



# SOCCER

## Rules

## ECU SPORTS INDOOR SOCCER BY-LAWS

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 Supervisor. 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.

- 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.
- 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 whom shall be the goalkeeper.
- 2.2 The goalkeeper is allowed to use their hands but only in the specified goal areas. The goal areas are marked out by a red line five (5) metres out from the goal mouth and two (2) metres from each goal post.
- 2.3 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. Substitution of players

- 4.1 During the course of the game, each team may use a maximum of three (3) substitutions. Subs may take place any time during the game.

### 5. To play

- 5.1 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 \$20 fine is payable before the next game.
- 5.2 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 penalized accordingly and the game will go on.
- 5.3 Games will be forfeited if a team is not ready to play within five (5) minutes of scheduled

starting time.

5.4 Teams must complete the scoresheet with details (names) of all players.

## 6. Length of the game

6.1 Games will comprise of two (2), fifteen (15) minute halves with a two (2)-minute break at halftime.

## 7. Methods of scoring

7.1 A goal is scored (1 point) or (2 points for female goal scorers) when the whole of the ball passes over the goal line between the goal posts and under the crossbar, provided it has not been thrown, carried or intentionally passed by hand or arm.

7.2 A goal can be scored directly from a kick off.

## 8. Competition Points

8.1 Win = 3 Points

8.2 Draw = 2 Points

8.3 Loss = 1 Point

## 9. Fouls and Free Kicks

9.1 Infringing players not adhering to umpire's decisions may be asked to rectify their offence or be warned and penalties and free passes may be advanced.

9.2 Fouls: A *direct free kick or penalty kick* (if the infringement occurs in the goal areas) will be awarded to the opposing team for the following:

9.2.1 Kicks or attempts to kick an opponent.

9.2.2 Trips an opponent.

9.2.3 Jumps or throws themselves at an opponent.

9.2.4 Charges at an opponent in a violent or dangerous manner.

9.2.5 Strikes or attempts to strike at an opponent.

9.2.6 Holds or pushes an opponent.

9.2.7 Slide tackling.

9.2.8 Handles the ball, with the exception of the goalkeeper in their specified areas.

9.2.9 Charges an opponent with the shoulder.

9.3 In appropriate manner of play considered by the referee to be dangerous.

9.4 Intentionally obstructing a player when the ball is not in play.

9.5 Obstructing the play of the ball by falling on the ball, holding the ball by the feet, or preventing the movement of the body.

9.6 The use of any verbal expression in order to distract their opponent with the intention of gaining an unfair advantage.

9.7 Any player who delays the game by more than five (5) seconds in putting the ball in play from a free kick, goal kick, or penalty kick.

## 10. The Penalty kick

10.1 The *penalty kick* is taken from the penalty mark. At the moment of the kick, the goalkeeper will be on their own goal line and all other players apart from the player taking the kick must be at least five (5) metres behind the line of the penalty mark. The penalty kicker cannot touch the ball twice in a row and may only have one step. In the event of a penalty shoot out, the goalkeeper from the defending teams cannot be changed between penalties (unless severely injured).

## 11. General rules

11.1 Goals may be scored on any point of the court.

11.2 If the ball goes over the sideline, a kick in from the side line by the opposing team results.

11.3 If the ball goes over the back line by an attacker, a goal keeper throw-in results.

11.4 If the ball goes over the back line by a defender, a kick from the corner results.

- 11.5 When the goalkeeper is in possession of the ball, they must play the ball within five (5) seconds, failure to do so will result in a free kick to the other team.
- 11.6 The keeper must use his feet only when the ball is passed to him from his own player failure to do this will result in a penalty.

## **12. Cards**

- 12.1 A player will be shown a yellow card as a warning for misconduct including non-sportsman like or 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. The penalty for a yellow card is 5 minutes off the court and not to be replaced by a substitution.
- 12.2 A player will be shown a red card for being guilty of serious foul play, violent conduct, and 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 weeks fixture.

## **13. Suspensions and Ejections**

- 13.1 Incidents of a dangerous or unsportsmanlike nature that are reported by the referee or an opposing team will be taken seriously.
- 13.2 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.
- 13.3 Actions may include being removed from the game or venue when the incident occurs, an official warning or a suspension of at least 1 game.

## **14. Forfeits and withdrawals**

- 14.1 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.
- 14.2 A forfeit may be declared if:
  - 14.2.1 A game does not start within 5 (five) minutes of the allocated starting time.
  - 14.2.2 A team fails to honour their fixtured game.
- 14.3 In the case of a forfeit, the offending team will be fined \$50 plus the match fee.
- 14.4 Teams forfeiting will be invoiced immediately.
- 14.5 Fines must be paid prior to the next fixture otherwise the team will become unfinancial.
- 14.6 Unfinancial teams will not be awarded premiership points while any forfeit fines are outstanding.
- 14.7 Premiership points not awarded due to outstanding fines will not be allocated even when the fine is paid.
- 14.8 Therefore, teams must ensure that the forfeit fine is paid before the next fixtured game to receive all of their premiership points.
- 14.9 Teams with outstanding forfeit fees from previous seasons will not be eligible for the next season until all fees are paid.

## **15. Finals Procedures**

- 15.1 In the event of a draw in the final fixtures, the game will go to extra time consisting of two (2) five (5) minute halves.
- 15.2 In the event that it is still a draw after extra time, teams will go to a penalty shoot out.