Team Sports
Indoor Soccer
Rules
Rules

PLEASE NOTE: The following are ECU Sports specific rules and are by no means comprehensive. The day to day interpretation of these by-laws shall be the responsibility of the appointed Indoor Soccer Coordinator. Appeals against interpretation shall be lodged in writing with management of the Centre for further consideration.

Nominations and Fixtures
• Please note that it is the team’s responsibility to find out their team’s fixtures. Teams will not be called regarding their games times. Fixtures can be viewed on the ECU Sports website: http://www.ecu.edu.au/sport/ or by contacting the ECU Sports Centre on 6304 5000 (Joondalup) or 9370 6700 (Mount Lawley).
• All teams can expect to get an even spread of game time slots over the season. Game times start from 6:00pm.
• Management reserves the right to add and/or change any game times when it is deemed necessary.
• Special fixture requests will be considered. ECU Sports will consider all requests but reserves the right not to accommodate requests if they are considered not to be in the best interest of the social sports competition.
• Management reserves the right to refuse nomination forms from teams if it is deemed to be not in the best interest of the social sports competition or if there is no available position in the competition.

1. The Playing Area
1.1 ECU Sports indoor courts – boundary lines of netball/basketball courts are utilised.
1.2 The goals are regulation indoor soccer goal nets.

2. Players
2.1 The maximum number of players on court at any given time is five (5), one of whom shall be the goalkeeper.
2.2.1 A maximum of 8 players may only be entered onto the score sheets at the commencement of the game IE: 5 players plus 3 substitutes.
2.2.2 The minimum number of players on court without incurring a forfeit is four (4).

3. Player equipment
3.1 All players are required to wear a team uniform.
3.2 All players must remove objects such as watches/jewellery (taping of facial jewellery is expected) that may be dangerous to other players.
3.3 Nails must be cut.
3.4 Appropriate non-marking covered footwear must be worn.
3.5 Bibs will be provided to help identify teams wearing same coloured uniforms.
3.6 Long hair must be tied back.

4. To play
4.1 All weekly game fees must be paid prior to the start of scheduled games. If your team does not pay on the night that you play an additional $10 surcharge is payable before the next game.
4.2 Not only does it keep the other team waiting, late starts affect the whole evening’s fixtures times, therefore the clock will start running at the scheduled time. If a team is late, they will be penalised accordingly and the game will go on.
4.3 Games will be forfeited if a team is not ready to play within ten (10) minutes of scheduled starting time.
4.4 Teams must complete the scoresheet with details (names) of all players.

5. Length of the game
5.1 Games will comprise of two (2), fifteen (15) minute halves with a two (2)-minute break at halftime.
6. **Competition Points**
   6.1 Win = 3 Points
   6.2 Draw = 2 Points
   6.3 Loss = 1 Point

7. **Start of the game**
   7.1 The opposition players must be outside the centre circle and behind the halfway line.
   7.2 The ball may be passed forward or backwards at the start of play, the opposition may not cross over the halfway line until the ball has been played.
   7.3 A goal may be scored directly from the kick-off.
   7.4 A team must have a minimum of four players on the court at commencement of the game or the game will be a forfeit.
   7.5 One goal will be awarded to the opposition for every minute a team is late to a maximum of ten goals at which time the game will be a forfeit.
   7.6 A (B Grade) team may only use a maximum of 1 A Grade player to play on their team at any time. Any extras that are found to be used during the game will result in an automatic win to the opposing team.

8. **Ball in and out of play**
   8.1 When the ball is completely over the goal line or sideline, whether on the ground or in the air.
   8.2 When the referee has stopped the game.
   8.3 If the ball hits the roof or obstruction outside the field of play.

9. **Method of scoring**
   9.1.1 A goal is scored when the whole of the ball has passed over the goal line, between the posts and under the crossbar.
   9.1.2 The attacking players/scorers may enter the goal area, however the ball must be kicked before entering the goal area.
   9.1.3 Entry into the goal area by the attacking side will forfeit a scored goal or immediately give ball possession to the keeper, if they: i) attempt to play the ball.  
   ii) touch the ball 
   iii) interfere with the keeper. 
   iv) gain an advantage by their position 
   9.2 Entry into the goal area by the defending side will incur a penalty to the attacking side from “the spot” on the black line, if they: i) attempt to play the ball.  
   ii) touch the ball 
   iii) gain an advantage by their position

10. **Fouls and misconducts**
    Any player who intentionally commits any of the following offences is liable to be penalised:
    a. Kicks, or attempts to kick, another player.
    b. Trips another player.
    c. Jumps at or on another player.
    d. Charges another player in a violent or dangerous manner.
    e. Tackles or charges another player from behind.
    f. Strikes, or attempts to strike, another player.
    g. Holds or pushes another player.
    h. Slides in an attempt to play the ball or dispossess another player.
    i. Handles the ball.
    j. Use of inappropriate behaviour or foul language to other players.
    k. Use of inappropriate behaviour or foul language to referees.
    l. Plays in a dangerous manner (including playing the ball on the floor)
11. **Cards**

11.1 Discipline of misconduct is at the umpires' interpretation and player should play to the umpires. Whereby incidents occur on court whereby players becoming emotional and passionate with ad hoc swearing and the alike the umpire will give a general verbal warning to settle down.

11.2 A player will be shown a yellow card as a warning for any act deemed non-sportsman like (physical or verbal), including but not limited to intimidating behaviour, dissent by word or action, persistently infringing the rules of the game, delays the restart of the flow of play or for deliberately leaving the court without the referee's permission. A player will be shown a red card for being guilty of serious foul play, violent conduct, spitting, using offensive, insulting, intimidating or abusive language or has received a second yellow card during the game. The penalty for a red card is immediate expulsion from the game (and not to be replaced by a substitution) PLUS suspension from the following week’s fixture.

11.3 A yellow card being given in TWO SUCCESSIVE GAMES will result in a RED CARD being given for the following week’s game, with penalties as previously outlined.

12. **Suspensions and Ejections**

Incidents of a dangerous or unsportsmanlike nature that are reported by the umpire will be taken seriously. All information regarding the incident will be taken into account and a decision on an appropriate resulting action will be made by the sports co-ordinator in consultation with senior members of staff. Actions may include an official warning, being removed from the competition or ECU Sports permanently.

13. **Forfeits and withdrawals**

13.1 Teams must attend every fixtured game for the season, or notify ECU Sports if they cannot attend a fixtured game and a forfeit will result.

13.2 A forfeit may be declared if:

13.2.1 A game does not start within ten (10) minutes of the allocated starting time.

13.2.2 A team fails to honour their fixtured game.

13.3 In the case of a forfeit, the applicable forfeit fee will result as per the following table:

<table>
<thead>
<tr>
<th>FEE TYPE</th>
<th>NOTICE PERIOD</th>
<th>FEE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Forfeit Fee</td>
<td>24+ hours notice</td>
<td>Match Fee</td>
</tr>
<tr>
<td>Forfeit Fee</td>
<td>2 – 24 hours notice</td>
<td>Match Fee  + $25</td>
</tr>
<tr>
<td>Forfeit Fee</td>
<td>0 – 2 hours notice / No show</td>
<td>Match Fee x2</td>
</tr>
<tr>
<td>Surcharge Fee</td>
<td>Non game payment / Part payment</td>
<td>$10 Surcharge Fee</td>
</tr>
<tr>
<td>Withdrawal Fee</td>
<td>Immediate withdrawal from competition</td>
<td>Match Fee x2</td>
</tr>
</tbody>
</table>

13.4 Teams will be notified of the applicable forfeit fees by the Sports Coordinator or equivalent via email.

13.5 All outstanding fees must be paid prior to the team’s next fixtured game, otherwise the team will become unfinancial.

13.6 Unfinancial teams are still eligible to play in the competition, but will not be awarded premiership points while any applicable fees are outstanding.

13.7 Premiership points not awarded due to outstanding fees will not be allocated even when the fees are paid. Therefore, please ensure all fees are paid before the next fixtured game in order to receive the available premiership points.

13.8 Teams with outstanding fees from previous seasons will not be eligible for the next season until all fees are paid.

13.9 If a team wishes to forfeit a fixtured game, they must call the appropriate centre (Joondalup 6304 5000 or Mt
Lawley 9370 6700) to notify the centre of the forfeit. Forfeits sent via email may not be considered, as emails might not be immediately viewed.

13.10 Teams who fail to pay the full game fee or outstanding team fee owing by the end of the night of their game will incur an additional $10 surcharge on top of their normal match fee.

13.11 Teams who withdraw from the competition prior to the end of the scheduled season will be issued a withdrawal fee of x2 match fees. Payment is due within 7 days of the time of withdrawal.

14. Free Kicks

14.1 All free kicks are to be given as a Direct from which a goal may be scored against the offending side without having first being contacted by another player or object.

14.2 When a player is taking a free kick all opposing players must be at least 3 metres from the ball, until it is played. If a player of the opposing team approaches closer than 3 metres from the ball before the free kick is taken, the kick may be taken again.

15. Corners

15.1 When the whole ball has passed over the goal line, having last been played, rebounded or deflected off of a defending player, a “corner kick” shall be awarded.

15.2 The corner kick shall be taken by kicking the ball from the corner of the goal line and the sideline over which the ball went out of play.

15.3 A goal MAY be scored directly from a “corner kick”.

15.4 Defending player to be no closer than 3m to the ball will result in:
   1st offence – kick retaken
   2nd offence – penalty kick

16. Kick-ins (from the side)

16.1 When ball completely passes over the sideline, it shall be kicked in to play, in any direction.

16.2 It may be kicked in from any position along the sideline from the point where the ball went out of play, to the goal line of the team in possession of the ball.

16.3 The ball must be stationary on the sideline

16.4 Opposing players must be 3m from the ball on the sideline.

16.5 If the ball is not kicked into the field of play, possession of the ball passes to the opposing side. The kick-in is retaken at the place the ball originally crossed the sideline.

16.6 The side kick-in is an indirect kick, and must be taken within 5 seconds of ball placement. Failure to comply will forfeit possession to the opposing side at the same kick-in point.

17. Penalties

If an infringement occurs a penalty will be given from the black line. A penalty may be awarded when:
   i) A defending player enters the goal area in the course of play and interferes with play (see section 9).
   ii) The goalkeeper comes outside the goal area and interferes with play (see section 9).
   iii) Other offences as listed in section 10.

18. Penalty kick instructions:

18.1 The penalty kick is taken from the black just outside the goal “D”.

18.2 The player taking the penalty may only take 1 step to approach the ball.

18.3 The goalkeeper may not move their feet from the goal line prior to the actual contact of the ball by the penalty-kick taker.

18.4 The kick may not be taken until the referee gives indication of continuation with a whistle blow.

18.5 Failing to take a penalty kick in accordance with these instructions may forfeit a scored goal or disallow the penalty kick. Possession in this instance passes to the defending goal keeper.
19. **Goal keeper**
19.1 May only contact a ball in the goal area.
19.2 The goalkeeper is allowed to use their hands but only in the specified goal areas. (The goal areas are defined by a marked semi-circle or “D” that surrounds each goal).
19.3 May return the ball into play by kicking or deflection or throwing.
19.4 If the ball is passed back to the keeper they may NOT touch the ball with their hand/s, this would result in a direct free kick from where the ball was played.
19.5 When the keeper passes a ball to his own player, that player cannot pass the ball back to the goal keeper until another player has touched the ball.
19.6 Must return the ball to play once in the playing area, in no more than 5 seconds. Infringement will result in a penalty kick to the opposing side.
19.7 The ball must contact the ground or another player prior to crossing the halfway line.
   - Any return of the ball to play resulting in the ball passing over the halfway line prior to contacting the ground or a player will forfeit possession of the ball to the opposing team at the point at which the ball crossed the halfway line.

20. **Eligibility**
20.1 All players must have their names on the score sheet before the commencement of play.
20.2 Additional players may be added up until the end of the first half.
20.3 Players must have taken to the field prior to the end of the first half to be eligible to play even if their name is on the score sheet.
20.4 After this time players may only be added to this as a result of injury if they have no substitutes listed on their score sheet. Fatigue does not count.
20.5 For a player to qualify to play in the finals they must have played in three (3) regular season games, for that team.
20.6 An eligible player may only play for 1 A grade team and 1 B Grade team during the finals even if they have played for multiple teams during the season.
20.7 Any player that plays 10 or more games in an A Grade team during the season will automatically be counted as an A Grade player for the remainder of the season.

21. **Extra time**
21.1 Weekly games in the league will end at the completion of normal time and the score will stand.
21.2 Finals games with a drawn score at the end of normal time will be given an extra 5 minutes each way.
21.3 If no score difference at completion of extra time the game is to be decided by penalties:
   - 5 shots to be taken.
   - Shots to be taken only by the 5 players in play at the end of extra time.
   - Each player may take only one shot.

All rules and regulations are enforced at the discretion of the referee in charge of the game and the sports co-ordinator.