

RALIA SPORTS CENTER – RULES FOR INDOOR SOCCER

I. THE FIELD OF PLAY

OVERALL ATTRIBUTES: The field size is 185 feet in length by 85 feet in width. The goals are 14 feet by 8 feet. The perimeter wall is part of the playing surface (not the netting).

MARKING:

Halfway Line & Center Spot – A halfway line is marked across the field of play. A center spot is marked in the middle of this line and a circle with a 15-foot radius is marked around it. All players must remain behind the circle on all kickoffs.

Gold Lines – A gold line marking is placed across the field 30 feet into each half of the field measured from the halfway line to indicate three-line violations. The area of play between the two gold lines is considered the neutral zone.

Goal Area – The goal area at each end of the playing field consists of two lines drawn at right angles to the goal line one (1) foot from the goal. These lines extend into the field of play and are joined by a line 16 feet in length parallel to the goal line. All goal kicks will be taken within this area.

Penalty Area – At each end of the field of play, two lines are drawn at right angles to the goal line on the outside of each goal. These lines are joined by a line drawn parallel with the goal line. The area enclosed by these lines and the goal line, plus the area inside the goal, shall be called the penalty area.

Corner Kick Mark – A corner kick mark is made outside the penalty area on each side of the goal. All out-of-bounds, in the area between the corner kick marks, where the ball was last touched by a defensive player, will be restarted from these marks.

Touch Line – All sideline out-of-bounds restarts will be taken from a point approximately three (3) feet from the perimeter wall at the point where the ball exited the playing field.

Overall Playing Surface and Field Conditions - The referee has the authority to stop play if he feels that any aspect of the physical facilities could endanger the players. Play will be resumed once such a problem has been remedied.

II. THE BALL

The ball used will be a regulation size 4 or 5 soccer ball. Game balls will be provided by Ralia SC, and at the close of play must be returned to the referee. Practice/warm-up balls must be provided by each team.

For age groups U12 and younger, a size 4 ball will be used.

For age groups U13 and older, a size 5 ball will be used.

III. NUMBER OF PLAYERS

In age divisions U11 and above, including coed, a game shall be played by two teams, each consisting of not more than six nor less than four players on the field, one of whom must be the goalkeeper. In age divisions U10 and younger, a game shall be played by two teams, each consisting of not more than seven nor less than five players on the field, one of whom must be the goalkeeper. If multiple time penalties are being served, there shall be a minimum of four players on the field (five for U10 and younger).

Games shall not start unless a team has the minimum number of players on the playing surface by designated forfeit time (5 minutes past game time).

Team rosters must be submitted prior to the first game. Roster size may not exceed 14 players per team. Any additions to a roster must be made prior to the start of the third game.

No youth player may play for two or more teams within the same age group/league, with the exception of outdoor teams that split into two squads. Split squads must freeze their rosters prior to any playoff games, with the exception of 2-3 “swing” players who may be allowed to play for both squads at the discretion of Ralia SC staff.

EMERGENCY PLAYER EXCEPTION– If a team has fewer than 6 players (U11 or older) or 7 players (U10 or younger), they will be allowed to use players from another team in their league, but **ONLY AFTER RECEIVING CLEARANCE FROM THE OPPOSING COACH/MANAGER**. Once the opposing coach/manager is notified of a request to use an emergency player, they have three options:

1. Play the game as is, with the score reported as it is on the referee scorecard.
2. Win the game by forfeit (3-0) and play a scrimmage.
3. Win the game by forfeit (3-0) but no scrimmage. Each team would be entitled to use half the field until the next game is scheduled to begin.

Emergency players should only be used if a team doesn't have at least 6 players (7 for U10 or younger). If the team using emergency players adds regular players during the course of the game, an equal number of emergency players should depart, keeping the total number of players at 6/7.

SUBSTITUTIONS – Substitutions may be made at any time on an unlimited basis during the game, provided the player substituted for is within the substitution arc and does not interfere with play at the time the replacing player enters the field of play. During the following four substitution situations, players will be allowed to substitute as soon as the ball is dead and play will be held up to allow completion of substitution(s):

1. A goal is scored
2. A time penalty is awarded
3. An injury timeout
4. The ball is out of bounds

If a team has too many players on the field, or interferes with play during substitution, the referee may stop the game and award a free kick to the opposing team at the opposing team's attacking gold line. The ball will be placed at the center of the gold line.

GOALKEEPER SUBSTITUTION – Any teammate may change places with the goalkeeper at any time as per regular substitution procedures, provided that the goalkeeper wears a jersey that does not conflict with either the referee or other players, provided the referee is notified.

PLAYER ELIGIBILITY – Youth age groups follow MYSA guidelines -- <http://www.mnyouthsoccer.org/leagues/birthyear.cfm>. Players must be 16 years of age or older to play in an adult league. If a player's age eligibility is questioned, Ralia SC reserves the right to require proof of birth date. If an ineligible player has been used, that team shall forfeit all games prior to and including the game in which it was discovered.

NUMBER OF PLAYERS (ADULT COED) – Coed teams shall have a minimum of two (2) female field players participating at all times, or the number of players must be reduced accordingly. If one female field player is participating, the maximum number of players will be five (5). With zero female field players participating, the number of players will be four (4).

IV. PLAYERS EQUIPMENT

The equipment of a player is a shirt, shorts, socks, regulation shin guards and indoor soccer footwear. Team jerseys must be of the same color. Shirts and shoes must be worn at all times.

SHINGUARDS – All players **MUST** wear regulation shin guards during play. Under no circumstances may a player participate without shin guards. Socks must completely cover the shin guards.

JERSEYS – Teams are required to have matching colored shirts or jerseys. The team listed first on the schedule must change shirts if there is a color conflict. Shirts do not have to be numbered.

GOALKEEPER – The goalkeeper shall wear colors that distinguish him from field players and the referee. Any field player who replaces the goalkeeper must comply with this rule. The goalkeeper may wear protective headgear if it deemed acceptable by the referee (i.e., is not dangerous and does not interfere with other players). Long pants, long-sleeved jerseys, knee and elbow pads are strongly recommended for all goalkeepers, but not required.

DANGEROUS EQUIPMENT – Players shall not be permitted to wear anything deemed dangerous by the referee. Any cast worn must be properly padded to the satisfaction of the referee. Players will not be allowed to participate until their equipment meets with the approval of the referee. A 2-minute time penalty shall be assessed to the offender who enters the game having failed to carry out the equipment adjustment as requested by the referee.

V. REFEREES

REFEREES' AUTHORITY – The authority and exercise of the powers granted to referees by this official rulebook commence when they enter the premises. The referees are responsible for the record of the game and the control of timekeeping.

The referees' power of penalizing extends to offenses committed when play has been temporarily suspended or when the ball is out of play. Referee's decisions on points of fact connected with play shall be final, so far as the result of the game is concerned. The referee has the following responsibilities:

1. Enforce the rules.
2. Advantage: Refrain from penalizing in cases where they are satisfied that, by so doing, they would give an advantage to the offending team;
3. Power: The referee has the discretionary power to suspend the game for any serious infringement of the rules, interference by spectators or other cause, should suspension be deemed necessary. In the event of the suspension being attributed to one specific team, that team shall forfeit the game. If the point total attributed to the non-offending team at the time of that suspension exceeds the forfeit point total (3-0), then the score shall be allowed to stand. If both teams are deemed by the referee to be at fault to a serious degree, a double forfeit will be the result, and neither team will receive any points.
4. Illegal entry: Allow no person other than the players to enter the field of play without permission.
5. Injury stoppage: Stop the game if, in their opinion, a player has been injured; have the player removed as soon as possible from the field of play, without risking further trauma as a result of removal; and immediately resume the game. The time clock will not be stopped unless, at the discretion of the referee, the injured player must be removed from the field by medical personnel. Ball possession shall go to the team in possession at the time of the stoppage. If there was no clear possession, the game will resume with a drop ball.

6. Player discipline: Caution any player guilty of misconduct or ungentlemanly behavior and if the player persists, suspend him from participation from the game.
7. Non-player discipline: Penalize or eject any coach non-playing team personnel. All penalties or ejections of non-playing personnel will result in a 2- or 5-minute penalty to the offending team.
8. Oversee the goal totals

The referee also is responsible for the following:

1. Indicating illegal substitutions
2. Operating the scoreboard
3. Signaling a three-line violation
4. Controlling benches
5. Submitting the game record to Ralia SC administration
6. Controlling time penalties
7. Ensuring the official time is correct and that full time is allowed
8. Enforcing the laws of the game

Violations will be signaled by the referee's whistle, which stops play.

Any game played at Ralia SC, whether it be a make-up game, forfeit or whatever, the referees will have the same authority as in a regular game and all penalties such as red cards will be enforced and carried over to your next game, even if it is the next session.

IV. DURATION OF THE GAME

All games, U10 and younger, will consist of four periods of 12 minutes each, with a 1-minute break between quarters and a 2-minute halftime break. All other games will play two 25-minute halves with a 2-minute halftime. The referee may shorten the halftime interval. There will be no overtime for regular-season games, only for championship-bracket playoff games.

The clock will run at all times. If a goal is scored or the ball is out of play during the last minute of the game and the score is tied or there is a one-goal differential, the clock will be stopped.

The ball is in play once it has been touched from a proper restart. For free kicks by the defensive team originating in its own penalty area, the ball shall not be in play until it has left the penalty area. Play shall be extended to permit the taking of a penalty kick if the infraction occurred immediately prior to the expiration of time.

If the clock malfunctions, the remaining time will be estimated and re-set to count down from the restart of play. If the clock is inoperable, the referee will keep time on a watch.

TIE-BREAKER PROCEDURE – A game that ends in a tie where a winner must be declared shall have the winner declared as follows. Each team will choose any five (5) players on the roster to participate in the shootout. Coed teams must use at least two (2) women among the five. The home team will go first. Each team will take five kicks alternating each time. If one team has scored more goals than the other even if it were to complete its five kicks, the shootout is finished. If the score is tied after five kicks the teams shall continue (using different players until everyone on the team has taken a turn) with the kicks until one team has scored a goal more than its opponent within its turn.

SHOOTOUT PROCEDURE – For ages U13 and older, the referee will place the ball goal side of the center circle. The shooter will have 5 seconds to get off a shot on goal from the time he/she

touches the ball after the referee's whistle. The shootout attempt is over after the shooter has made his attempt of 5 seconds has elapsed, whichever comes first. The shooter is not allowed to play rebounds. The goalkeeper must start with one foot on the goal line. Any foul by the keeper – including those committed outside the penalty area – results in a penalty kick from the PK spot. **Shootout attempts for ages U12 will be conventional penalty kicks, following the same 5-player, alternating format listed above.**

VII. START OF PLAY

Games will start promptly at the scheduled game time. In order to keep clocks on time, teams must warm up off the field. Forfeit time is 5 minutes past the start time. Minimum number of players need to start adult and youth (U12 and older) games is four, U11 and younger is five.

The kickoff shall be made by the visiting team (second team listed). Teams change ends at the start of each half. At the start of each period or half, when restarting play, the kickoff shall be taken by a player of the opposite team to that of the player who kicked off the previous period or half. The ball may be played forward or back.

The referee having given a signal, the game will be started by a player taking a place-kick (a kick at the ball while it is stationary on the ground in the center of the field of play). Every player shall be in his own half of the field and every player of the team opposing that of the kicker shall remain not less than fifteen (15) feet from the ball until it is kicked off. The ball is in play when it is touched. The kicker shall not play the ball a second time until it has been touched or played by another player. For any infringement of this rule, the kickoff will be retaken, except in the case of the kicker playing the ball again before it has been touched by another player. For this offense, a free kick shall be taken by a player of the opposing team at the point where the offending player touched the ball a second time.

A goal can be scored directly from a kickoff.

After a goal has been scored, the game shall be restarted in the above manner by the team conceding the goal.

RESTARTS FOR UNUSUAL CAUSES – For restarts in unusual circumstances (i.e. after injury), the game resumes with a kick from the location of the ball when play is stopped. This kick is taken by the team that had clear possession prior to the stoppage. If there is no clear possession, then the game will be restarted with a drop ball at the point where the ball was when the game was stopped. If the game was stopped inside the penalty area, all restarts, whether by kick or drop ball, will be from the top of the restraining arc.

DROP BALL – The ball shall be deemed in play when the referee drops the ball and it has touched the floor. A player shall not play the ball until it has touched the floor.

FIVE-SECOND PLAY REQUIREMENT – Failure by a team to put the ball into play within 5 seconds, as signaled by the referee, shall result in a possession turnover to the opponent.

VIII. BALL IN PLAY/OUT OF PLAY

The ball is in play at all times unless indicated by the referee including:

1. If it rebounds from a goal post, crossbar or perimeter wall into the field;
2. If it rebounds off the referee when he/she is in the field of play;
3. In the event of a supposed infringement of the laws until a decision is given.

The ball is out of play:

1. When it has wholly crossed the perimeter wall;
2. When it hits outside the perimeter wall or netting;
3. When it makes unintentional contact with any part of the building superstructure above the field of play. A free kick will be awarded to the opposing team at the center of their attacking gold line. There will be no time penalty;
4. When the game has been stopped by the referee.

Intentionally hitting the ball hard enough to hit the superstructure, ceiling or lighting will be cause for a red card issued by the referee and deemed as an intent to destroy property of Ralia SC. A five (5) minute penalty will be assessed to the offending team and a direct kick awarded to the opposing team.

IX. METHOD OF SCORING

LEGAL GOAL – A goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been thrown, carried or otherwise propelled by hand or arm, by a player of the attacking side, except in the case of a goalkeeper who was within his own penalty area when he legally propelled the ball. One point for each goal scored, with a maximum difference of 9 goals between the two teams playing.

SCORING – The team scoring the greater number of goals will be declared the winner. Games can end in a tie, except for championship bracket playoffs.

FORFEITS – A team not having the minimum number of players required at the start of the game will forfeit the match 3-0, although teams may attempt to temporarily roster players from other teams according to the **Emergency Player Exception (Article III)**. Any team that receives a win by forfeit will receive a score of 3-0. The team that forfeited takes an 0-3 loss. Once a game has started and a team decides for any reason that they want to forfeit, or are forced to forfeit, the team forfeiting will receive a loss of 0-9 and the opposing team will be awarded a win of 9-0. These goal differentials will show in the standings.

X. DELAY OF GAME

THREE-LINE PASS VIOLATION – A player is guilty of a three-line violation when he passes the ball across three lines (two golds and center line) in the air, toward the opponent's goal line, without touching or having been played by another player. The whole of the ball must have crossed both gold lines. If the ball is placed on one gold line and kicked from there and then crosses over the other gold line, there is no violation. If a three-line pass is declared, the referee shall award a direct free kick, which shall be taken by a player of the opposing team, from the center line of the first gold line the ball crossed. Any team playing with two players less than the opposing team shall not be penalized for this offense.

OVER AND BACK (PASS/PLAY INTO DEFENSIVE ZONE) – If a defender passes the ball back to his own goalkeeper from any other zone of the playing field but the passers own defensive zone (between his gold line and goal line) and the goalkeeper handles the ball, the referee shall stop play and award a free kick from the center of the restraining arc. This includes instances where a team makes a series of passes or a player dribbles the ball back to the goalkeeper across the gold line into the defensive zone. However, the goalkeeper may play the ball in any other manner so long as he does not handle the ball.

When referring to handling the ball, it means with the hands. He may, however, play the ball with his head or feet.

FIVE SECOND RULE – Failure by a team to put the ball into play within five seconds, as signaled by the referee, shall result in a possession turnover to the opponent.

XI. FOULS AND TIME PENALTIES

A player who commits any of the following offenses while the ball is in play shall be penalized by the referee awarding a direct free kick to the opposing team, to be taken at the point of the infraction, unless the offense is committed by a player in his opponent's goal area, in such case the free kick shall be taken from a point anywhere within that of the goal area in which the offense occurred. **All free kicks are direct.**

1. Kicks, or attempts to kick, an opponent;
2. Trips an opponent (throwing or attempting to throw an opponent by use of legs or by stooping in front or behind him);
3. Jumps at an opponent;
4. Charges an opponent from behind unless the latter is obstructing;
5. Charges an opponent in a violent or dangerous manner;
6. Strikes, elbows, attempts to strike or elbow, or spits at an opponent. A time penalty must be assessed for any of these offenses. Spitting calls for immediate ejection;
7. Holds an opponent;
8. Pushes an opponent;
9. Handles the ball (i.e. carries, strikes or propels the ball with his arm or hand). This does not apply to the goalkeeper within his own penalty area;
10. Boarding (i.e. propelling an opponent into the perimeter wall) in a violent or dangerous manner. **A penal time must be assessed for boarding;**
11. Dangerous play – Playing in a manner considered by the referee to be dangerous (i.e. attempting to kick the ball while held by the goalkeeper);
12. Charging fairly at an improper time (i.e. playing with the shoulder, when the ball is not within playing distance of the player concerned);
13. Obstruction – When not playing the ball, intentionally obstructing an opponent, i.e. running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent;
14. Charging the goalkeeper – Body contact in the goal area between an attacking player and the opposing goalkeeper not in possession of the ball;
15. **Slide tackling;**
16. Players shouting at players during the game will be assessed a foul and a free kick given to the opposing team from the spot of the foul.

Due to the potentially dangerous nature of the tactic in proximity to dasher boards, slide tackling is not permitted! Referees will use discretion for normal goalkeeper play within the penalty area.

If any of the above offenses are deemed by the referee to be of a serious nature, he shall caution the offender, assess a two (2) minute time penalty to be served by the offender, and award a free kick to be taken by an opponent from the place where the offense has occurred.

GOALKEEPING RESTRICTIONS – The following infractions shall cause the referee to stop play and award a direct kick to the opposing team at the top of the restraining arc:

1. The handling (other than kicking) of an intentional over and back pass from a teammate;

2. Three-line pass violation: If a three-line pass is declared, the referee shall award a direct free kick, which shall be taken by a player of the opposing team, from the center point of the first gold line the ball crossed;
3. Five-second distribution: A goalkeeper, in possession of the ball within the penalty area, must distribute the ball outside of the penalty area or to another player within five seconds of having received the ball within the penalty area. Possession shall be defined as control with hand;
4. Handball outside penalty area: **Intentional** handball violations committed by the goalkeeper outside the penalty area shall be interpreted to be “severe in nature” and a time penalty must be assessed against the goalkeeper who, in the opinion of the referee, intentionally handles the ball to break up a play or save a shot at goal outside of the penalty area. Situations whereby the goalkeeper first handles the ball within the penalty area but his momentum carries him outside the penalty area while handling the ball shall not be deemed “severe in nature,” and no time penalty shall be assessed;
5. Once the goalkeeper releases the ball with his hands, he is not permitted to handle the ball again until the ball is played by a member of the opposing team unless a stoppage of play occurs. A player may pass the ball back to the goalkeeper within their own defensive zone, however the goalkeeper may not play the ball with his hands **twice** within the defensive zone unless a player from the opposing team has made contact with the ball. Foul will be assessed from the top of the arc;
6. Goalkeeper striking: If, during play, the goalkeeper either intentionally strikes an opponent by throwing the ball violently at him or pushes him with the ball while holding it, the referee shall assess a time penalty. A penalty kick will be awarded if the offense was initiated in the penalty area.

GOALKEEPER PRIVILEGES

1. If a player intentionally obstructs the opposing goalkeeper in an attempt to prevent him putting the ball into play, the referee shall award a free kick.
2. Endangering the goalkeeper: A player who intentionally commits a foul against the goalkeeper which, in the opinion of the referee, falls short of serious foul play (ejection) but, nevertheless, endangers the goalkeeper beyond what is considered to be a normal hazard of play shall be assessed a time penalty.
3. The goalkeeper shall have clear possession of the ball when he has it held in both hands or pinned against the floor, wall, post or crossbar.

TIME PENALTIES – Any technical 2-minute time penalty assessed against the goalkeeper may be served by another member of his/her team. The goalkeeper will serve all time penalties assessed because of goalkeeper misconduct. All the penalties so served shall be charged against the goalkeeper. This includes instances whereby the goalkeeper has been substituted by a field player.

YELLOW CARD – Minor penalty (2 minutes). Examples: Boarding, dissent, persistent and/or violent fouling, unsportsmanlike conduct.

RED CARD – Major penalty (5 minutes) plus ejection and at least 1-game suspension. Suspension does not include game from which player was ejected, it is the next game or games. A player receiving a red card may be asked to leave the facility at the referee’s discretion. If the player refuses to leave, or delays leaving, the game may be declared a forfeit with the team whose player refused to leave forfeiting the game.

PENALTIES ASSESSED TO FIELD PLAYERS - All time penalties are to be served in full by the player receiving the time penalty. If a team serving a 2-minute time penalty is scored on, that team may send in a player to replace the player that received the time penalty. If a team serving a 5-minute time penalty for a red card ejection is scored on, that team **MAY NOT** send in a replacement player until the full 5-minute penalty has expired. If both teams have players serving time penalties and a team scores, each team may replace one player. Penalty time begins when the ball is put back in play.

PENALTIES ASSESSED TO GOALKEEPER – Any technical 2-minute time penalty assessed against the goalkeeper may be served by another member of his/her team. The goalkeeper will serve all time penalties assessed because of goalkeeper misconduct. All the penalties so served shall be charged against the goalkeeper. This includes instances whereby the goalkeeper has been substituted by a field player.

EJECTIONS – A player or non-player shall be ejected for incidents of:

1. Violent conduct or serious foul play
2. Foul or abusive language or action
3. Accumulation of two yellow card time penalties
4. Disrespect for referee or staff of Ralia Sports Center

EJECTED COACH RESTRICTIONS – An ejected coach may not, from the time of his ejection until the conclusion of the game, have any communication with his team's players in the arena.

DELAYED TIME PENALTIES (Blue/Yellow Card Advantage) – In situations where the referee would want to penalize a player for an infraction by issuing a time penalty, while at the same time wishes to apply the advantage clause of Rule 5, the referee shall acknowledge the foul and signal that the advantage is being continued by raising a yellow/blue card above his head and maintaining that signal until such time as:

1. Opponent possession: The offending team gains control of the ball, upon which the referee shall signal the foul by means of a whistle and appropriately penalize the offending player. Possession shall be defined as a player having clear control of the ball for more than one second. The restart should be at the point of the original infraction or at the top of the restraining arc if the offense took place inside the offended team's penalty area.
2. Stoppage: The referee stops play by whistling any other stoppage (i.e. foul by either team or ball out of play). The player guilty of the foul which initiated the blue/yellow card shall be appropriately penalized, and play should be restarted as appropriate for the original offense. If a foul is committed during the advantage worthy of a second time penalty, both penalties shall be assessed and appropriately served. If both penalties (yellow card penalties) are assessed against one offender, he shall be ejected.
3. Goal: A goal is scored during the blue/yellow card advantage, upon which the offending player's penalty shall be recorded for accumulation purposes. The full time penalty shall be served even if a goal is scored by the offended team before the next stoppage of play.

DURATION/EXPIRATION OF TIME PENALTIES – Time penalties shall be subject to the following concerning duration and expiration of penalty time. A player whose time penalty has expired must immediately leave the penalty area, subject to other restrictions in this section.

1. Multiple penalties (team): There must always be a minimum of four players on the field for each team. If a team has two players serving time penalties and a third player receives a time penalty, the third player must still serve his penalty and leave the field. He shall, however, be replaced by a substitute since four players must be on the playing field at all times. The team will play with four players until the second penalty has lapsed. However, after the first penalty has lapsed the player receiving that penalty can rejoin the game without having to substitute one of the current field players. Likewise with the third penalty. If the team offended against scores, the opposing team may send in a player (other than the player serving the time penalty) for the first opposing player penalized.
2. Multiple penalties (player): Any player receiving two yellow card time penalties will be ejected.

XII. FREE KICKS

When play has been stopped for an infraction, play shall be restarted with a free kick taken by a player from the opposing team. During the taking of a free kick, all of the opposing players shall be at least 15 feet (5 yards) from the ball until it is in play. The ball must be stationary when a free kick is taken and the kicker shall have 5 seconds to play the ball after being signaled to do so by the referee. Failure to put the ball into play within 5 seconds of the referee's signal will result in the restart being turned over to the opponent. The ball shall be deemed in play when it has been touched. Under no circumstances may the player taking the free kick play the ball again before it has been touched by another player. **Playing the ball twice includes playing the ball on the rebound off the perimeter wall, before it has been touched by another player.** A goal may be scored directly against either team from such a kick.

LOCATION – Free kicks shall be taken from the point of infraction subject to exclusions listed herein or elsewhere in the rules. The referee may allow a free kick to be taken within a 3-foot radius of the point of infraction unless, in his opinion, a team gains an unfair advantage, in which case the kick shall be retaken.

FREE KICK IN DEFENSIVE GOAL AREA – A free kick awarded to the defending team, within its own goal area, may be taken from any point within the goal area in which the free kick has been awarded.

FREE KICK ORIGINATING IN PENALTY AREA – When a player is taking a free kick in his team's penalty area, all opposing players shall remain outside the penalty area until the ball has cleared the penalty area, and shall be at least fifteen (15) feet from the ball while the kick is being taken. The ball shall be deemed in play after it has been touched and is beyond the penalty area. If the ball is not kicked directly into play, or if the kicker touches the ball again before it has left the penalty area, the kick shall be retaken. If the kicker touches the ball again after it has left the penalty area and before it has touched another player, a free kick shall be awarded to the opposing team at the top of the restraining arc.

FREE KICKS IN ATTACKING PENALTY AREA – Any free kick awarded to the attacking team for a foul or an infraction which occurred in its opponents penalty area shall be taken at the top of the restraining arc unless a penalty kick is awarded. Any foul on the defensive team inside the penalty area that would be an indirect kick outdoors will result in a free kick taken from the top of the restraining arc. This kick may be defended. **Only fouls which are deemed by the referee as having denied the attacking team a goal scoring opportunity, or warrant a time penalty, will result in a penalty kick.**

UNSPORTSMANLIKE CONDUCT TO PREVENT FREE KICK – If, when a free kick is being taken, any player gesticulates in a way to distract his opponents or encroaches into the penalty area or within fifteen (15) feet of the ball, the referee shall delay the taking of the kick until the law is complied with. If on the request of the referee, the player does not comply, he shall be deemed guilty of "unsportsmanlike conduct" and will be assessed a 2-minute time penalty.

XIII PENALTY KICKS

Time will be extended at the end of any half for the taking of a penalty kick.

XIV RESTARTS – BALL OVER PERIMETER WALL

KICK IN – When the whole of the ball passes over the perimeter wall or makes contact with a designated out-of-bounds area (e.g. netting), it shall be kicked in from the point at which it passed over or made contact, by a player from the opposite team from that of the player last making contact. The ball shall be in play immediately after it has been touched, except in the case where the kick is taken

from a point inside the penalty area, in which case it may not be played a second time nor shall it be deemed in play until it has exited the penalty area. A goal may be scored directly from such a kick.

GOAL KICK – When the whole of the ball passes over the end perimeter wall or makes contact with a designated out-of-bounds area between the corner markings (excluding that portion between the goal posts and under the crossbar), having last been played by a player of the attacking team, play shall be restarted with a free kick. The kick is taken by a player on the opposing team from any point within the goal area. The ball is not deemed in play until it has left the penalty area. If the ball is not kicked beyond the penalty area, (i.e. directly into play), the kick shall be retaken. When a goal kick has been taken and the player who has kicked the ball touches it again before it has left the penalty area, the kick must be retaken. Players of the team opposing that of the player taking the kick shall remain outside the penalty area until the ball has left the penalty area. If a player taking a goal kick plays the ball a second time after it has exited the penalty area, but before it has been touched by another player, a free kick shall be awarded to the opposing team.

CORNER KICK – When the whole of the ball having been last played by one of the defending team passes over the end perimeter wall or makes contact with a designated out of bounds area between the corner markings, excluding when a legal goal is scored, a member of the attacking team shall take a corner kick. The whole of the ball shall be placed on the nearest corner mark, and it shall be kicked in from that position. A goal may be scored directly from such a kick. Players of the team opposing that of the player taking the corner kick shall not approach within fifteen (15) feet of the ball until it is in play.

XV ADMINISTRATION & POLICIES

ADMINISTRATION & DISCIPLINE – Will be handled by an administrative official from Ralia Sports Center.

DISCIPLINE – At the discretion of the designated official, the following **minimums** will be enforced:

1. Two (2) yellow cards in one game – Ejection from game and suspension from next game.
2. First red card – Ejection from game and suspension from next game.
3. Second red card – Ejection for remainder of session, or if final game of session, ejection from first two (2) games of next session.

INJURIES, DAMAGE, THEFT OR LOSS – The game of soccer involves physical contact. The facility, sponsors or any authorized representative, agent or employ of these shall not be responsible for any expense incurred by any team if the event is canceled in whole or in part or for any liability in connection with the event for personal injury or property loss in connection with traveling to, participating in, or traveling home from the event. Each team, player, coach or fan shall participate at his or her own risk.

INCLEMENT WEATHER – All teams are encouraged to do everything within their power to attend games. In the event of bad weather resulting in a team's inability to compete, a forfeit will result unless the facility has canceled the game.

NO SHOW & SPIRIT OF THE GAME POLICY – If a team fails to show for a scheduled game, the use of the field by the opposing team is at the discretion of the facility management. Teams are requested to appreciate that forfeiture is not in the spirit of the competition and detracts from the enjoyment of the event by participants.

ILLEGAL PLAYERS – A team that adds any players who are not on the roster without informing the referee and opposing team will forfeit the game in which the player(s) participated (see Article III: "Emergency Player Exception"). The player(s) will be considered illegal player(s). Teams that use illegal players face possible suspension from any further league play. If a team suspects that the

opposing team is using illegal players, the team must inform a Ralia SC staff member prior to the beginning of the second half of the game in which the illegal player is participating. No protest of games for illegal players will be heard unless Ralia SC is informed of the illegal player prior to the start of the second half of the game in question. Phone messages for the director of soccer operations may be left at 763-391-6660, ext. 13.