

The rules covered below are based on the new International Football Association Board (FIFA) 2016/2017 Laws of the Game (in accordance with local South Eastern Idaho soccer leagues). Any rule not specifically covered will be governed in accordance with the FIFA Laws of the Game.

Rule 1: Players

1.1 Teams

Each team shall consist of four (4) players on the field. A team may begin with a minimum of three (3) players, but if more than three are present then four must be on the field. If during the game there are less than three players due to injury or ejection, the referee will decide if the match should continue based upon competitiveness, safety, and timing.

Coed Rule: There must one player of each gender on the field at all times.

1.2 Equipment

Teams must wear either matching color shirts or the provided pennies.

Goalies must be in a distinguishable color from their team.

Shin guards are not required but encouraged.

A size 4 soccer ball or a futsal ball will be used.

1.3 Rosters

Rosters can only be up to the league specified amount. All players must be on the official roster before they can play.

Rule 2: Gameplay

2.1 Start of Game

Before play begins, a coin is tossed and the team that wins the toss will have the choice of which goal to attack. The game will start with a kickoff from the center circle. After the half, the team that did not kickoff the first time will kick off at the beginning of the second half. The player that makes the first touch on the kickoff cannot touch the ball until another player has touched it.

2.2 Time and Forfeits

The duration of the game shall be two (2) equal halves of 20 minutes with a 5 minute half time.

Extra time will be at the discretion of the official. Extra time shall only be given in the case of penalty kicks, injuries, and loss of the ball past the netting.

Games will begin on time. If a team does not have enough players to start by 5 minutes past the scheduled start time the game will be forfeited.

2.3 Substitutions

Substitutions may occur anytime during the match on the fly. Players must leave the field before the new player can come on. If a team has more than 4 players on the field or a new player comes on and interferes with the play before the old player comes off the referee can call an indirect free kick. Referees will stop play if any injuries require substitution. Referees will stop play if any injuries require substitution. Goalkeepers may be substituted during dead balls by letting the referee know.

2.4 Scoring

A goal is scored when the whole ball has passed over the goal line, between the goal posts and under the crossbar, provided that no infringement of the rules has been committed previously by the team scoring the goal. If the official's whistle sounds before the ball passes fully into the goal, the goal shall not be allowed. A goal cannot be scored directly from the kick-off.

2.5 The Field of Play

Boundaries

The ball shall be in play at all times unless the referee blows their whistle. Balls can be kicked off the walls on all sides, but not the netting. If the ball contacts the netting or contacts past the black line, an indirect free kick will be awarded at the spot of contact for the team who did not touch the ball last.

Restarts

In the case of the ball going out of play a restart is performed by placing the ball one step away from the wall and kicking it in. When the ball going out of play the referee will blow their whistle indicating the ball is dead and will signal which team restarts with the ball. Restarts can be played as soon as the ball is placed on the ground and all the players are on the field.

Play can be restarted immediately without a whistle from the referee unless:

- A team asks the official for five (5) yards
- Play has been stopped to caution or eject a player
- A penalty kick
- A goal is scored

Goal Kicks/ Corner Kicks

The netting between the goal box lines is considered the end netting. If a team kicks the ball into the end netting on their own end, the opposing team will be rewarded a direct kick on the goal box line directly out from where the ball hit the netting.

If a team kicks the ball into the netting on the opposing team's end a goalie throw will be awarded to the other team. A goalie's throw can be taken from anywhere within the goal box. They can elect to throw or kick the ball from the ground. The ball must exit the goal box completely before being touched by a player. If the ball is kicked or thrown into the air during a restart the ball must touch a player or the ground before passing the $\frac{3}{4}$ line.

2.6 Fouls and Misconduct

Fouls follow the rules of FIFA. No slide tackling is allowed. Players may not use their hands to touch the ball during play except for the goal keeper.

Yellow cards are a warning. Two yellow cards in a game equals a red card. Two yellows result in the ejection of the player and a suspension from the next game. If a player receives 4 yellow cards during the season they will be suspended from the next game.

Red cards are an ejection. A player receiving a straight red card (not cumulating through 2 yellow cards) must leave the facility immediately. They will be suspended from the next game. If a player receives to straight red cards during the season they will be suspended from the league.

2.7 Goalkeepers

Goalkeepers can use their hands in the defined goal box. The goalkeeper is allowed to throw or roll the ball, but if it is passed and cannot pass the second dashed line (3/4 line) in the air without touching another player or the ground first. If the ball does clear the second dashed line in the air, the opposing team will be awarded an indirect free kick. Goalies are not allowed to drop kick the ball.

Goalies cannot pick up a ball that was passed back to them from a teammate. Due to the walls, defensive players may attempt to clear the ball off a wall that results in the ball being collected by the goalie. The referee will judge if the clearance is an intentional pass to the goalie. Intentional passes back to the goalie that are picked up will result in an indirect free kick.