

# **RULES for Youth Developmental League**

The following rules are just a few that you may find helpful in playing indoor at The Soccer Academy.

1. The goalie cannot pick the ball up if it has been passed back by his/her teammate. If the goalie does pick the ball up it will be a free kick for the opposing team, team at the red dot.
2. A ball that hits the top net will be the opposing teams' ball at the closest red dot.
3. A ball that hits the net above the goal and in between the red lines on the wall will either be a corner kick or a goal kick.
4. A ball that hits the side net will be a free kick on the side where the ball hit. The ball must not be more than three feet away from the wall.
5. Jumping over the player box boards will result in an automatic 2-minute penalty.
6. There is no off sides.
7. Games are two twenty five minute halves.
8. Every free kick is a direct kick. This means you can score on any kick even if the ball doesn't hit another person. This includes kickoffs.
9. There is no foul play allowed, such as tripping, kicking, or boarding.
10. No cleats or any shoes with studs are allowed on the indoor fields.
11. Only players are allowed in the player boxes. Parents can stand behind the player boxes or on the bleachers.
12. All players must wear shin guards.
13. No one with a cast or splint will be allowed to participate in any game.
14. Two 25 minute halves will be played.
15. The kicker and the goalie has 5 seconds to restart the once the ball is properly placed.
16. 2 minute (blue card) penalties: boarding, too many players on the field, open gates, 6 team fouls by a team per half, misconduct, dissent, disrespect.
17. Any player receiving a second 2-minute penalty shall be cautioned (yellow), and serve 4 minutes. A third 2- minute card is dismissal (red), and a teammate serves a major 5- minute penalty.
18. Fouls committed in the penalty box by the defending team will result in a shoot-out and a 2-minute penalty.

