

GREAT BEND RECREATION COMMISSION YOUTH – HIGH SCHOOL - ADULT - COED INDOOR SOCCER RULES

1. **Leagues:**
 - A. **Youth Leagues:** 2nd, 3rd, 4th, & 5th grade teams will start with a goalie and 6 field players. Teams may start with a minimum of 4 field players and one goalie.
 - B. **Youth Leagues:** 6th, 7th & 8th grade teams will play with a goalie and 5 field players. Teams may start with a minimum of 3 field players and one goalie.
 - C. **Adult & High School Leagues:** A goalie and 4 field players will be used in the game. Teams may start with a minimum of 3 field players and one goalie.
 - D. **Coed Leagues:** The Coed league will consist of a goalie and 5 field players. The game will be allowed to begin with 3 women and 3 men anywhere on the floor. Teams may start with a minimum of a goalie and 3 field players as long as there are equal or greater number of women on the floor at one time to avoid a forfeit. **Scoring:** Men are allowed to score 2 goals combined in the first half and 2 goals combined in the second half. Women will have no restriction on goals scored. If one team is losing by 3 goals or more, then the scoring restriction by men for the losing team is lifted until that team is has brought the score within 2 goals.

2. **Ball Dimensions:** 2nd through 5th grade teams will use a size #4 felt ball or a futsal ball. 6th, 7th & 8th grade will use a futsal ball. All youth soccer balls will be provided by GBRC. High School, Adult, and Coed teams will use a size #3 futsal ball which is given to the team manager at the first scheduled game. This ball must be used during the games and practices. Each team will be in charge of bringing their own game ball. Only approved size #3 futsal balls will be allowed during the games. If either team does not provide an approved game ball, then one must be purchased from a GBRC representative or a forfeit will result for the team without a game ball.

3. **Field Dimensions:** Field - (101 Ft. x 65 feet), Goal Area - (6 x 16 feet), Penalty Area - (21 x 26 feet)

4. **Rosters Restrictions: No player may play in both the High School and the Adult Leagues.**
 - A. **Youth & High School Leagues:** Teams will be allowed as many players on their team as spaces on their roster allow. High School leagues must be made up from students currently enrolled in High School of USD #428.
 - B. **Adult Leagues:** Individuals must be 16 years of age and not enrolled and not attending class at a High School of USD #428 to participate in the Adult Soccer program. No player who is a member of a college or high school team is eligible during their respected seasons.
 - 1) **Resident Teams:** Each team will be allowed two (2) players on their roster who DO NOT LIVE OR WORK WITHIN THE BOUNDARIES OF USD # 428. Work is defined: Full-time job of at least 30 hours a week or full time student. Teams violating this rule will forfeit all games won during the time the ineligible player(s) participated.
 - 2) **Non-Resident Teams:** A NON-RESIDENT team is any team which has more than two players who do not live or work within the boundaries of USD # 428. NON-RESIDENT teams will pay an out-of-district fee of 15% in addition to the standard entry fee. NON-RESIDENT teams will have the opportunity to register ONLY if spots remain after all RESIDENT TEAMS have secured a spot in the program.

5. **Roster Additions:** Any manager wishing to add a player may do so by placing that player on the roster at the Great Bend Recreation Commission office. Once a player is listed on a roster, he/she is obligated to play with that team and ineligible to play for any other team in that respective league. After leagues are formed, lower league managers may not add upper league player's names to their roster. Any additions to team rosters may be done up to the middle point of the season (For a 9 team league, additions must be made before the team's 5th game Additions after this point will be based upon certain criteria; injury, moving, forfeits, etc., and must be a player that is not on any current GBRC volleyball roster. This addition must be approved by the Sports Supervisor.

6. **Equipment:** A player will not wear jewelry, watches, or anything that might be dangerous to another player. (Exception: medical alert bracelets). Metal medical alert bracelets must be taped. Any shoes worn that could damage the floor or other participants will not be allowed. Kneepads, elbow pads and shin guards are encouraged. The goalie's shirt must be a distinctively different color from the two playing teams. Protective helmets and shirts for goalies will be provided upon request.
7. **Game Time:** Game time is forfeit time.
 - A. **Youth Leagues:** The game will consist of (2) 16-minute halves, with a five-minute rest period between halves. Two time-outs per half.
 - B. **High School Leagues:** The game will consist of (2) 18-minute halves with a five-minute rest between halves. One time-out per half.
 - C. **Adult and Coed Leagues:** The game will consist of (2) 20-minute halves with a five-minute rest between halves. One time-out per half.
8. **Continuous Clock:** The clock shall be kept running with the following exceptions:
 - A. Team time-outs.
 - B. Injury time-outs.
 - C. When the ball is kicked over the walls and out of play with delay in restart.
 - D. On all dead balls during the last minute of the second half.
9. **Time-Outs:**
 - A. **Youth Leagues:** Two time-outs per half per team
 - B. **High School, Adult and Coed Leagues:** One time-out per half per team
 - C. **Sudden Victory Period:** Each team will have (1) time-out to use in the Sudden Victory period. Excessive time-outs will not carry over into the Sudden Victory period.
 - D. **Dead Ball Time-outs:** Either team may call a time-out after a foul is called, the ball has gone out of play or after a goal is scored.
 - E. **Live Ball Time-outs:** For a time-out to be granted during a live ball, the team calling the time-out must have definite control of the ball. If a time-out is called when the ball is in play, play will resume with a direct kick. **Exception:** A time-out called inside the penalty area will resume with an arch kick.
10. **Free Substitution:** Players may substitute while the flow of the game continues. Any number of substitutions may be made during the game. Coed leagues must maintain equal or greater number of women to men.
11. **Youth Playing Time:** All players must start the first or second half and play for a minimum of 2 minutes. There will not be any substitutions for the first 2 minutes unless there is an injury. Line ups must be reported to scorekeeper 2 minutes before the start of each half.
12. **Coaches:** Maximum 3 coaches per team. Coaches must sit in the designated team area in the stands. Coaching from the sidelines is permitted, provided that it does not interfere or interrupt play.
13. **Goalie:**
 - A. The goalie may stop any ball in the penalty area with his/her hands provided the ball was not intended as a pass from a teammate. If the ball was intended as a pass back to the goalie then, the goalie may not handle the ball with their hands. *Penalty:* Arch kick
 - B. The goalie cannot throw, punt or goal kick the ball past half court without the ball first touching his/her side of the court, only on a direct penalty kick. The goalie will not be allowed to drop the ball outside of his/her box and kick the ball down court. The goalie must dribble out before directing the ball in the air down court past the half court line. *Penalty:* Ball placed at mid field
14. **Goalie Delay of Game:** The goalie shall have (6) seconds to release the ball once he/she has gained possession, is up on his/her feet, and the opposing team has left the penalty area. *Penalty:* Arch kick for the opposing team.
15. **Small Goalie Box:**
 - A. **Youth Leagues:** No offensive player will be allowed in the opponents small goal box area. This includes the momentum of the shooter at anytime during or after kicking the ball in an attempt to score. If a goal is scored and an offensive player was in the small box at the time of the shot or as the goal is scored, any goal scored will be nullified. *Penalty:* Goal kick by defending team.

B. Adult, Coed and High School Leagues: An attacker may enter the small goal box and play the ball if the play on the ball and momentum of the player does not interfere with the safety of the goalie. *Penalty:* Any goal scored will be nullified. Any foul, which occurs due to contact with the goalie, will be assessed.

16. **Referee:** The Referee has the "Safety of the Players" as his main concern. The Referee may warn, caution, and eject players.
17. **Advantage Clause:** The Referee may let play continue and not call a foul if, in his/her opinion, thinks it is to the advantage of the fouled team to let play continue. Example: If a handball on a defensive player results in an immediate play and goal, the goal shall count.
18. **Fouls:** Two kinds of fouls, major and minor.
- A. **Major Fouls:** Foul must be committed intentionally.
1. Kicking or trying to kick an opponent.
 2. Tripping
 3. Jumping at an opponent.
 4. Charging an opponent.
 5. Charging an opponent from behind.
 6. Holding
 7. Hitting or trying to hit an opponent.
 8. Pushing
 9. Handling the ball, except by the goalie in his/her own penalty area. It is a foul when the ball touches any part of the hand or arm with intention to control the ball. Note: Instinctively protecting oneself from injury is not a foul.
 10. Sliding tackles -(are only allowed by goalie inside goalie box if he/she first touches the ball. It is illegal for the goalie to end up outside of the goalie box.) *Penalty:* Arch kick for opposing team.
Penalty for a Major Foul: Direct kick or penalty kick.
- B. **Minor Fouls:**
1. High Kicking
 2. Illegal obstruction - when not within playing distance of the ball.
 3. Charging the goalie. Taking more than 4 steps while controlling the ball.
 4. Fair Charging but with ball out of playing distance. (Definition: fair charging; shoulder to shoulder contact without danger to either player.)
Penalty for a Minor Foul: Direct Free Kick.
19. **Yellow Cards:** The Referee will issue a yellow card under the following guidelines:
- A. Continually breaking the rules.
 - B. Arguing with referee (dissent).
 - C. Interrupting the flow of the game with unsportsmanlike behavior.
 - D. Intentionally/recklessly kicking the ball which may result in a displaced and/or broken ceiling tile.
Penalty: A direct kick for the opposing team.
20. **Yellow Card Sit Rule:** Any player receiving a yellow card will sit for a two-minute penalty or until the opponent scores. Only one penalized player can re-enter per opponent's score. On a team's 6th foul, one player from the offending team receives a 2-minute penalty. On each alternating foul thereafter (8th, 10th, 12th, etc.), a two-minute penalty is assessed or until the opposing team scores a goal. All yellow card penalties carry over into succeeding periods.
21. **Red Cards:** The Referee will issue a red card for players cited for a serious foul or unsportsmanlike conduct with the following guidelines:
- A. Violent behavior such as kicking, hitting, or spitting.
 - B. Using foul, insulting or threatening language.
 - C. Acting in an unsportsmanlike or threatening toward other players, officials and GBRC staff.
 - D. Committing a second cautionable act after already receiving one caution.
 - E. Challenging the Referee.
- Penalty:** Immediate ejection from the game and a 2 game suspension. The offending player must leave the facility within 2 minutes or his/her team will forfeit that game.

- 22. Multiple Yellow/Red Card Progression for an Individual:**
- A. 2 Yellow Cards or 1 Red Card in the Same Game: 2 yellow cards accumulated during the same game equal 1 red card.
 1. The offending player must leave the facility within two minutes or his/her team will forfeit that game.
 2. The offending player will receive a 2 game suspension and is barred from the facility during the length of the suspension.
 3. If there are less than 2 games left in the season, all game suspensions will carry over to the next season.
 - B. 3 Yellow Cards in the Season: 3 individual yellow cards accumulated during the season equals 1 red card.
 1. The offending player must leave the facility within two minutes or his/her team will forfeit that game.
 2. The offending player will receive a 2 game suspension and is barred from the facility during the length of the suspension.
 3. If there are less than 2 games left in the season, all game suspensions will carry over to the next season.
 - C. 4 Yellow Cards or 2 Red Cards in the Season: Any player who accumulates four yellow cards during the season will equal two red cards.
 1. The offending player must leave the facility within two minutes or his/her team will forfeit that game.
 2. The offending player will be suspended for the remainder of the season and the first 3 games of next season and is barred from facility during length of suspension.
 - D. Suspensions: Anytime there are less than 2 games left in a season, all game suspensions will carry over into the next season regardless of the league the player was participating in when the suspension was received.
- 23. Multiple Yellow/Red Card Progression for a Team:**
- A. 6 Yellow Cards or 3 Red Cards accumulated for a team during a season will result in a one game suspension for that team. The next game on the schedule will be considered a forfeit and will not be played. If this occurs during the last game of the season then the suspension will carry over to the next season with a forfeit.
 - B. 8 Yellow Cards or 4 Red Cards accumulated for a team during a season will result in an additional two game suspension for that team. The next two games on the schedule will be considered forfeits and will not be played. If this occurs during the last two games of the season then the suspension will carry over to the next season with a forfeits.
 - C. 10 Yellow Cards or 5 Red Cards accumulated for a team during a season will result in suspension of the remainder of the current season and all of next season.

TERMINOLOGY

- 24. Kickoff:** A kick-off is taken at the center spot to start the game, after a goal is scored and at the start of the second half. The team listed second on the schedule is the home team and will kick-off to start the game. The other team will kick-off to begin the second half. Teams switch ends at half. After a goal, the team scored against kicks off. Players must be in their half of the field on the kick-off. The non-kicking team must be at least 10 feet from the ball. The kick-off must go forward (into the opponents half of the field). The kick-off must go at least the distance of one full turn of the ball. The kick-off is retaken if not forwarded or far enough. The player kicking off cannot play the ball again until it has been touched or played by another player (either team). A goal cannot be scored on a Kick-off unless it first touches another member of the playing court.
Penalty: Direct free kick for the opposing team.
- 25. Ball In and Out of Play:**
- A. The ball is out of play and put back in play by a direct free kick starting on the official's whistle when:
 1. The entire ball is completely outside the wall.
 2. The Referee stops the game.
 3. Any ball going directly above the goal is out of play and shall be put into play with a goal kick or corner kick.
 4. If the ball becomes entrapped along a wall, for safety reasons, the official shall stop play and resume play with a drop ball.
 - B. The ball is in play when:
 1. It bounces off a goal post, crossbar, basketball goal, ceiling or Referee and stays in play.
- 26. Scoring:** A goal can be scored only if all of the ball goes completely over the outside edge of the goal line, under the crossbar and between the goal posts. Any player may score, including the goalkeeper. A player may score

on the goal he/she is defending except when he/she is taking a free kick, throw in, goal kick, penalty kick or kick off.

27. **Adult, Coed & High School Blow Out Rule:** If a team is leading by 12 goals at any time during the game, then the game will be called.

28. **Overtime (Sudden Victory):**

- A. **Adult and High School Leagues:** If the score of the game is tied after regulation play, a **5 minute** Sudden Victory period will start after a one-minute time out. If the score is still tied after the Sudden Victory period, a Shoot-Out will immediately proceed.
- B. **Youth Leagues:** If the score of the game is tied after regulation play, a Shoot-Out will immediately proceed.

29. **Shoot-Out:**

- A. **Adult and High School Leagues:** Will have 4 shooters and follow the same procedure as Coed.
- B. **Coed Leagues:** Will have 4 shooters.
Each player (one at a time) will start at the midcourt line. The player is to attempt a goal. The Scorekeeper shall put 5 seconds on the clock. As many shots may be taken in the five seconds. The ball must cross the goal line before the horn sounds. The shots can be taken anywhere on the court.
- C. **Youth Leagues:** Will have 4 shooters. The ball will be placed at the penalty kick spot. After the whistle has been blown, each shooter will have five seconds to shoot one shot from the penalty kick line. The official must wait until the goalie is ready before blowing the whistle. The ball may be touched only once by the shooter. No dribbling will be allowed.
 - 1. Teams will shoot at the west goal facing the scoreboard.
 - 2. A coin flip with the team managers shall determine whether the team will attack or defend first.
 - 3. The defending team is represented by the goalie only. The goalie selected by the defensive team must be used during the entire Shoot-out unless he/she is injured during play.
 - 4. Teams alternate with a chance at a goal.
 - 5. The team that scores the most goals out of 4 chances wins the game.
 - 6. All rules of Indoor Soccer are observed during the Shoot-out procedure.

If at the end of the Shoot-out, the score is tied, a Sudden Victory Shoot-Out immediately follows. Teams must now pick shooters who have not participated in the original shoot-out. If a team runs out of players they may then start over with their original first shooter. The goalie may participate as a shooter. Each team gets one chance to score until one team scores and the other team does not.

30. **Direct Free Kick:** A goal may be scored by kicking the ball directly into the opponent's goal. The ball must be still when it is kicked. Opponents must be at least 10 feet from the ball when the free kick is taken. The kicker may kick the ball when the opponents are closer if he/she wishes. When the kicking team is taking a free kick within its own penalty area, defending players must be outside the penalty area. The ball must leave the penalty area before it is in play. If the ball is played a second time by any player before it goes the distance equal to one full turn or before it leaves the penalty area, it must be retaken. The player taking the free kick must not play the ball again until after someone has already touched the ball.

31. **Penalty Kick:** If a player commits a major foul in his/her own penalty area, the fouled team is given a penalty kick from the penalty mark, rather than a direct free kick. All players except the kicker and goal keeper must be outside the penalty area and at least 10 feet from the ball, when it is kicked. The defending goalkeeper must stand on his/her goal line between the goal posts, not moving his/her feet until the ball is kicked. If he/she moves his/her feet and the shot doesn't score, the referee has the penalty kick retaken. No defending or attacking player may enter the penalty area or 10 feet within the penalty mark before the ball is kicked (Encroachment).

- A. **Defender encroaches:** A scoring shot is allowed. A non-scoring shot is retaken.
- B. **Attacker encroaches:** A scoring shot is disallowed and the kick is retaken, a non scoring shot that goes out of play, the game is restarted with a goal kick or corner kick as if it were any other non scoring shot or goal. For a non-scoring shot that remains in play, someone must first play the ball other than the initial, "direct kick kicker."

32. **Kick-In:** If the ball goes out of bounds above the side walls, a kick-in (direct free kick) is taken by any player on the team that did not touch the ball last, with the official's whistle starting play.

33. **Goal Kick:** A goal kick is taken by any defending player to restart the game after the ball goes out of play past the goal line (unless it is a valid goal) when it was last touched by an attacking player. The kick may be taken

anywhere in the half of the goal area on the side of the field where the ball went out of play. All opposing players must be out of the penalty area before the goal kick is taken. To be in play, the ball must leave the penalty area and stay in the field of play. If the ball doesn't leave the penalty area, or is played again before leaving the area, the goal kick must be retaken.

34. **Corner Kick:** A corner kick is taken to restart the game after the ball goes out of play past the goal line (unless it is a valid goal) when last touched by the defending team. The ball should be placed in the corner on the side of the field where the ball went out. Any player may take the corner kick on the attacking team. He/she may score by kicking the ball directly into goal. Opponents must be 10 feet from the ball when it is kicked. To be in play, the ball must move a distance equal to at least one full turn. The kicker must not play the ball again after it is in play until another player (either team) touches or plays it. *Penalty:* Direct free kick for opposing team.
35. **Arch Kick:** An arch kick is a direct free kick from the arch mark.
36. **High Kick:** A high kick will be called for any kick that is made above the kicker's waist that in the official's opinion endangers those around the kicker.
37. **Defensive Clearing:** If a defensive player **intentionally** kicks or "clears" the ball out of bounds, the ball will be put back in play with an Arch Kick, started by the Official's whistle.

ADMINISTRATIVE

38. **Protests:** Youth, High School and Adult Leagues
- A. **Player Eligibility:**
1. Protests shall be received and considered, concerning matters of the following type:
 - a) Players not properly signed on team's roster.
 2. Protests must be made before the horn sounds to end the game. If GBRC becomes aware that an ineligible player has played in a game, the team that this player played with will forfeit that game. Alleged violating team must give the first and last name of the player in question.
 3. To protest player eligibility, the manager must notify the official(s) or facility supervisor who will inform the opposing manager and scorekeeper. Managers involved in player protest will be notified after 4 p.m. the next working day, of the decision of the Sports Supervisor or by mail.
- B. **Rule Interpretation:** High School and Adult Only (No rule protests for youth leagues)
1. Protests that shall be received and considered, concerning matters of the following type:
 - a) Misinterpretation of a playing rule.
 - b) Failure of an official to apply the correct rule to a given situation.
 - c) Failure of an umpire to impose the correct penalty for a given violation.

In all cases the protest must be made at the time of play. For a protest to be considered by the GBRC, the protest must be on 3 typed copies and must be accompanied by a \$25.00 cash protest fee which will be returned if the protest is upheld, but forfeited if not upheld.

A formal protest must contain the following information:

- a) The date, time and place of the game.
 - b) The names of the officials, scorekeeper and/or supervisor.
 - c) The rule and section of the official rules under which the protest is made, if player eligibility, players first and last name.
 - d) The decision and conditions surrounding the making of the decision.
 - e) All essential facts involved in the matter protested.
39. **Indoor Soccer Committee:** An Indoor Soccer committee will be set by the Recreation Commission to decide all protest, ejections, suspensions and all disciplinary actions that are to be invoked against players, managers, and teams. The players, managers, and GBRC staff will provide the make-up of the Indoor Soccer committee. The committee will be used for both the men's and women's divisions. All decisions made by the committee will be final, with the approval of the Sports Supervisor.

40. **Requests for Postponements and Rescheduling League Games:**
- a) The team requesting the reschedule will contact the opposing team manager to get their approval to reschedule the game. After contacting the opposing team manager, the requesting team will contact the Sports Supervisor for approval and reschedule options. Both teams must agree to the rescheduled date and time or the original game will take place as scheduled. The request will need to be approved by the Sports Supervisor 10 days in advance of the scheduled game requested for. A formal reschedule letter will be mailed to the managers. A request for postponement fee that equals the prorated cost of one game will be paid 48 hours prior to the rescheduled game. If the fee is not paid within 48 hours prior then the game will be considered a forfeit for the requesting team.
41. **Refund Policy for Adult Team Sports:** Prior to the deadline for late registration the total entry fee will be refunded if a team withdraws from the program. After the closing of the late registration deadline, no refunds will be issued to teams requesting to withdraw from adult team sports programs.
42. **Notification of Forfeiture:** Team managers wishing to notify the GBRC office that their team must forfeit a game shall follow one of the two following procedures:
- A. **Written Notification:** This document must be typed, signed by the team manager and must contain the opponent's name, date and time of game to be forfeited. The GBRC office must receive this document by 5:00 p.m. on the day of game to be forfeited.
 - B. **Verbal Notification:** Must be made by the team manager and include opponent, date and time of game to be forfeited. Verbal notification must be made by 5:00 p.m. on the day of the game in question, or the notification will not be honored.
- A Notification of forfeiture, will be considered final (in recording the win/loss result of that game) when it has been confirmed and the opposing manager has been notified.
43. **League Tie-breaker Procedure:**
- A. Head to head competition. Youth Leagues: If still tied, co-champions will be declared.
 - B. Comparative records against highest placing common opponents.
 - C. Largest positive margin in points scored vs. points given-up in games between the teams that are tied.
 - D. If still tied, a playoff game (League Champs Only).
- League Awards:** League awards include t-shirts for the team with the best record. Youth medals will be awarded to 1st and 2nd place teams.
44. **Inclement Weather:** Any games canceled or postponed due to inclement weather, will be announced on KVGB, KZXL or KHOK by 4:00 p.m. on the day of the scheduled game or call our Hotline at 793-3755 ext. 4.
45. **Personnel Seating:** Only GBRC staff, youth coaches and players of the current game will be allowed in the North seating section of the Gym. Next game participants and spectators will occupy the South seating section of the Gym.
46. **Other Rules:** All other rules will be followed by the Kansas State High School Activities Association (KSHSAA) Soccer Rulebook.
1. **Code of Conduct:** Players, Coaches and Spectators in the GBRC programs are expected to conduct themselves in a sportsmanlike manner. Unsportsmanlike behavior directed toward other players, teams, officials, coaches and fans will not be tolerated. This includes, but is not limited to, obscene gestures, cheating, hitting, disrespect to officials, or other behavior deemed inappropriate. If a player, coach or spectator is ejected from a game by an official or supervisor, then that person is automatically ejected from the next two scheduled GBRC games, and all practices occurring within this time period. A player may be warned; second warning results in automatic ejection. The Sports Supervisor will notify the players and coaches of the suspension.
 2. **Drugs and Alcohol:** There will be no use of drugs or alcoholic beverages on or near the game/practice field or facility premises by managers, coaches, players, officials, GBRC staff or anyone concerned with GBRC teams during games, pre-game activities, or practices. One warning may be issued; or the person in question will be asked to leave the field and face indefinite suspension from any GBRC event or program.
 3. **Weapons:** Weapons of any kind are not allowed on or at any GBRC site or facility. (at the discretion of the GBRC Staff.)