

ISE Arena Soccer Rules

THE GAME

Games shall be between two teams of 5 players' (Seniors) and 6 players' (Juniors) 1 player being the goal keeper.

Teams are allowed a maximum of 3 reserves in any game. The reserves are only permitted as substitutions every (6) minutes (Unless a player is injured). The referee will signal when it is time to make the substitutions. A player being substituted must be off the field before a replacement can be made. Players should be ready to take the field immediately when signalled by the referee. The referee will also allow substitutions in the event of an injury.

All games consist of 2 x 15 minute halves. Teams swap ends at half time with no break in between.

There is no offside in rebound indoor Soccer. At the kick off, both teams must be fully in their half of the field. A goal may be scored directly from the kick-off.

There are no out of bounds.

For a goal to be awarded, the ball must be completely over the marked goal line.

Slide tackling, or tackling a player from behind are not permitted. An indirect free kick will be awarded against the offending team.

A ball cannot be played at from a player on the ground. An indirect free kick will be awarded.

All free kicks must be taken within 5 seconds. Failure to do so will result in the penalty being awarded to the opposing team.

An indirect free kick for an offence within the penalty area is to be taken outside the penalty area. The penalty area is the white semi-circle marked at both ends of the court.

All free kicks, including penalty kicks, opposing players must be at least 4 metres from the ball. The 5 seconds in which a player receives to take the kick does not start until all players are at least 4 metres from the ball.

If a ball is kicked and it touches the top netting, an indirect free kick will be awarded to the opposing team, from the point where the ball makes contact



with the net.

When taking a penalty kick the goalkeeper must stand level with the goal line and cannot move forward until the ball is kicked. If the goalkeeper moves forward before the ball is kicked and a goal is not scored, the kick is to be retaken. All other players must remain outside the penalty area and at least two (4) metres from the ball, until the ball is kicked.

A field player may not play a ball either on the ground or in the air inside the red goal area. An offence committed by an attacker will result in a direct free kick to the defending team. An attacker who makes no attempt to stop from entering the goal area after scoring a goal and is deemed to have interfered with the goal keeper will have the goal disallowed. Persistently running into the goal area by an attacker, will result in a yellow card and penalty. An offence committed by a defender will result in a direct penalty kick to the opposing team. If a defender plays the ball when it is inside the red goal area (either in the air or on the ground) a penalty will be awarded. No field player is allowed to enter the red goal area. If a player cuts through the goal in an attempt to get the ball or make a tackle, an indirect free kick will be awarded to the opposing side. If a defender or attacker accidentally enters the goal area and does not play the ball or interfere with play it is play on, if however the referee feels that the player has interfered with play but not played the ball, an indirect free kick will be awarded to the opposing team.

Any player, while controlling the ball in any four (4) corners of the field, by either placing his/her foot on the ball or shielding it with their body, having their back to the field of play, and making no attempt to play the ball out of the corner will be penalised with an indirect free kick to the opposing team.

GOALKEEPER RULES

The goalkeeper and a field player can swap at any time during a match, as long as the referee has been notified and as long as the field shirts are matching.

The goalkeeper may not play the ball outside the goal area either in the air or on the ground, or leave the red goal area. Any infringement of this rule will incur a direct penalty to the opposing team.

The goalkeeper must release the ball within five (5) seconds of having it under their control, failure to do so will result in an indirect free kick from outside the penalty circle.

The goal keeper can release the ball by either a throw or placing the ball on the ground and kicking it out. The goal keeper is not allowed to hold the ball in the air and kick it out.

If the ball touches the top net when it is released by the goal keeper, an indirect free kick is awarded to the opposing team from the point where the

ball touches the net.

If the ball touches the top net after a deflection from a save by the goal keeper the referee may call - play on advantage and not award an indirect free kick.

After releasing the ball into play, the goalkeeper may not again touch the ball until it has been played by at least two (2) members of his/her own team, or by an opposing player. Failure to comply with this rule will result in an indirect free kick from outside the penalty area by the opposing team. If the ball is played by a defender, back to his/her keeper before it has been played by a second team member, or touched by an opposing player and remains in the goal area longer than five (5) seconds, an indirect free kick from outside the penalty area will be awarded to the attacking team. The goalkeeper will be deemed to have had the ball under his/her control for more than five (5) seconds.

TEAM UNIFORMS & EQUIPMENT

It is compulsory for all players, including the goal keeper, to wear shin pads at all times. It is for the safety and wellbeing of all players' on the court.

Player's must remove all jewellery before taking the court.

Teams must have the same colour tops. Tops do not have to be numbered. Teams have until round 3 to be in uniform before penalties apply. If two teams have the same colour shirts, the referee will issue bibs.

No outdoor studded style soccer boots or school shoes allowed on courts. Indoor soccer shoes or joggers only.

POINTS SYSTEM

Teams will receive (3) points for a win - (2) points for a draw - (1) point for a loss. Teams who forfeit a match will receive nil points. Teams that win on forfeit or have a bye will receive (3) points and record a winning score of 3 goals to nil.

GAME PAYMENTS

Payments of match fees must be paid in full before any team member enters the court. Once we have received your game payment we will issue a game token. This token is to be given to the referee before the game to confirm your payment. Only a team captain will be issued with a practice ball for "warming up". However, the referee may decide to start the game immediately if a team is late.

REGISTRATION

ALL PLAYERS must be registered to play. During competition rounds there will be a one game allowance period. This allowance cannot be used within the finals period. If this is discovered the offending team will forfeit the game.

FINALS FORMAT

The top 4 teams at the completion of the competition rounds will compete in finals. (1 v 4 and 2 v 3). Both winners go through to grand finale, losers are out. To be eligible to compete in finals, a player must have played at least 4 games during the season and also have paid the registration and insurance fees.

In the event of a draw after normal time in a semi-final, an extra 6 minutes one way golden goal (First team to score will win the game). If scores are still locked after extra time - penalties shoot out will be played. Best of 3 shots. If scores still level after 3 shots each, it goes into sudden death penalties until there is a result. (All players must have taken a shot before they are permitted to have another turn). Final rules can be changed by centre management at any time. Management will notify all finals teams if there are any changes to the finals format listed above.

PENALTIES AND INFRINGEMENTS

No player is to enter the soccer court until all players from the preceding game have left, as a match is not completed until all players have left the court.

Any spectator entering or attempting to enter the soccer court while play is in progress, including the half time break may cause the match to be abandoned. Any team reserve entering the court while play is in progress, without the referee's permission; will cause the match to be abandoned and their team to be suspended.

Any player receiving a second yellow card during a competition will automatically be suspended for two (2) weeks commencing from the 2nd yellow card he / she received.

Any player sent off (red card) will receive an automatic suspension (see attached list). If a player is sent off a second time during the same competition, the player will be suspended for the remainder of that competition, including semi-finals, finals and grand finals. Any player sent from the field during any semi-final, final or grand final may not be entitled to any prizes awarded to that team.

A suspended player may not play for any other team during the period of the

suspension. Suspension from one (1) team is suspension from all soccer teams.

A player may only play in one (1) team per competition. i.e.: One (1) team in the Monday night "A" grade, one (1) team in the Monday night "B" grade and likewise on the other nights. This means a player may not play for a team that is short of players if that team plays in the same competition as that in which the player is already registered. No "A" grade player may play for a "B" grade team. No more than two (2) players can fill in, in a higher grade. In semis and finals, fill in players are not allowed.

The referee's decision is final in all matters relating to the game. At no time during the game should a player question a referee. The referee is not obliged to explain his/her decision, this applies to even the team Captain who has no special rights or authority other than over his/her own team.

Swearing at the referee will be an automatic suspension for four (4) games. A 2nd offence will be a suspension for the remainder of the competition.

Make your team aware of the penalty for not registering players. (See insurance page for details).

SEND OFF AND SUSPENSION INFRINGEMENTS

1	Foul and abusive language to the referee	4 Games
2	Foul and abusive language to others	3 Games
3	Persistent misconduct after previously being cautioned	3 Games
4	Attempting to strike or kick a player	3 Games
5	Deliberately striking a player	Banned
6	Deliberately kicking or kneeing a player	Banned
7	Deliberately head butting a player	Banned
8	Spitting on a player	Banned
9	Deliberate foul or late tackle on a player	3 Games
10	Deliberately wrestling an opponent to the ground	2 Games
11	Deliberately throwing a ball at a player	2 Games

Or such other offences as the referee shall deem to be dangerous or ungentle manly.

At all times, management of ISE reserve the right to ban any player(s) or team(s) from further participation in any competition.

Any Player Sent Off with a red card Will Automatically Be Suspended For One (1) Week.

International Style Soccer

THE GAME

Games shall be between two teams of 7 player's (Seniors and Juniors) 1 player being the goal keeper.

All games consist of 2 x 20 minute halves. Teams swap ends at half time with no break in between.

Teams are allowed a maximum of 3 reserves in any game. The reserves are only permitted as substitutions every (10) minutes. The referee will signal when it is time to make the substitutions. One additional substitution per team per game is permitted; this substitution cannot be made in the last 4 minutes of play. A player being substituted must be off the field before a replacement can be made. Players should be ready to take the field immediately when signalled by the referee. The referee will also allow substitutions in the event of an injury.

There is no offside in International style Indoor Soccer. At the kick off, both teams must be fully in their half of the field. A goal cannot be scored directly from the kick-off. The ball must touch at least 4 players from the kick off.

OUT OF PLAY OR CORNER KICK RULES

When the ball is deemed to have made contact with the side nets, a free kick is awarded to the opposing team. The ball must be placed in the spot where the ball touched the net and the player has 5 seconds to take the kick in.

If a player has control of the ball in play but is making contact with any part of the side net, it will be deemed to be out of play and a free kick awarded to the opposing team.

When the ball is deemed to have touched the back net by a defending player, a corner kick will be awarded to the attacking team. The kick is to be taken from the corner kick markings on the court.

If the ball is deemed to have touched the back net from an attacking player, a free kick is to be taken by the keeper in the goal keeper's area.

All other rules and infringements apply,
as per the rebound soccer game.