three or more players from the same team), he is released upon the earlier of: (i) the expiration of a teammate's Time Penalty resulting in fewer than two teammates in the Penalty Area with penalty time remaining, (ii) a stoppage, when permitted by the Referee, or (iii) the next occasion that the ball goes out of play.

11.3 Designation of Penalty Servers: Players are designated by their teams to serve Time Penalties of their team, their Goalkeeper, non-player personnel, and of teammates who receive Red Cards. In each instance, the designated player may not already be serving a Time Penalty. Time Penalties served by designated players do not count against their personal records, but those responsible.

11.4 Short Hand Play: For each Time Penalty being served by a player, his team shall play with one fewer field playesr until its expiration; provided that a team may not have fewer than the minimum under Rule 3.1, regardless of the number serving Time Penalties. Should a player receive a Time Penalty, while two or more teammates are already in the Penalty Area, his team

continues to play with the minimum while he joins his teammates in the area.

11.5 Exceptions to Penalty Time: Under the following circumstances, Time Penalties either expire prior to their completed countdown, or have the beginning of their countdowns delayed. The following are at the referee's discretion:

(a) *Powerplay Goal:* If a team is scored upon having fewer players on the field of play, due to one or more players serving Time Penalties, a player from the team is released from the Penalty Area into the field of play, unless prohibited under Rule 11.2, and the player's Penalty or Penalties are wiped out. If the team has two players in the Penalty Area, only the player whose Time Penalty or Penalties are recorded earlier is affected.

(b) *Multiple Penalties:* If two teammates are serving Time Penalties when another teammate is penalized, his Time Penalty does not begin to count down until at least one of the teammates' Time Penalties has expired and his Time Penalties is next to begin.

(c) *Release of Teammates Serving Simultaneous Time Penalties:* When two or more teammates' Time Penalties expire simultaneously, the order in which they are recorded dictates the order of their release.

(d) *Simultaneous Ejections:* When two simultaneous Red Cards carrying the same Time Penalties are assessed to opposing players, their Time Penalties are not served.

(e) *Maximum Time Penalty:* No player may receive more than 5 minutes for Penalties arising at the same time on the Game Clock, irrespective of the number or nature of accumulated offenses or the fact that one or more teammates may be designated to serve such time.

(f) *End of Game.* All Time Penalties carry over between periods and expire at the end of the game.

11.6 Delayed Penalty: In instances where the referee would issue a Blue or Yellow Card, but for the Advantage Rule (Rule 10.2), he acknowledges the offenses by holding the Card above his head until the earlier to occur of the following:

(a) *Opponent's Possession:* The team of the offending player gains control of the ball;

(b) *Stoppage:* The Referee stops play for any reason.

Once play is stopped, the offense is recorded and assessed, as customary, except when a goal is scored, in which case the Time Penalty is not served. In the event of a Powerplay Goal, Rule 11.5(a), regarding the release of a player from the Penalty Area, remains applicable.

11.7 Behavior: Behavior off the field (lobby, parking lot, etc.) may also result in suspension, ejection, or expulsion. Management has the authority to remove a team from the property at any time.

Rule 12- Penalty Kicks and Shootouts

12.1 Shootout: For a Shootout, other than in a Tiebreaker:

- (a) Any player of the attacking team may take the Shootout;
- (b) All players serving Time Penalties are seated in their appropriate Penalty Area. All players of the attacking team stand behind the Halfway Line and outside of the Center Circle. Players of the defending team stand behind the Halfway Line and inside the Center Circle;
- (c) The ball is placed at the Restart Mark nearest to the attacking Goal;
- (d) The Goalkeeper has at least one foot on his Goal Line and may not move off of it until after the Referee whistles the Shootout to begin.
- (e) Once the Referee whistles the Penalty Kick to begin, the ball is “in play” and the player taking the Shootout plays the ball forward using any legal manner to score (*e.g.*, direct shot on goal, dribbling and shooting, playing the ball off of the boards, passing to a teammate, *etc.*);
- (f) Neither team may substitute until the earlier of the first 3 seconds or the next stoppage.
- (e) Any Foul committed by the Goalkeeper on the player taking the Shootout results in a Penalty Kick.

12.2 Penalty Kick: A Penalty Kick proceeds the same as a Shootout, except that:

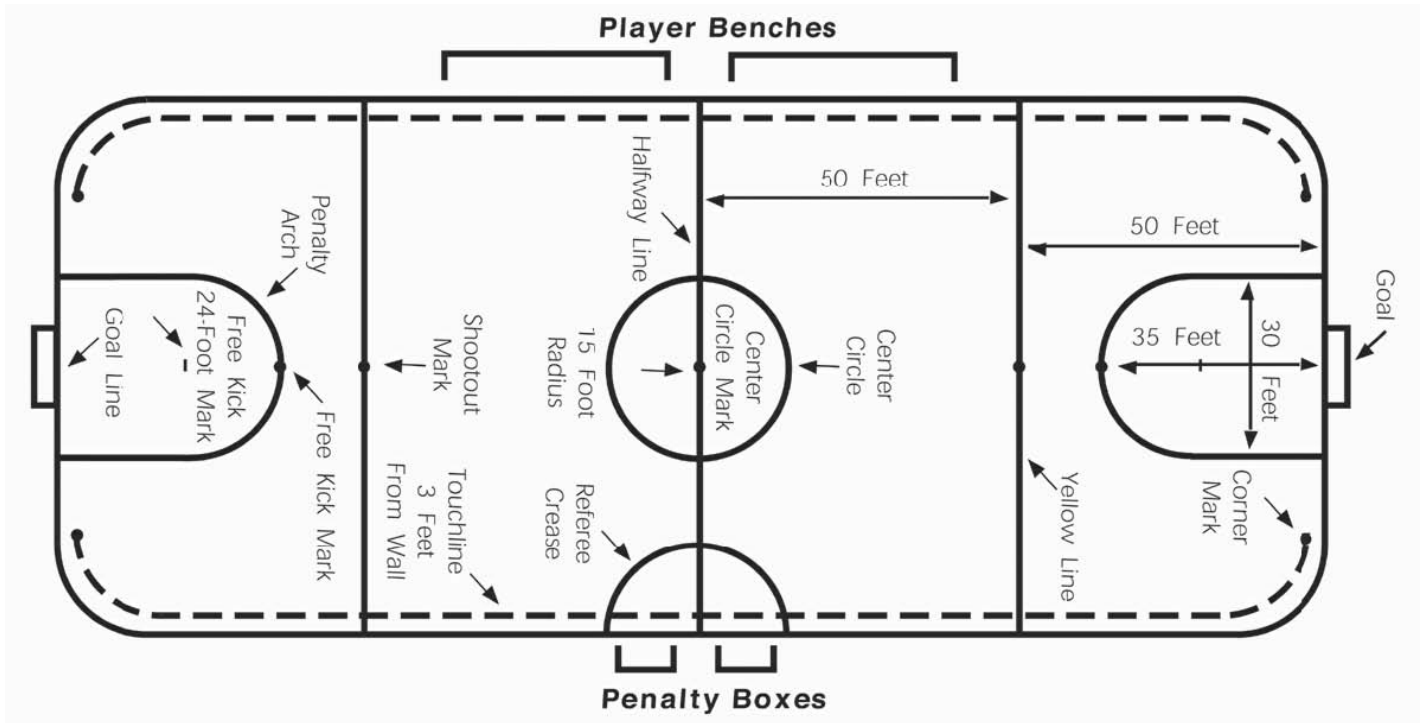
- (a) The ball is placed at the Free Kick Mark nearer the attacking Goal (Top of the Arch);
- (b) The Goalkeeper may not move off his Goal Line until after the Referee whistles the Penalty Kick to begin and the ball is in play;
- (c) Once the Referee whistles the Penalty Kick to begin, the player taking the penalty kick has five (5) seconds to strike the ball, restarting play;
- (d) The player taking the Penalty Kick may not touch the ball again until another player has touched the ball.

12.3 Tiebreaker: A Tiebreaker proceeds with Shootouts under Rule 12.1, except that:

- (a) Both teams will shoot at the east goal and the team that shoots first is determined by a coin toss called by the home team (winner chooses order);
- (b) All players, other than the player taking the Shootout and the defending Goalkeepers, remain behind Midfield Line;
- (c) Subject to (g) and (h), both teams may have 3 Shootouts, with players from each team shooting alternately;
- (d) The player taking the Shootout has 5 seconds to score after the Referee’s whistle;
- (e) Except when a goal is scored, any Foul committed by the Goalkeeper results in a Penalty Kick, to be taken by any player on the shooting team in accordance with Rule 12.2 , except the shooter may touch the ball but once;
- (f) Carded Offenses are recorded as in normal play, except there are no Time Penalties;
- (g) If, at any time, a team obtains 2-goal advantage, the Tiebreaker ceases and the winner is

declared;

(h) If, after both teams have taken 3 Shootouts, neither has an advantage, the Tiebreaker continues, alternating one player at a time, until both teams have taken an equal number of shots and one team has scored when the other has not;



(i) During a Tiebreaker, a shooting order must be established and the order of shooters must remain until a winner is determined.

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