



King Louie's Sports Complex

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KLSC Indoor Soccer Rules

Welcome to your King Louie's Sports Club. This handbook provides an overview of the rules to recreational indoor soccer. Many of the "house" rules are in place to foster safe play. Remember we're a soccer club and a soccer family, first and foremost. Good luck, have fun, be nice to the referees and opposing teams.

Please take a minute to read this handbook. There are probably things in here you didn't know, plus, some rules have changed.

Referee's have discretion on any of the "Black and White" rules. This means if they believe for the betterment of the game that black and white rule should be waived for purposes of customer service, they can make their own judgement call. We do this at King Louie because we believe you are CUSTOMERS first and PLAYERS second. This may at times seem inconsistent and we understand. The Referee must still keep games SAFE.

Inclement Weather

We almost always play, in the case of inclement weather, the best way to determine if games are on at your facility is to check our website at www.kinglouiesports.com. Our website will be up to date and will give times of when we will update next. You may call your facility, however, many times people can't get through because of the high volume of calls. In most cases, our website is your best opportunity to get the most updated status.

Liability Release

You must read it and sign it in order to play. Soccer can be a hazardous activity and injuries may occur. You are contractually agreeing that you have signed the liability release and you are waiving your right to file a lawsuit. You accept the conditions of the field and any unforeseen situations that may occur. If this makes you uncomfortable, then choose not to play.

Rosters

On-Line Rosters are to be complete prior to your team taking the field for your first game. Rosters may be changed prior to the start of your team's 4th game, but not after. Management Discretion.

- All Participants must sign the liability waiver or complete the on-line liability waiver prior to taking the field. No Exceptions!
- All participants must be rostered on the team in which they are competing.
- A roster check must be requested before the game begins. The referee or MOD will check both teams' rosters before declaring a decision.
- No player may be rostered on two teams in the same division. Please help us maintain this by having your captain ask the referee before the game starts, not to allow players from previous games to play.
- The responsibility to request roster checks is on your team.

Protests

A protest must be submitted in writing, and accompanied by \$50, from the coach or captain within 48 hours of the game. The \$50 is nonrefundable if the decision goes against the protesting team.

Player Eligibility

A team using a player who has not signed the liability waiver or completed the on-line liability waiver will forfeit that game. Management may request an ID on a player at any time. A team using an ineligible player will forfeit all games in which that person played. Since we are foremost a "club," we expect teams to only use eligible players.

Over 30 Leagues

A team may have 2 players under the age of 30, but each player must be 27 by the start of the 1st game of the session, therefore, a player cannot come in during the middle of the session.

OVER 40 Leagues

ALL field players must be 40+ years old to participate. Goalkeepers can be 30 years and older, BUT cannot play in the field as a field player and cannot enter the attacking half of the field as the goalkeeper. If a goalkeeper, under the age of 40 years, enters the attacking half of the field at any point during the game, the referee will call a foul and award the opposing team a free kick at the half line.

Field Players

- All jerseys on a team must be the same base color. Please avoid choosing white for your team color (too many). Adults must bring a light and dark color shirt each week.
- Shin guards are recommended and must be covered
- Braces must have all metal covered.
- Flat soled or indoor turf shoes must be worn - NO OUTDOOR CLEATS! Any player found with improper footwear, may be told they cannot participate.

Bench Behavior

- A maximum of two coaches are allowed on the bench
- Any player leaving the bench during an on field altercation will receive a minimum of a 5 minute yellow up to a maximum of forfeiture for their team. Do not leave the bench even if the other team makes this mistake.
- No food, soda or alcohol. Water and sports drinks are permitted
- No un-rostered players are permitted in the bench area. Parents are responsible for keeping kids out of the bench area during the game.
- Suspended players may not enter the bench area during their suspension period.
- Spitting is only permitted in the trash cans. Any place else is disgusting & may result in a two minute penalty.

Discretion

The referee's decision on "points of fact" (discretion, judgment) will stand as called. This is common policy in all sports officiating.

Standings

- 3 points for a win
- 1 point for a tie
- 0 points for a loss
- Most leagues have a playoff game for each team. The 1st and 2nd place teams will play and that game will determine the champion. 3rd and 4th place teams play for 3rd place and so on... It does not matter how many times you beat the opposing team during the season, the final game determines the league winner.
- If the championship game of an adult league ends in a tie, a 5 minute "golden goal" overtime will be played. If the game is still tied after the overtime, best of 5 penalty kicks will determine the winner, if still tied after 5, sudden death pk's. Every player must shoot at least once before any player can shoot a 2nd time.

Order of determining playoffs

- A. Most points
- B. Direct head to head
- C. Head to head goal differential
- D. Least goals against all opponents during league play
- E. Number of shutouts in that session (including forfeits)
- F. Penalty kicks (best of 5) prior to playoff games

Dissent

We make a poor shot as players, and referees miss calls just as we make bad passes, and miss "open nets." King Louie referees are instructed to penalize any dissent from players. Only the authorized captain may discuss a call with the referee provided it is civil and in between periods. Please help control your own teammates so we may all enjoy the game. A dissent penalty results with a yellow card, which the player serves the full 5 minute penalty, however the team does not play shorthanded. Two dissent infractions will result in a soft red card, in which the

player is ejected, however, the team doesn't play shorthanded. Excessive and abusive language or violent conduct are not tolerated anywhere on the premises. These actions may result in a yellow or red card depending on the severity and referees discretion. We are a "club" for your enjoyment. Please help your teammates keep perspective.

Sportsmanship Rule (YOUTH GAMES ONLY)

- Any team trailing by four or more goals can add one player to the field (no more than one extra player)
 - a. Once the team trails by 3 or less goals, the extra player is removed from the field.

The "Running" Clock

- A. Length of game is 45 minutes with no halftime.
- B. Game time is start time; Warm up between games is based on the next scheduled game time.
- C. The referees are instructed to reset and start the clock, immediately following the previous game.
- D. If a team doesn't not have enough players (see facility rules) to start the game, 5 minutes past the scheduled start time, the game will be determined a forfeit. The clock starts at 5 minutes past the scheduled time and when both teams have enough players, play will begin with the remaining time on the clock.
- E. If players arrive during the 5 minute "grace period", the game will begin at that point but the clock will not be reset.
- F. If the game has been forfeited, the two teams may still play for the rest of the time under a forfeit and the referee will officiate the game.
- G. Team(s) that Delay the Game from starting may receive a "team" caution from the referee.
- H. The clock will stop on all whistles in the last minute of the game, if the score differential is one goal or less.
 - a. The referee may add time to the clock if he or she is not in position to stop it.

Ball "In & Out" of Play

- A. Balls that hit the side netting are placed 3 ft. from the boards
- B. Balls that hit the ceiling are placed at the center of the nearest white line (including center line) where the original kick took place.

House Rules & Number of Players

- A. PLEASE ask your Soccer Manager for a set of the facility's "exceptions" to the Vetta Rule Handbook & number of players

Neutral Zone Pass Back Rule

This restricts the goalkeeper from using their hands if:

- his/her teammate, outside the defensive 3rd line, intentionally passes the ball back to the keeper
- his/her teammate in the neutral zone, dribbles/carries the ball back across the defensive 3rd line and passes to their keeper

- his/her teammate in the neutral zone, passes the ball to a teammate across the defensive 3rd line, who then in turn passes the ball to the keeper
- In all youth games, 8th grade and below, the goalie can use their hands on all pass backs from ANYWHERE on the field, assuming the opposing team has touched the ball prior to the goalkeeper handling the ball a 2nd time.

Substitutions

Adults

- Teams are to substitute without referee involvement.
- A 2 minute penalty can be issued for illegal substitutions. (Official Discretion)

8th Grade and Younger

- Substitutions can be made “on the fly” without referee involvement.
- Substitutions may also be made on any dead ball (foul or out of bounds) to the team awarded the ball, when requested. Once the referee has granted a “guaranteed” substitution to the attacking team, the opposing team may substitute as well. The referee will hold the play until both teams have completed their substitutions. The team “without the ball,” (free kick, out of bounds, or foul called against) may not request a substitution, but may substitute on the “fly.”

Restarts & Free Kicks

We use a one whistle system at King Louie

A. On the kick off, the ball does not have to go forward. All free kicks are direct. You can score directly on the kick off

B. Ball must be stationary before the free kick is taken

C. Except for a drop ball, the same player who takes a restart may not again make contact with the ball until touched by another player

D. For restarts by a team within its own goalkeepers box, the ball is not “in play” until the ball leaves the area. If touched, the kick is retaken

E. Players will not receive a second whistle unless the referee specifies. If the referee stops play to move the wall, the play can only restart with a second whistle

F. If a “quick restart” is attempted by the offense, any defender still inside the required 10 feet may not attempt to play the ball (e.g. stick a foot out to block it, etc). If a player makes an attempt at the ball, and makes contact with the ball within the ten foot radius, the referee may stop the play, warn both benches for encroachment, and then will award the attacking team a free kick from the place where the defensive player played the ball. Once both benches have been warned for encroachment, any future violations during that game may be penalized with a blue card and the team will play short handed for 2 minutes.

G. The player taking the restart may request 10 feet, not other teammates.

H. Attacking players may not stand in the GK’s crease during restarts

Dangerous Play

A. High kick called when the foot or leg endangers an opponent

B. Playing with the sole of your foot up, facing the opponent

C. Going into a play with your back turned

D. Sliding/ slide tackling

E. Playing the ball while on the ground

Sliding/Slide Tackling/Playing on the Ground

A. Slide Tackling, Sliding, and playing on the ground (when the referee deems it endangers another player) are not permitted at any time.

B. A slide tackle in High School or Adult games carry a mandatory 2:00 blue card and may result with a yellow or red card, based on the intent and severity of the play.

C. A slide tackle in youth games, will be whistled as a foul and may result with a blue card based on the intent and severity.

D. If a player plays the ball first and then falls to the ground it may be considered “no foul” provided the player did not endanger an opponent.

E. If one knee touches the ground during play, in most cases, it will be called a dangerous play. It is the player’s responsibility to stay on his/her feet.

F. A player may not play the ball while on the ground at any time.

Kicking the ball from behind the opponent

Not permitted in High School and Adult games

The intent of the rule is to keep the game safe and fun. The chances of striking the opponent’s ankles or knees are far greater from behind than a “clean” strike of the ball from the front of the player.

- This includes kicking the ball from behind, through, in between, and around the back of legs of the person who has possession of the ball.
- The defender may shadow the player with the ball but not strike from behind, or through the legs for the ball.
- A referee may allow a defensive player to hold their position with a light hand check on the offensive player shielding the ball.
- This rule will be enforced in High School and adult games, even if the ball is struck cleanly with no contact to the legs or ankles.
- In YOUTH GAMES (K thru 8th grade), a foul shall be called IF the defender makes ANY contact to the attacker with the ball

Handling the Ball

This is FIFA’s interpretation of the “Handling the Ball” rule. King Louie instructs all of our referees to follow the guidelines below.

Handling the ball

Handling the ball involves a deliberate act of a player making contact with the ball with his hand or arm. The referee must take the following into consideration:

- the movement of the hand towards the ball (not the ball towards the hand)
- the distance between the opponent and the ball (unexpected ball)
- the position of the hand does not necessarily mean that there is an infringement
- touching the ball with an object held in the hand (clothing, shinguard, etc.) counts as an infringement
- hitting the ball with a thrown object (boot, shinguard, etc.) counts as an infringement

The Exceptions, to FIFA’s interpretation of “Handling the ball,” for King Louie use only are as follows:

- If you block your face with your hands and the ball hits them, no foul shall be called as long as you did not direct the ball to you or your teammates intentionally.
- A deliberate handball (for example, a player knocks the ball out of the air with his/her hand purposely) may result in a 2:00 blue card penalty.

Goalkeeper Rules

- A. Goalkeepers must start their slide inside the box and make contact with the ball inside the box.
- B. Goalkeepers have 5 seconds to distribute the ball from their hands. They may bounce the ball while in their possession.
- C. Goalkeepers may dribble the ball into the box and pick it up, as long as this does not violate the neutral zone pass back rule.
- D. A deliberate handball by the keeper, outside the penalty box, may result in a two minute penalty and a penalty kick. An intentional handball is a free kick at the point of infraction.
- E. In Coed, if a GK crosses the half line, a foul shall be called with a restart taking place at the half line center dot
- F. Goalkeeper may handle the ball on the line, or inside the box, the line is considered part of the penalty area. The goalkeepers entire body can be outside of the box, however, if the ball is inside the box, there is no foul.
- H. Goalkeepers serve ALL of their own timed penalties including:
- a. Blue card 2:00 penalties
 - b. Yellow card 5:00 dissent and unsporting behavior penalties
- I. After the goalie has used hands, the ball must be touched by the opposing team before he she can use hands again. (For example, a goalie rolls the ball to a teammate, and the ball is passed right back to the goalie, he/she may NOT use hands)
- J. Goalkeeper may not handle ball passed back with the foot by a teammate. This does not include deflected balls or balls played to keeper by any part of the body from the knee up.

Fouls and Penalties

A foul, resulting in a free kick, is assessed to a player who commits any of the following offenses:

- Kicking
- Tripping
- Holding
- Pushing
- Charging
- Jumping
- Handling the ball
- Obstruction
- Dangerous play
- Elbowing
- Boarding

A timed penalty, (2:00 blue card) should be assessed when any of the above offenses are deemed by the referee to be careless, reckless or involved excessive force.

Blue card is issued for:

- Playing in a careless, reckless or dangerous manner

- The team plays shorthanded for two minutes unless a goal score
- A delayed 2:00 penalty may be given in the event of an advantage

Yellow card is issued for:

- 2nd blue card to the same player
- An intentional or serious foul deemed by the referee. A 2:00 blue card MUST be issued FIRST for the original infraction with the yellow card to follow for the intent
- Unsporting Behavior & Dissent (usually happens after or away from the play). The player(s) serve the entire 5:00, HOWEVER the team(s) does not play short handed
- A 2:00 Blue Card CANNOT be issued for Unsporting Behavior or Dissent

Red cards are issued for:

1. "HARD" red cards.....Team plays short for 5:00 or until the opposing team scores a goal
 - a. Fighting, spitting on or striking an opponent
 - b. Vicious or an extremely dangerous play
2. "SOFT" red cards.....Team does NOT play short
 - a. 2nd yellow card
 - b. 3rd blue card
3. The referee has the right to eject a player, coach, or spectator, before, during, or after the game and request they leave the premises (If the individual refuses to leave the field/premises and ignores the official, the official may forfeit the game)
4. Foul /Abusive Language towards another player or referee (see below)

Suspensions for players/ coaches, who receive a RED card:

In all cases, Management has the discretion to issue a MORE or LESS severe suspension than listed below

- A red card is a minimum one game suspension, for the player's next game with that particular team.
- Anyone receiving a 2nd red card within a six month period, is suspended for a minimum of 2 weeks.
- Anyone receiving a 3rd red card within 1year period is suspended for a minimum of 4 weeks.

FOUL AND/OR ABUSIVE LANGUAGE

- A. Foul or Abusive language, clearly heard by a referee or King Louie Staff, directed towards a player, referee, or customer will not be tolerated.
- B. Verbal Attacks (Racial, Ethnic, or gender related) or threats will result in an immediate ejection and suspension

FIGHTING/ ALTERCATION SUSPENSIONS

- A. ALL players involved in an altercation on the field, will be reviewed
- B. Any person who strikes (open or closed fist) (or blatantly attacks...ie, kicking, elbowing, headbutting etc..) another person will be suspended for a minimum of 8 weeks
- C. Any player defending him or herself, without striking an opponent will be reviewed
- D. Those players/ coaches who instigate an altercation on the field will receive a minimum of 2 games

Penalty Kicks

A penalty kick is ONLY awarded when:

- A 2:00 penalty (Blue Card) is issued to a defensive player for a foul that was committed inside the box

- A clear goal scoring opportunity was lost due to a foul, that occurred outside of the box and a 2:00 penalty (Blue Card) was issued
- The timed penalty begins after the penalty kick is taken. The ball is live after the kick
- The ball is placed at the dot inside the box
- In ALL cases, for a PK to be awarded, a 2:00 (blue card) must be issued first

Coed Rules

- No more than 2 males may enter the attacking quarter of the field at one time. The restart will be placed on white line of the attacking quarter and a free kick will be awarded to the defending team.
- In order to score a goal the ball must be “live”, which means a female makes contact with the ball, on their offensive half. The ball remains “live” until the ball is cleared out of the half.
- A female must take all restarts in the offensive half. Anyone may take restarts in the defensive half.
- An “own goal” when the ball is not live is NOT a goal. A corner kick is awarded. An intentional own goal with the ball not live is a two minute penalty, plus a penalty kick.
- Penalty kicks can be taken by either gender. A 2:00 blue card **MUST** be given for the foul in the box for a PK to be awarded.
- If the goalie crosses the half line, a foul shall be called and the restart will be awarded at the half line.