

CMSA Soccer Indoor Rules

PLAYERS, EQUIPMENT, AND SUBSTITUTIONS

- Safety and health: CMSA Soccer does not assume any responsibility for payments of outside medical expenses (x-rays, emergency room, doctor's fees, etc.). Payments of such expenses are the responsibility of the player. A waiver is signed during registration that binds this agreement.
- Players **must** be current CMSA Soccer members to be eligible to play. A roster will be provided to each referee for player check-in.
- Shoes must be worn at all times. Only soccer flats and tennis shoes with non-marking material may be used.
- Shin guards are optional. No equipment with exposed sharp edges is permissible.
- Jewelry, hats, and headgear will be prohibited during play.
- Teams shall consist of **6 players for Division B** and **5 players for Division A**, including the goalkeeper, on the court at any time.
- The **minimum number of players required to start and continue a game is 4** for both Division A and B including the goalkeeper. If additional players arrive for a short-handed team, they may enter the court from their team bench. Teams with fewer than 4 rostered players present will automatically forfeit.
- Shorthanded teams may also borrow players. Division B may only borrow players from Division B. Division A may borrow players from both divisions. A team who borrows players may **not** have more total players than the opposing team (this rule does not apply to playoff games). Please check rosters to cross check.
- A team meeting the criteria above may designate substitute players with the approval of the opposing team before the start of the game or during an official stop in play. In Division A, the total number of designated substitute players and rostered players shall not exceed 6. In Division B, the total number of designated substitute players and rostered players shall not exceed 7.
- During the game, late arriving rostered players will replace designated substitute players when they are ready to enter the field.
- Any team may borrow a goalkeeper regardless of number of players and division.
- Substitutions are unlimited with regard to the number of times a player enters the court. Substitutions are made on the fly (except for goalkeeper substitutions) with the understanding that the players being substituted for must be off the court before the substitution enters the court and the official allows it. The goalkeeper must wear a different colored jersey from all other players. Players must wear the designated jersey color according to the schedule.

GAME LENGTH AND FORMAT

- Regulation games will be one period of 25 minute in Division B, continuous clock play. Regulation games will be one 50 min game composed of two periods of 25 min with a 5 min half time in between, continuous clock play.

- There will be no time-outs, except if an injury occurs. If an injury occurs game play stops, however the game time continues to run.
- Game time is forfeit time. However, teams will receive a 5 minute grace period. If a team is not signed in, on the court ready to play after the 5 minute grace period, the game will be a forfeit. Again, a team may borrow up to the same amount of players as the opposing team during the regular season per the substitution rules above. This rule does not apply to playoff games. Please check rosters to cross check.
- Shoot-outs will only occur in play-offs. If a game is tied at the end of regulation time, there will be a penalty shoot-out. 5 players from each team will shoot, alternating teams after each shot. If the score is tied after the first 5 players from each team shoot, a sudden death shoot out will occur. No players on a team will shoot twice until all the players on the team have shot. Players will shoot from the free throw lines on the court.
- There is NO offside violation.
- A ball is deemed out of “bounds” if it hits the ceiling/rafters, spectator bleachers, basketball hoops, southeast ledge of the court or the north ledge of the court. The ball will be set back into play via kick-in at the approximate location of where it first went out.
- Goal kicks are awarded when the ball falls behind the net last touched from the opposing team. The opposing team may be *rewarded* a corner kick if the ball falls behind the net when last touched by the defending team.
- A size 5 indoor futsal ball shall be used.
- Goalkeepers may use their hands within the goal box designated by the blue tape around the parameter of the goal. A goalkeeper may *only* pick up the ball within the goalkeeper lines. A goalkeeper *may not* pick up the ball from an intentional pass from their own teammate.
- Referees will submit all scores to soccer@chicagomas.org stating the color or name of the teams playing, the final score, any injuries that may have occurred during game time, and any penalties/cards that were issued.

KICK – OFF

- At the beginning of the game the referee must determine (giving the “chance” to the away team) which team receives the ball vs which team chooses the side. At the referee’s signal, the game shall commence. Each team shall be on the proper half of the field.
- Kick-Offs are also awarded once a goal is scored to the opposing team

SCORING

- A goal is “scored” when the entire ball has passed completely over the goal line, between the goal posts and under the crossbar, provided it has not been intentionally thrown, carried, or propelled by hand or arm.
- A player may score directly off a kick-in or kick-off.

- Goalies may leave the goalie box but will forfeit their right to use hands. Goalies may score from anywhere on the court.

WALL ADVANTAGE

- Players may brace themselves to avoid impact using the walls surrounding the court, but may not hold to the wall to protect the ball. Touch with the wall must be brief, and only for the purpose of avoiding injury. Holding to the wall with the ball will result in a kick for the opposing team. This rule was designed to avoid clutter and potential injury during play.
- **Any player pushing or applying pressure with their body on an opponent into bleachers or walls will receive an immediate yellow card. Sideways movement/play along the wall or bleachers may remain legal and players may still put a leg in to retrieve the ball.**

DIRECT KICKS

- A direct kick is awarded when a player intentionally commits any of the following offenses:
 - Kicks or attempts to kick an opponent*
 - Trips an opponent*
 - Jumps at an opponent*
 - Charges an opponent in a violent or dangerous manner*
 - Charges an opponent from behind unless the latter is obstructing*
 - Strikes or attempts to strike an opponent*
 - Holds an opponent*
 - Pushes an opponent*
 - Handles the ball intentionally or against a direct shot on goal*

*Depending on the nature of these infractions, a player may receive a yellow or red card.

- A team will be penalized for any of the above listed offenses by the award of a direct free-kick to be taken by the opposing team from the point of the infraction, unless the offense is committed by a player in his opponents' goal area. In this case, a penalty kick shall be taken from the free throw line from the center of the goal.

FOULS, WARNINGS, EJECTIONS

- “Careless” means that the player has shown a lack of attention or consideration when making a challenge or that he/she/they have acted without precaution. **No further disciplinary sanction is needed if a foul is judged to be careless. A foul does not warrant a yellow or red card.**
- “Reckless” means that the player has acted with complete disregard to the danger to or consequences for his opponent. **A player who plays in a reckless manner must be cautioned (yellow card).**

- “Using excessive force” means that the player has far exceeded the necessary use of force and is in danger of injuring his opponent. **A player who uses excessive force must be sent off (red card).**
- **Absolutely no unsportsmanlike conduct toward the referee will be tolerated.** This includes any foul or abusive language or gesturing toward the referee; any action intended to display disapproval with the referee’s decision; and any other actions deemed by the referee as offensive or personally attacking.
- Disciplinary actions may be taken by the CMSA Commissioner and CMSA board against players who commit flagrant violation or endanger the health of other players.

1 Yellow Card =	Warning (Player must sub off the field for 5 minutes)
2 Yellow Cards =	1 Red Card
1 Red Card =	Immediate Ejection + 1 Game Suspension

INJURY

- Any injury at the discretion of the player, must be taken seriously and reported to the CMSA commissioner: soccer@chicagomsa.org
- Any player who is wounded must have all the blood removed the wound fully covered and all bloodied clothing removed and clean clothing put on before he/she/they are allowed to return to the game in play.

All players are responsible for knowledge of this rules handout. They must abide by all rules and ensure that each participant is completely eligible. Ignorance is not an excuse for inappropriate activity.