



Uihlein Soccer Park Indoor Soccer Rules & Regulations

Updated August 31, 2022

Team entry registration and rosters:

1. Leagues will be filled on first come first serve basis. Team fees are expected to be paid in full at the time of application and must be paid in full by the registration deadline.
2. Uihlein Soccer Park reserves the right to combine ages and skill levels when creating brackets.
3. Each player will be required to complete a hold harmless waiver before they will be able to play. A parent or legal guardian must sign for any participate under the age of 18. Players must also have a valid Uihlein Soccer Park DASH membership.
4. There is a maximum of 18 players on a team except for the U13-U19 age groups which can expand to 22 to support their outdoor numbers. **WYSA insurance is not valid for the indoor season. Everyone must complete an indoor waiver and will play at their own risk.**
5. Rosters are fluid through the session. Teams may add players up to the start of the game in the 2nd to last week of the session. Random roster checks will be conducted, and un-rostered players will NOT be allowed to play. Players found to be illegal will cause the team to forfeit the game with a 3-0 score. However, the player can be added to the roster (up to the start of the 2nd to last game start) if the necessary waiver and park membership are paid.
6. All players must be able to show proof of identification and age upon request.
7. Players may play on more than one team within a bracket/league but **MUST** be on each team roster. No special consider will be given in the scheduling process for these individuals.
8. Select players in the U11-14 age groups cannot play on a recreational level team.
9. Player verification must be protested before the start of the game or during the half time. If a team is found guilty of having an illegal player, they must forfeit the game. Rule #5 addresses procedures.



10. Youth teams must have a responsible adult on the bench. Teams in the U15-U19 age group must have someone that is at least 21 years of age on the bench and this person must take full responsibility and control the team's behavior on/off the field.
11. All teams must be ready with an alternate jersey in case of a color conflict. The home team (listed first on the game sheet) should be the one to change.

Fighting and serious foul play:

1. Fighting will result in an automatic 5-minute penalty and a red card expulsion from the current game and the next 2 weeks of games.
2. The following behaviors are considered fighting: intentional boarding, any attempt to swing or punch another person, intentional kick to a person, or hair pulling.
3. Players carded for fighting will automatically receive a **TWO-WEEK SUSPENSION**. The suspension includes all games hosted by Uihlein Soccer Park (indoor and outdoor). The suspension can also carry over to the next session. A report will be filed with the management of the complex immediately after the game. If management decides, the player may be suspended for longer than 2 weeks and possibly an indefinite amount of time. **No refunds will be given if a player is suspended from any soccer league.**
4. Any player red-carded for fighting twice within a year will be banned for the next session.

Rule 1

Number of Players:

Maximum roster sizes:

- 18 players for youth teams U8-U11 and adult teams
- U13-U19 can maximize up to 22 players.

Game formats:

- U7/8 format: 4 field players (no goalkeeper)
- U9/10 format: 6 field players and a goalkeeper
- U11/12format: 6 field players and a goalkeeper
- U13-adult format: 5 field players and a goalkeeper

Extra Player for Youth Teams Only:

If a team is behind by 5 goals or more, they may add an additional player until the goal differential is less



than 5. If a team is ahead by 10 or more goals, another player can be added by the lower scoring team at the coach's discretion. The referee has the discretion to not allow the additional player due to concerns of player safety. The referee will discontinue keeping score on the scoreboard until the goal differential once again is below 10 goals. However, for standings purposes, the full score will be recorded.

COED Rule:

In specifically bracketed High School Coed leagues and Adult Coed leagues, there must be a **minimum of two female players on the field at all times**. If a team is unable to field a team with two females, they may elect to play with only one female player. In that case, the total number of players on the field (male and female) would be five (four plus a goalkeeper). At no time can the total number of male players on the field exceed four (including the goalkeeper). In the case that a team has only two females and one of the females receives a 2-minute time penalty, the penalty must be served by a male player that is on the field at that time. Should a team have only one female player and she receives a 2-minute time penalty, the penalty must be served by a male player on the field at that time. If at any time a team cannot field at least one female player, that team must forfeit the game with a 3-0 loss. If a team has just one female player, and she is shown a red card and ejected, the team must forfeit the game with a 3-0 score.

Penalties:

Only 2 players per team may be given a time penalty at a time. If additional players are penalized, the time penalty will be delayed until one of the earlier penalties is over.

Substitutions:

Substitutions may occur on "the fly" provided the player leaving the field and the player entering the field do not participate in play or seek to gain an advantage while they are simultaneously on the field of play. Any teammate may change places with the goalkeeper any time as per regular substitution procedures, provided that the goalkeeper wears a jersey that distinguishes him/her from the other players and the referee. All team bench personnel and players listed on the official lineup are subject to the authority and jurisdiction of the referee. No more than 2 non-playing personnel (coach, assistant coach, or manager) are allowed on the team bench.

Injured Player:

If a referee must stop the game for an injured player, that player, excluding the goalkeeper, must be removed from the field of play. That player may rejoin the game after it is restarted, and they are ready to play again. Under no circumstances can a player be allowed to continue to play while he/she has an open wound and blood is evident or has a serious head injury.



Injured Goalkeeper:

If play is suspended more than one time, as a result of a team's representative being signaled to enter the field of play by the referee to attend to a particular injured goalkeeper, that goalkeeper must be removed from the field of play. That goalkeeper shall not be permitted to rejoin until the next substitution opportunity after the referee restarts the game.

Team Captain:

A captain shall be appointed by each team and the captain alone will be informed by the referee of any questions relating to interpretation of the rules which may arise during the game. In the event of a dispute or problem the referee will inform the team captain of the decision and each captain will advise their coach/ person responsible for the team.

Rule 2:

Player Equipment:

Compulsory equipment consists of shirt, shorts, shin guards (completely covered by socks or stockings), and shoes. Goalkeepers must wear colors which will distinguish them from all other players and referees. Once the game has started and the referee notices a player has come onto the field wearing no shin guards (made of approved materials commercially available designed specifically to protect the shins), the referees must issue the offending player a 2-minute penalty for unsportsmanlike conduct. The team plays short-handed. The opponent will take possession and the restart will take place at the spot where the ball was when play was stopped. In the event that possession was gained in the defensive penalty area, the restart will take place at the top of the restraining arc.

Dangerous Equipment:

Jewelry may not be worn if it poses a threat to his/herself or any other players. The threat of injury will be determined by the referee or Park Management if necessary. Absolutely **NO casts** of any type are allowed. **Shoes** must be tennis shoes, traditional turf shoes or molded cleats. No screw-in /replaceable cleats or metal cleats are allowed. Knee braces with metal must be covered with a protective sleeve or ace bandage. If the referees find that a player is wearing articles not permitted by the rules and/or which may constitute a danger to him/her or other players, the referees shall order the player to remove the dangerous articles. If the player fails to carry out the referee's instruction, the player shall not be permitted to participate.

Rule 3:

Referees:

One or two referees (of equal authority) will be responsible for control of the game. Referee decisions on



points of fact connected with play shall be final so far as result of the game is concerned. All referees are independent contractors and are not affiliated with Milwaukee Kickers Soccer Club.

Rule 4:

Duration of Game

All age groups play 2 x 25-minute halves. Time may be stopped for a serious injury and when a time penalty is used or as otherwise determined necessary by the referees.

Rule 5:

Start of Play

The visiting team has possession in the first period, the home team in the next period. Teams change ends after each period.

Rule 6:

Ball In and Out of Play

The ball is out of play when it passes over the perimeter wall (netting), when it hits the ceiling, when a goal is scored or when the referee stops play. The ball is in play at all other times, including when it rebounds from the referee, perimeter wall, goal post or Plexiglas.

Rule 7:

Method of Scoring

A goal is scored when the whole ball passes completely over the goal line providing no infraction has been committed by the attacking team.

Rule 8:

Three Line Violation & Delay of Game Violation

Three Line Pass:

If a player plays the ball over three lines in the air towards the opponent's goal line without it touching another player, the perimeter wall, or the referee on the field of play the referee shall award a free kick to the opposing team at the center of the first large white line that the ball crossed. Exception: A goalkeeper while standing in his/her penalty area may legally throw the ball over all three lines. A goalkeeper may throw the ball into the opponent's goal while in his/her own defensive penalty area. Result is a goal scored.

Ten Second Advance from Defensive Zone:

From any restart in its defensive zone, a team in continuous control of the ball shall have 10 seconds from the time the goalkeeper touches the ball to advance the ball beyond the defensive zone line into the neutral



zone. If a team plays the ball back into its defensive zone and maintains continuous control of the ball, the 10 second rule shall apply. For violations of this rule, the referee shall stop play and award a free kick to the opposing team to be taken at the center of the white line closest to the offending team's goal.

Rule 9:

Fouls and Misconduct:

A player who kicks, trips, strikes, elbows, jumps at, pushes, holds, charges, commits a dangerous play, obstructs, or intentionally handles the ball (except the goalkeeper in his/her own penalty area) shall be penalized by awarding a free kick to the offended team. Any of the above fouls committed by the defending team in its penalty area shall result in a penalty kick and a two or five-minute time penalty. An offense committed in the penalty area by the defending team which is not worthy of a time penalty (e.g. obstruction or dangerous play) shall not result in a penalty kick and play shall be restarted with a free kick to the offended team at the top of the restraining arc. **Slide tackling on a player is not allowed.**

Delay of Game:

Within 1 minute of game end, the referee has the discretion to stop the clock due to the winning team intentionally wasting time.

Penalty Time Penalties:

Penalties will be assessed against players for committing any of the twelve offenses (kicking, tripping, striking, spitting, elbowing, jumping at, pushing, holding, or pulling, charging, tackling, committing a dangerous play, obstructing, or intentionally handling the ball (except the goalkeeper in his/her own penalty area) while the ball is in play. A time penalty must be assessed for incidents of **boarding (even unintentional will result in a blue card), elbowing, striking, spitting, and other offenses deemed severe, tactical or blatant in nature.** These two or five-minute penalties shall be administered by the showing of a **Blue, Yellow, or Red card** by the referee, and a power play shall be awarded to the offended team.

A player may be suspended for the remaining minutes of a game for boarding (intentional or not). The action may also result in a red card depending on the severity of the action.

Unsportsmanlike Conduct Penalties:

Penalties may be assessed at the discretion of the referee, to the players while the ball is out of play. The only exception is a shin guard violation. These penalties shall be administered by the showing of a **Blue or Yellow Card** and the resulting power play for the offended team shall be two minutes in length. The



restart for any unsportsmanlike conduct offense shall be a free kick to the offended team if the offense occurred while the ball was in play. Examples of unsportsmanlike conduct include encroachment (interfering with the taking of a free kick or restart), Leaning on a teammate's shoulder in order to play the ball, unauthorized exit of penalty box and delay of game (tactics used to delay restart of play).

Dissent Penalties:

Penalties may be assessed against players who show abusive disapproval by, word or action, of the decision of the Referee. These penalties shall be assessed a **Blue or Yellow Card** and the resulting power play shall be two minutes in length. If any non-playing personnel (coaches, trainers, team officials) exhibit unsportsmanlike conduct likely to bring the game into disrepute or such other misconduct, they shall be assessed a **Blue or Yellow Card** and a two-minute time penalty to be served by any player from the field or bench. The referee shall report the misconduct to League Management for disciplinary action.

Delayed Time Penalties (Blue Card Advantage):

In situations where the referee would want to penalize a player for an infraction by issuing a time penalty while at the same time wishing to apply the advantage clause, the referee shall acknowledge the foul. He/she shall signal that the advantage is being continued by raising a **Blue Card** above the referee's head and maintaining that signal until such time as:

- **Opponent Possession:** The offending team gains control of the ball upon which the referee shall signal the foul by means of a whistle and appropriately penalize the offending player. Possession shall be defined as a player having clear control of the ball for more than one second. The opponent will take possession and the re-start will take place at the original point of infraction. If a foul is committed during the advantage worthy of a second time penalty, both time penalties are assessed and appropriately served. If both penalties are assessed against a single offender, the offender shall not return to play until both penalties are served. No time penalty/penalties shall be served if a goal is scored by the offended team. If a goal is scored by the offending team, penalty/penalties shall be recorded for accumulation purposes.

Send-off Penalties:

At the discretion of the referee, a **red card** may be shown for intentionally charging the goalkeeper while the latter is in full possession of the ball, spitting on an opponent or referee, physically touching a game official, leaving the box to engage in misconduct or confrontation, or other incidents of unseemly behavior. In addition, a player shall be sent off for violent conduct, serious foul play and/or foul/abusive language. The game shall not be restarted until the player that was sent off has left the bench area. A



teammate of the player that was sent off shall serve a full five-minute penalty and the opposing team shall be awarded a power play (regardless of how many goals the opposing teams scores). The sent off player must leave the building after the issue of the red card and cannot be on the team bench during the length of time of his/her suspension.

Power Play Return:

If one team is reduced by penalties to fewer players on the field than its opponents and the team having more players scores a goal, then the player having the least remaining penalty time can return to the game. Only one penalized player may return on each goal. If a single player is responsible for concurrent penalties, that player shall not return to play until both penalties are served.

Equal Number/Simultaneous Penalties:

If members of both teams are simultaneously penalized or sent off from the game, teams shall play shorthanded (5v5 or 4v4 includes goalkeepers) and the full penalty time shall be served.

Goalkeeper Restrictions:

If the goalkeeper fails to distribute the ball to another player within 5 seconds of having received the ball in hand, if a teammate passes the ball back to the goalkeeper and the goalkeeper plays the ball with his/her hands, or if the goalkeeper having attained possession of the ball with his hands distributes and then repossesses the ball prior to a stoppage in play or the ball being touched by an opponent, a free kick shall be awarded to the opposing team taken from the top of the restraining arc.

Penalty against Goalkeeper:

When a two-minute penalty is assessed against a goalkeeper, it shall be served by a teammate.

Rule 10:

Denying a Goal Scoring Opportunity

Denying a goal scoring opportunity is not a mandatory red card, but can be deemed so by the referee.

Rule 11:

Free Kicks

For any infraction of the rules, an indirect free kick shall be awarded to the offended team. **A goal may not be scored directly into the attacking team's goal from a free kick or any other restart.** A team will have five seconds to restart play after having been signaled to do so by the referee. If the team does not put the ball in play in the allotted time, then possession of the ball is awarded to the opponent. Opposing team must yield 15 feet.



Rule 12:

Penalty Kicks

A PK is awarded for an offense committed by a player inside the team's penalty area. The kick is taken from the penalty spot by any player on the offended team. The goalkeeper must stand on the goal line. All players except the kicker and the goalkeeper must be outside of the penalty area and off the restraining arc and behind the ball. The ball is in play as soon as it travels forward.

Rule 13:

Restart – Ball over the Perimeter Wall or Hitting Ceiling

Kick-in:

When the whole ball passes over the perimeter wall or hits the net along the touchline, or hits the ceiling, it shall be put back in play by an indirect free kick at the point where the ball was last played. If the ball was last played or touched by a player standing in his/her team's own penalty area, the ball shall be kicked in from the top of the restraining arc near his/her team's penalty area. The ball shall be in play immediately after it has been played

Goal Kick:

When the ball crosses over the perimeter wall between the corner markings after being last touched by a member of the offensive team, play shall be started by the goalkeeper distributing the ball within his/her own penalty area. After obtaining possession of the ball in their hands, inside the penalty area, the goalkeeper has 5 seconds to distribute the ball. Once the goalkeeper gives up hand control by placing the ball on the ground or distributing the ball in the air, the ball is in play. The goalkeeper may dribble the ball after releasing it into play. The goalkeeper may throw the ball over all three lines (see Three Line Pass: goalkeeper exception) and a goal may be scored directly from such a restart.

Punting:

NO punting is allowed. The goalkeeper must roll or dribble the ball out. In U7-U10 games, a warning is issued if it happens 1 time and a second chance is allowed. A 2nd occurrence places the ball at the top of the arch.

Corner Kick:

When the ball crossed over the perimeter wall between the corner markings after being last touched by a player of the defensive team, play shall be restarted with a corner kick from the nearest corner spot to where the ball left the field.



Rule 14:

Heading and Serious Head Injuries

NO heading is allowed for U11 and younger unless a grouping is a combined age level of U11/12. In that case, heading will be allowed.

Point System and Tiebreaker Regulations

Round Robin standing will be determined by the following point structure:

- 3 points for a win
- 1 point for a tie
- 0 points for a loss

A forfeit win is recorded as 3-0.

U7-U10 scoring will be cut off at 10 goals for official postings.

Three-way ties will automatically move to Goal Differential to determine places.

Tiebreakers:

1. Head-to-Head
2. Goal differential (goals for minus goals against)
3. Fewest goals allowed
4. Most goals scored
5. Coin toss

Playoff Tie-breaker Regulations

During the Playoffs, games tied at the end of regulation will be broken with sudden-death player elimination overtime

Rules:

1. The game will be played in one-minute sudden death periods.
2. Only the players on the field at the end of the game will be allowed to participate in the overtime.
3. Each minute period will be started with a drop ball at midfield.
4. Each team will remove one player after each one-minute period in which no one scores.



In the case of specific coed leagues:

The first player to be eliminated will be a male player.

Player 2 will be a male player.

Player 3 to be removed will be a female player.

Player 4 will be a male player.

Player 5 will be a male player.

The last player to be removed will be a female player.

5. **There are no substitutions allowed. If a player is injured during a period, his/her team plays short for the remainder of the period. If the game is at goalkeeper vs. goalkeeper, then the team with the injured player forfeits due to being unable to field a team.**
6. **After the tiebreaker reaches 2v2 (last 2 players) you may only score from within your attacking third of the field.**
7. **You may change your goalkeeper at the end of each minute period among the players that are on the field.**
8. **If a penalty is called for a breakaway foul that denies a goal scoring opportunity, the offending player is ejected for the rest of that one minute where the foul occurred. If the foul happens when the game is goalkeeper vs. goalkeeper, the offending team forfeits the game.**