

**AYSO 894 Indoor Soccer Laws of the Game (LOTG) – modified from Futsal LOTG
(revision 1, 2 Dec 2018)**

LAW I - THE PLAYING COURT

- See Diagram at bottom (some modifications at LMS and JCHS)

LAW II - The Ball

- Size #4

LAW III - Number of Players

- Minimum Number of Players to Start Match: 5, one of whom shall be a goalkeeper (Modification: U8 & Below is 4v4 – no Goalkeeper) AYSO coaches should share players to allow game to be played.
- Minimum Number of Players to Finish Match: 3
- Substitution Limit: None (Everyone plays Equal Time)
- Substitution Method: "Flying substitution"

LAW IV - Players' Equipment

- Numbered AYSO jersey, shorts, socks, protective shin-guards, and sneakers with rubber soles
- Plenty of water

LAW V - Main Referee

- Duties: Enforce the laws, apply the advantage rule, keep a record of all incidents before, during and after game, stop game when deemed necessary, caution or expel players guilty of misconduct, violent conduct or other unsporting behavior, allow no others to enter the pitch, stop game to have injured players removed, signal for game to be restarted after every stoppage

LAW VI: Second Referee

- Duties: Same as Main Referee.
- Position: The same side as the player benches

LAW VII - Timekeeper

- See Main Referee and Second Referee

LAW VIII - Duration of the Game

- Warm-ups: 5 minutes before game start
- Duration: Two equal periods of 20 minutes; running clock (Stay on schedule)
- Half-time: Maximum of 5 minutes
- Please be cognizant of end time, but play longer/extra periods if coaches and ref agree

LAW IX - The Start of Play

- Procedure: Home team kicks off first (or ref choice); opposing team waits outside center circle (3m)
- Kicker shall not touch ball before someone else touches it
- Ensuing kick-offs taken after goals scored and at start of second half

LAW X - Ball in and out of Play

- Ball out of play: When it has wholly crossed the goal line or touchline
- If ball hits the ceiling/object, restart: opposing team kick-in at closest touchline
- Lines: Touchlines and goal lines are considered inside the playing area

LAW XI - Method of Scoring

- When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).

LAW XII - Fouls and Misconduct

- Direct free kick (DFK) awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty area). Allow advantage.
 1. kicking or attempting to kick an opponent
 2. tripping an opponent
 3. jumping at an opponent
 4. charging an opponent in a violent or dangerous manner
 5. charging an opponent from behind
 6. striking, attempting to strike, or spitting at an opponent
 7. holding an opponent
 8. pushing an opponent
 9. charging an opponent with shoulder (i.e., shoulder charge)
 10. sliding at an opponent (i.e., sliding tackle)
 11. handling the ball (except goalkeeper)
- Indirect free kick (IFK) awarded when any of the following 9 offenses is committed (allow advantage):
 1. dangerous play (e.g. attempting to kick ball held by goalie, sliding with no other player nearby)
 2. obstruction
 3. charging the goalkeeper in the penalty area (i.e., goalkeeper charge)
 4. goalkeeper throws ball directly over the halfway-line (without it first touching his own side of the pitch or any player)
 5. goalkeeper picks up or touches with his hands a back pass
 6. goalkeeper picks up or touches with his hands a kick-in from a teammate
 7. goalkeeper controls the ball with any part of his body for more than 4 seconds
 8. U14 & Above: goalkeeper touches with any part of his body a back pass that has been played back to him before the ball has (1) crossed the halfway-line or (2) been touched by an opponent
 9. U12 & Below: Heading. If in penalty box, take IFK at top of penalty area
- Players shall be cautioned (i.e., shown yellow card) when:
 - a substituting player enters the pitch from an incorrect position or before the other player has entirely left the pitch
 - persistently infringes the Laws of the Game
 - shows dissent with any decision of the referee
 - is guilty of unsporting behavior
- Players shall be sent off (i.e., shown the red card) for:
 - a) serious foul play
 - b) violent conduct
 - c) foul or abusive language
 - d) second instance of cautionable offense (i.e., second yellow card)
 - e) intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
 - f) intentionally impeding a clear goal opportunity in the penalty area by handling the ball
- Direct free kicks (or penalty kicks) accompany the expulsion for (a), (b), (e) and (f); indirect free kicks, for (c) and (d)

- Rules for cards:
 - The player shown a yellow card leaves court; team plays down 2 minutes or opponent scores
 - A player sent off (shown a red card) is out for the rest of the game
 - Team of player sent off can substitute after 4 minutes/opposing team scores - whichever first.
 - Substitute cannot come on until the ball is out of play and he has a referee's consent.
 - Sent off players receive a one game suspension and may receive other sanctions by the Region
 - Guide: Careless Slide = Foul; Reckless Slide = YELLOW; Excessive Slide (Tip Over) = RED

LAW XIII - Free Kick

- Types: Direct free kicks and indirect free kicks
- Wall: At least 5 meters (16 feet) away until the ball is in play
- Ball in Play: After it has traveled the distance of its own circumference
- Time Limit: Kick must be taken within 4 seconds
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

LAW XIV - Accumulated Fouls – AYSO does not track accumulated fouls

LAW XV - Penalty Kick

- To be taken from the penalty mark on the mid-point of the 6-m-line (20 feet).
- All players must be out of the penalty area
- Kicker shall not play the ball a second time until it has been touched by another player.

LAW XVI - Kick-in (replaces throw-in)

- To be taken in place of the throw-in
- Ball is placed on the touch line (or outside within 10 inches) before kicking; ball must be stationary
- Kicker's foot not kicking the ball must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team
- The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player or IFK
- Players on opposing team must be at least 5 m away from point of kick-in
- Cannot score directly from a kick-in
- A ball set at 10 inches is in-bounds; must 'enter' court within 6 feet or award kick-in to other team

LAW XVII - Goal Clearance (replaces goal kick)

- To be taken in place of goal kick.
- From inside the penalty area, the goalkeeper throws the ball into play.
- The ball is not in play until it has passed outside of the penalty area. If the goal clearance is received inside of the penalty area, the goal clearance shall be taken over.
- Ball cannot cross mid-line unless touching the court or a player

LAW XVIII - Corner Kick

- Ball placed on the corner (no corner-kick arc). If ball is misplaced, the corner kick is taken over.
- Must be taken within 4 seconds, or award IFK to the opposing team from the corner mark.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an IFK to the opposing from the point of infringement.
- Players on opposing team must be at least 5 m away from point of the corner kick.
- Can score goal directly from a corner kick.

Thanks for your support! POC is indoor@ayso894.net.

ANNEX (LAW I - THE PLAYING COURT)

