

Decatur Park District
DECATUR INDOOR SPORTS CENTER
1295 W. Wood St.
217-429-3472

H.S./Adult Indoor Soccer Program 2018/2019 Rules:

Main Gym—DISC

- **FIELD OF PLAY:** approximately 200 feet long by 100 feet wide (full field)

RULES:

- **NUMBER OF PLAYERS:** (maximum of 15 on a roster) Teams shall consist of 6 players on the field at any time 5 field players and a goalie. If the team is reduced to less than 4 players (red card infractions) then the game shall be determined a forfeit. If a team does not produce at least 4 rostered players 7 minutes past the assigned start time of the game, then the game shall be forfeited by the team without the minimum number of players. A team can play with 7 players when they are down by 5 to 7 goals. If the score goes back below 5 goals that team must go back to playing 6 players. If a team goes down 8 or more goes they may now field 8 total players.
- **SUBSTITUTIONS:** Substitutions may occur on an unlimited basis and “on the fly” provided the player leaving the field is 5 yards from the bench area and the player entering the field does not participate in play while both players are simultaneously on the field. Any teammate may change place with the goalkeeper at any time as per regular substitution procedures, provided that the goalkeeper wears a jersey that distinguishes him/her from both teams and the officials.
- **BENCH AREA:** All team bench personnel and players listed on the official lineup shall be subject to the authority and jurisdiction of the referees.
- **INJURIES:** In cases where the referee must stop the time clock for an injured player and either team’s trainer is requested onto the field by the referee to attend an injured player, that player must be removed from the field of play as determined by the team’s manager/coach after the referee restarts the game. UNDER NO CIRCUMSTANCES CAN A PLAYER BE ALLOWED TO CONTINUE TO PLAY WHILE HE/SHE HAS AN OPEN WOUND AND BLOOD IS EVIDENT.
- **PLAYER EQUIPMENT:** Compulsory equipment consists of shirt, shorts, shin guards completely covered by socks or stockings, indoor shoes (flat soled gym shoes—NO cleats), goalkeepers must wear colors that distinguish them from both teams and the officials. Shin Guards are MANDATORY for all players in HS leagues regardless of age.
- **DANGEROUS EQUIPMENT:** Players shall not be permitted to wear earrings, necklaces, chains, rings, or bracelets at any time during play. Any cast being worn must be properly padded to the satisfaction of the referee. If the referee finds 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 referee shall order the player to properly pad or remove the

dangerous article(s). If the player fails to carry out the referee's instruction, the player shall not be permitted to participate.

- **DURATION OF GAMES:** the Decatur Indoor Sports Center (DISC) shall determine Duration of games. Games shall consist of 2 X 24 minute halves with 4 minutes allowed for halftime.
- **START OF PLAY:** The visiting team shall have possession in the first half. The kick off may go any direction. Team defending north goal kicks off.
- **UNIFORMS:** Teams MUST wear the same color jersey. If there are two teams wearing the same color, then the home team will change or wear practice vests.
- **SCORING:** A goal is scored when the WHOLE ball passes completely over the goal line, providing the attacking team has committed no infraction. **A goal counts as 1 point.** The team with the most points at the end of regulation time is deemed the winner.
- **OUT OF BOUNDS:** Playing the ball over the dashed lines on the sides of the field will result in a kick in for the opposing team. If a player plays the ball past the white goal line/end line it will result in a goal kick or a corner kick. If the ball touches any permanent structure above the court it will be a free kick to the opposing team. The placement of the kick is determined by the referee.
- **SLIDE TACKLING:** Slide tackling is prohibited in the DISC (exception is the goalkeeper in their penalty area)
- **NON-PLAYER INFRACTIONS:** If any non-playing personnel (coaches, trainers, managers, team officials, fans) exhibit ungentlemanly/unwomanly conduct likely to bring the game into disrepute or such other misconduct, they shall be assessed a yellow card and a two minute penalty to be served by any field player from the field or bench.
- **GOALKEEPER:** A goalkeeper must distribute the ball out of hands (not to be picked back up until the opposing team has touched it) within 5 seconds. Failure to do this will result in a free kick awarded at the white arc outside the penalty area. Goalkeepers are NOT allowed to punt the ball. The ball must bounce at least twice before the keeper can kick it. If there is a punt, the penalty is that the ball will be placed on the white arc. The opposing team will have 5 seconds to play the ball in. The team that caused the infraction CAN put players, at least 10 feet from the ball, in between the ball and the goal
- **FREE KICKS:** All free kicks will be direct kicks.
- **PENALTY KICKS:** A penalty kick is awarded if a foul is committed inside the penalty area. A penalty kick will be placed on the top of the white penalty area with all players minus the goalkeeper behind the arch on the penalty area. Once the ball has been struck, the play continues. The player kicking the penalty kick may not touch the ball a second time until another player has touched it.
- **REFEREE:** The decisions of the officials are final. No harassment of any kind will be tolerated for any reason.
- **ROSTERS:** You can only be on 2 rosters and play for two team unless: 1) A team does not have enough players to field 6 then you may play for that team without signing the roster 2) If you are a goalkeeper you can play on as many teams that will accept you but you can only play the goalkeeper position. 3) If all players from the opposing team agree to allow you to play. Players can be added to the roster at any time up to the amount allowed on the roster (15 players). Once a player has played for a team that player cannot be taken off that roster.

- **YELLOW POWER PLAY:** If the Referee deems that there is a yellow card offense, that team will play down a player (the player w/ yellow card offense will be out of the game for 3 minutes) until that power play time has elapsed unless the opponent scores a goal. If the opponent scores before the 3 minutes is up the team playing down a player may add a player back on the field. Teams can only go down to 4 players at the most. If more than 2 players are out for a power play that team may add player/s to field 4. If there is less than 3 minutes left in the half the power play will resume in the second half. If there is less than 3 minutes left in the game then that player is done for the rest of the game.
- **RED POWER PLAY:** Same as above but the player receiving the red card offense will no longer be eligible to play the remainder of the game.
- **EJECTION:** Spitting at or in the direction of another player or referee, deliberate striking of an opponent, violent conduct or serious foul play, two-foot tackles, verbal abuse and any conduct the referee feels is inappropriate within the game. All calls are subject to the referee's discretion. If a player is ejected that team may replace that player on the field. All offenses are subject to dismissal of the league.
- **The DISC reserves the right to change or amend any and all rules it deems necessary.**