

North Texas State Soccer Association, Inc.
Policy on Indoor Registration and Playing Rules

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Indoor Guidelines on Player Registration

1.1 PLAYING FACILITY

A playing facility must first submit an application to and receive approval from North Texas State Soccer Association.

1.2 REGISTRATIONS

1.2.1 Registered Players

Only registered indoor players shall be permitted to play in competitions under the auspices of the affiliated facility. A facility, which allows the use of unregistered indoor players in sanctioned play, shall be subject to forfeiture of its facility affiliation.

1.2.2 Adult Registrations

1. Each indoor player shall be a registered United States Soccer Federation player and shall register through North Texas State Soccer Association.
2. Each player and/or coach shall register by paying the appropriate fees and shall register on the required form(s) and obtain an **NTSSA** issued indoor I.D. card.

3. Indoor I. D. Cards

- a. The **NTSSA** approved player/coach I.D. card will be issued at the time of registration by the State or the duly appointed representative.
- b. The I.D. card shall be valid from the time issued until the end of the current soccer year.
- c. Affiliated facilities offering Indoor will require all players to present proof of age when they apply for any Indoor I.D. Card.
- d. A temporary I.D. Card may be issued by the facility to existing rostered players and shall only be valid for the date of issue. It may be issued to either a youth or adult player. A Temporary I.D. Card may not be used by a youth in an adult game, unless that player's name is already on the roster.

Proof of age shall consist of a birth certificate, or birth registration issued by an appropriate government agency, board of health records, passport, alien registration cards issued by the Immigration and Naturalization Service attesting to age, certification of an American citizen born abroad issued by the appropriate government agency or a valid state drivers license. Hospital, baptismal or religious certificates will not be accepted.

4. Indoor Insurance

Each player shall pay the insurance fee at the time of registration. Player's indoor I.D. card shall serve as verification of insurance coverage.

5. Youth Players in Adult Play

Players who have attained the age of 17 may request to play on an adult team. A provisional release must be obtained from the State Office.

A player may register on as many teams as he may choose as long as these teams do not play each other in any competitions.

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1.2.3 Youth Registrations

1. Each indoor player shall be a registered United States Soccer Federation player and shall register through North Texas State Soccer Association.
2. Each player and/or coach shall register by paying the appropriate fees and shall register on the required form(s) and obtain an **NTSSA** issued indoor I.D. card.

3. **Indoor I. D. Cards**

- a. The **NTSSA** approved player/coach I.D. card will be issued at the time of registration by the State or the duly appointed representative.
- b. The I.D. card shall be valid from the time issued until the end of the current soccer year.
- c. Affiliated facilities offering Indoor will require all players to present proof of age when they apply for any Indoor I.D. card.
- d. Proof of age shall consist of a birth certificate, or birth registration issued by an appropriate government agency, board of health records, passport, alien registration cards issued by the immigration and naturalization service attesting to age, certification of an American citizen born abroad issued by the appropriate government agency or a valid state drivers license. Hospital, baptismal or religious certificates will not be accepted.

e. **Coach I.D. Cards**

All affiliated indoor facilities shall require all youth coaches to present a valid photo I.D., a valid coaches I.D. card or shall be required to complete a **NTSSA** Coach/Referee, volunteer/Staff Application prior to the issuance of a Coach I.D. Card.

- f. All affiliated indoor facilities are to submit completed **NTSSA** Applications to the **NTSSA** State Office within fifteen days of completion of the form.

4. **Indoor Insurance**

Each player shall pay the insurance fee at time of registration. Player's indoor I.D. card shall serve as verification of insurance coverage.

5. A player may register on as many teams as he may choose so long as these teams do not play each other in any competitions.

6. **Age Grouping for Play**

19U

16U

14U

12U

10U

8U

6U

****Child must be a minimum of three (3) years of age to play soccer**

The age of a player for the purpose of league play shall be the player's age on December 31 of the current soccer year. The current soccer year begins on September 1 and ends August 31 of the following year. If allowed by the Facilities playing rules, players who meet the minimum age will be eligible to play.

7. Since indoor soccer is a separate sport, players of two (2) or more outdoor teams may combine without affecting their eligibility for State Cup play.

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8. Previously registered (outdoor) recreational youth players playing indoor for a specific team or coach may not transfer to that outdoor team or any outdoor team coached by that individual after the team's first indoor game has been played for the remainder of the current soccer year and all of the following soccer year, unless the player transfer is approved by the player's home Member Association.
9. Players need not have releases from member associations to engage in indoor league or tournament play.
10. Soccer camps (clinics), academies, private lessons, etc. hosted or held indoors that include **NTSSA** registered outdoor players must comply with Rule 3.10.2.

1.2.4 Team Records

Team rosters are to be on file at each facility prior to the first game of each session and must be submitted to **NTSSA** no later than four (4) weeks after the session starts. Changes to rosters after submission, must be on a **NTSSA** ADD/DELETE Form and sent to **NTSSA** within seven (7) days.

1.3 RULES

1.3.1 Laws of the Game

All indoor play shall be played in accordance with the **NTSSA - Rules for Indoor Play**.

1. Two officials will be required for 16U, 19U and adults.
2. Only one official shall be required for all play below 16U.
3. Indoor facilities may only use registered **NTSSA** Indoor Referees.

1.3.2 Player I.D. Cards

1. No player may be placed on a roster without a valid **NTSSA** approved Indoor I.D. card.
2. No player may play in any sanctioned **NTSSA** play without furnishing a valid state approved Indoor I.D. card to the referee. The I.D. cards and rosters will be verified by the referee/timekeeper each game.
3. The referee shall retain all cards of players who receive a red card. The player I.D. card shall be turned into the **NTSSA** State Office or its duly designated representative along with the referee misconduct report within seventy-two (72) hours.
4. Failure of any official to file a misconduct report on an ejection and to furnish appropriate player I.D. cards with the report shall result in that official not being allowed to officiate any **NTSSA** Indoor games for a period of one (1) week.

1.4 MISCONDUCT

All affiliated facilities are charged with the responsibility of seeing that this rule is distributed to every youth and senior player, every coach, team manager, league administrator and referee. It is intended that each player will make known these contents to his or her parents and spectators.

1.4.1 Ejections and Fines (minimums)

- | | |
|----------------------------------|--|
| 1. First Expulsion | One Week Suspension from indoor soccer only and \$25 fine. |
| Second Expulsion | Two Week Suspension from indoor soccer only and \$50 fine. |
| 2. Expulsion for Violent Conduct | Two Week Suspension from indoor soccer only and \$50 fine. |

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|---|--|
| 3. Expulsion for Fighting on one) | Three Week Suspension from all soccer (one activities and \$50 fine. |
| 4. Expulsion for Fighting (more than two people involved) | Suspended from all soccer activities pending NTSSA Disciplinary Hearing and \$75 fine. |
| 5. Any player receiving three (3) expulsions during the soccer year will be suspended for a period of not less than <u>three (3) months</u> from the date of the third ejection. A suspension imposed by NTSSA shall be recognized by all affiliated organizations after proper notification. | |

***All fines must be paid within thirty (30) days of infraction, to the North Texas State Soccer Association. Any player, coach, assistant coach, or manager failing to remit the appropriate fees will not be allowed to register on any NTSSA team until all fees are paid.*

1.4.2 Authority

1. All members and participants in youth and adult soccer within the jurisdiction of the **NTSSA** have requested to participate in our programs. Therefore, these participants have agreed to abide by the Articles of Incorporation, Bylaws, Rules and Regulations of **NTSSA**, Affiliated Playing Facilities, as well as those of the United States Soccer Federation and its National Associations of which North Texas State Soccer Association is a member. The **NTSSA** Articles of Incorporation and Bylaws provide that it has jurisdiction over all Playing Facilities, players, coaches, team managers, administrators, and referees who choose to affiliate.
2. All affiliated facilities are directed to inform the **NTSSA** A&D Committee on every player/coach/ assistant coach cautioned or ejected and on referee's reports of serious misconduct by spectators and/or parents as required by subsequent sections of this rule.
3. Matters concerning misconduct and appeals shall rest with the State Appeals and Disciplinary Committee or its designated authority, at the first level.
4. Any misconduct by a coach justifying a report by a referee or any other person shall be directed to the State A&D Committee. The Committee will determine the extent of the punishment to be taken. The State A&D Committee will make its decision based entirely upon the written reports before it, including that of the affected coach, should he or she submit a report. Hearings will not be held by the Committee, unless it chooses to call one of its own volition.
5. A coach whose conduct is not considered to be exemplary to his or her players, parents, and spectators will be firmly dealt with by the **NTSSA** A&D Committee or its duly appointed authority.
6. All game suspensions must be reported to the state. The **NTSSA** A&D Committee will determine the extent of punishment, if any, in addition to that already prescribed.
7. The **NTSSA** A&D Committee will issue its decision based entirely upon the official's reports and any other written reports before it, including that of the affected player, should he submit a report. A hearing will not be held by the Committee unless it chooses to call one of its own volition.
8. **Extreme Violent Conduct**
The State A&D Committee will extend severe punishment to those players, coaches, assistant coaches guilty of extreme violent conduct toward any person or property after being ejected while on the premises of the indoor facility.

1.4.3 Misconduct of Spectators

Each team (youth and adult) in **NTSSA** is responsible for the conduct of its spectators. Therefore, the coach/assistant coach/team manager is expected to control his spectators. If he is unable to do so, the State will take appropriate actions toward the identifiable unruly spectator, or, if unidentifiable, toward the team itself.

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1.4.4 Misconduct and Punishment of Teams

1. The NTSSA will not hesitate to deny teams, coaches, managers, team representatives or players within its jurisdiction the privilege of further participation in all or selected soccer activities within its jurisdiction for repeated offenses and for serious offenses considered to bring the game in disrepute. A probation period and/or other sanctions may be rendered to teams, coaches, managers, team representatives or players for violation of this rule.
2. The NTSSA does hold the team and coach jointly responsible for the conduct of his or her players, parents, and spectators.

1.4.5 Misconduct Toward Referees

NTSSA Rule 3.11.7 **Misconduct Toward Referee** and Rule 3.11.8 **Misconduct of Referees** shall apply to all Indoor activities.

1.4.6 Appellate Procedures

NTSSA Rule 3.11.9 **Appellate Procedures** shall apply to all Indoor activities.

1.4.7 Records

The A&D Committee will maintain a permanent file of all reports sent to it and the action taken. When any one person or a team shows a trend toward numerous misconduct reports, the Committee will contact such person or team for the purpose of warning or may call such person or team before it.

1.4.8 Facility to Comply

When any affiliated facility fails to send in reports as required by this rule, NTSSA will take any action it considers proper, including a fine, not to exceed Five Hundred Dollars (\$500). Repeated violation by the facility can result in such facility being declared not in good standing.

1.4.9 Game Protests

1. There are only two acceptable causes for the protesting of a game after it has been played. They are:
 - a. A team knowingly plays an unregistered, ineligible or suspended player.
 - b. There has been an obvious error made in the application of the Laws of the Game that directly affects the outcome of the match, and the referee admits it.
2. No protests can even be entertained if they are based on judgment decisions made by the referee during play. The Laws of the Game clearly state in Law V (Referees) that..."A referee shall be appointed to officiate each game . . . his decision on points of fact connected with the play shall be final, so far as result of the game is concerned". A game cannot be protested because one coach, or both for that matter, thinks the referee was incompetent. This is a matter to handle through the State Referee Committee.

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SUGGESTED INDOOR RULES OF PLAY

2.0 SUGGESSTED INDOOR RULES OF PLAY

2.0.1 SANCTIONING

Each facility must complete an application for sanctioning and include playing rules, signed Guidelines for Administration of Indoor Soccer and a copy of Certificate of Insurance for Personal Liability. Game schedules must be submitted to **NTSSA** no later than three (3) weeks after the start of an indoor session.

2.0.2 PLAYERS

Only currently registered indoor players shall be permitted to play. At no time may a player or coach be allowed to participate with an expired I.D. card.

Teams must complete an Indoor Roster no later than the third game of the playing season. Facilities must submit rosters to **NTSSA** within five (5) days of receipt and no later than the fourth week of the session.

A player may register on more than one team as long as these teams do not play each other in any competitions.

A player's age is as of December 31 of the current soccer year (September 1-August 31 of the following year).

2.0.3 OFFICIALS

Only **NTSSA** Certified Indoor Referees may be used. Two officials will be required for 16U, 19U and adults, unless the facility has obtained special permission in writing from **NTSSA** to allow the use of one referee. Only one official is required below 16U. Facilities must use only **USSF** Registered Assignors to issue game assignments.

2.0.4 PLAYING RULES

Play is suggested to be in accordance with the official **NTSSA** Rules for Indoor Play. Rule changes will be in effect for the first session beginning after official notification to each facility. Any deviation from the suggested **NTSSA** Indoor Rules of Play must be submitted to the **NTSSA** office for review and approval.

2.0.5 I.D. CARDS

No player may be on a roster without a valid **NTSSA** Indoor I.D. card. Coaches must have a valid **NTSSA** Indoor I.D. card to be allowed in the player bench area. All players and coaches are required to have a picture permanently laminated to the I.D. card. No player may play without furnishing a valid **NTSSA** Indoor I.D. card to the referee prior to entering the field of play. The referee must verify player cards and game line-up for each game, and will sign to indicate acceptance.

At no time will an adult I.D. card be allowed for youth play, except as a coach card. An adult may purchase a "Youth I.D. Card" marked "coach" on the card to be used only when coaching a youth team. Youth at least seventeen (17) years old may receive provisional senior status upon approval from **NTSSA**. A sticker indicating approval will be affixed to the back of the youth player card.

Facilities are required to verify that all players are not currently under suspension.

It is the playing facility's responsibility and not the referees' to insure that all teams and players have fulfilled all **NTSSA** requirements. Playing facilities are strongly reminded that referees do not have the authority to permit players or teams to play without the proper **NTSSA** Indoor I.D. Card, *regardless of the reason*.

Referees who question the validity of a player's I.D. Card should immediately send the player to the Facility Manager. The Facility Manager should determine the validity of the I.D. Card. If the card is found to be valid, the player will report to the field and the Facility Manager or scorekeeper will advise the referee that the player can play. If the card is found to be invalid, the facility should send the I.D. Card to **NTSSA** along with the name and address of the person attempting to use the card. (A card is considered to be "invalid" if the person presenting it is not the person to whom it was issued, or has been altered from its original condition.)

Temporary player cards may be issued by a facility. The card is valid for one game only. Referees must retain all temporary cards and turn them in to **NTSSA**. The referee may not accept temporary cards that have been altered.

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2.0.6 MISCONDUCT

Referees are required to file a detailed report for all ejections or game abandonments. I.D. card(s) of involved individual(s) must accompany each report and be mailed to **NTSSA** within seventy-two (72) hours. Failure to properly file a report will be grounds for possible suspension of an official. If a player or coach refuses to turn over their I.D. card to the referee when requested, the official may file the report without submitting the card indicating in the report that the official was unable to obtain the card. It shall then become the responsibility of the individual to forward their I.D. card to **NTSSA**.

2.1 THE FIELD OF PLAY

2.1.1

Dimensions: Maximum length 200', width 85'.

2.1.2

Markings: Distinctive lines not more than 4"; 9" center spot; center circle with 15' radius.

2.1.3

Penalty Arch: 30' wide, 35' to the top of the arch (20' + 15' arch).

NOTE: *Previously marked penalty boxes with penalty arch may be adapted, using area inside the arch as being within the penalty arch.*

2.1.4

Free Kick Mark: 9" mark at the top of the penalty arch.

2.1.5

Red Lines: 50' from goal lines.

2.1.6

Shootout Mark: At center of each red line.

2.1.7

Penalty Kick Mark: A 9" circular mark shall be made within the Penalty Area twenty-four (24) feet from the midpoint of the goal line.

2.1.8

Halfway Line: Equally divide the field in half.

2.1.9

Touchline: Dashed line 3' inside the perimeter wall between corner marks.

2.1.10

Corner Mark: 9" circle placed 12' from penalty arch; 3' corner flag at perimeter wall and un-drawn extension of goal line.

2.1.11

Goals: Width 14', height 7'6"; posts and bar same width as goal line; nets with minimum depth of 5'.

NOTE: *Smaller goals may be used based on availability at each center.*

2.1.12

Goal Lines: 4" width line between goal posts.

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2.1.13

Referee Crease: 15' semi-circle at perimeter wall and halfway line; timekeeper stands outside field adjacent to crease.

2.1.14

Player Benches: Identical areas with one (1) or two (2) doors; opposite side from penalty boxes and timekeeper is recommended. Use as available at each center.

2.1.15

Penalty Boxes: Adjacent to timekeeper; opposite from team benches, protected from spectator area is recommended. Use as available at each center.

2.1.16

Carpet: Affixed to playing surfaces; referee must stop play immediately if it becomes dangerous; restart at center mark by team in possession.

2.1.17

Broken Plexiglas: Referee must stop play immediately; restart at center mark by team in possession.

2.2 THE BALL

2.2.1

Approved Ball Specifications: Size 5; spherical; leather or approved material; 27-28" circumference; 14 -15 ounces; 7-9 lbs. /sq. inch pressure used for 14U and older, a size 4 for 12U and younger. Facility may use size 3 for 6U-8U.

2.2.2

Ball Change: Changed only with referee's permission.

2.2.3

Property: Property of facility or team furnishing ball.

2.2.4

Defective Ball: During the game, restart with drop ball; during stoppage, restart with appropriate start.

2.3 PLAYERS

2.3.1 Players

1. Only indoor players registered for the current indoor soccer year (September 1-August 31) are permitted to play. Refer to date printed on the I.D. card.
2. A player may register on more than one team as long as these teams do not play each other in any competition.

2.3.2 Teams

1. Maximum six (6) players, minimum four (4); one must be goalkeeper. Eighteen (18) player rosters for 16U and older.
2. Maximum number of players may be increased by the facility for youth, women's and coed teams with the minimum number to be two (2) players less than the maximum.

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2.3.3 I.D. Cards

1. All players, coaches and bench personnel are required to have an Indoor I.D. card issued for the current soccer year in order to be allowed in the player's bench area.
2. A picture of the player must be laminated, permanently affixing it to the card.
3. Youth Card issued to all youth players.
 - a. An adult coach may be issued a youth card marked "Coach", which can only be used when coaching a youth team.
 - b. An adult may coach a youth team using an adult Indoor I.D. card.
 - c. A youth player at least seventeen (17) years old may receive a Provisional Release sticker placed on their youth card. This release allows that player to register and play on an adult team without losing their youth status. At no time may a youth player play on an adult team without this release. **NO STICKER – NO PLAY.**

I.D. cards for youth team may be given to referee as a group by the coach with a roster indicating which players are present.
4. All affiliated indoor facilities shall require all youth coaches obtain a valid indoor coaches I.D. card.
5. A temporary I.D. card may be issued by the facility to existing rostered players and shall only be valid for the date of issue. It may be issued to either a youth or adult player. A Temporary I.D. card may not be used by a youth in an adult game unless that player's name can be verified on the official team roster that was submitted to NTSSA for registration.

2.3.4 Official Roster

Given to referee at least five (5) minutes before game. Referee or timekeeper must check player I.D. cards to the roster. All players (except goalkeeper) must have number listed on roster that corresponds to number on their jersey. **NO EXCEPTIONS**--even if alternate jersey is worn.

2.4 PLAYER EQUIPMENT

2.4.1 Equipment

Required Shirt (all members of team must have same basic color), shorts, socks (which completely cover the shin guards), shin guards, indoor soccer footwear, numbers on shirts are mandatory: Minimum of 4" in size, permanently affixed to back of shirt, must be of contrasting color to that of the main body of the shirt. No exception is allowed for alternate shirts, numbers are required. Cover-ups are allowed as long as player wears numbered jersey underneath cover up. Compression shorts are permitted and do not have to be same color as uniform or shorts.

2.4.2 Footwear

Flat soled or shoes designed for artificial surface. Rubber cleats are permitted, but not recommended. Hard plastic cleats are not allowed.

2.4.3 Goalkeeper

Colors that distinguish from other players and the referee. Field players playing as goalkeeper must wear goalkeeper jersey. Numbers on goalkeeper jersey are not required since this shirt may be exchanged among players. Protective headgear made of close-cell, slow-recovery rubber that stays soft in its final form are allowed. Gloves are allowed.

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2.4.4 Dangerous Equipment

A player shall not be permitted to wear anything considered dangerous by the referee. Jewelry that is considered dangerous to other players must be removed or taped. Hard casts must be covered with suitable padding. Knee braces with exposed metal hinges must be covered.

2.4.5 Infringement

Player sent off for equipment adjustment may not play until approved by the referee. Penalty for returning to game early: two (2) minute unsportsmanlike conduct.

2.5 REFEREES

2.5.1 Referees

1. Two referees, with equal power and authority, will be used for all games 16U and above.
2. A single referee may be use for 14U and below and as authorized by **NTSSA**.
3. Authority begins as soon as they enter the field of play and ceases when they leave the field of play.
4. Referee uniform shall be different from that of the players and goalkeepers.

2.5.2 Powers

1. Responsible for: record of game, control over timekeeper, adding for lost time. Power continues when play is suspended or ball is out of play, including interval between periods. Referees' decisions are final concerning the result of the game. No protests allowed.

Referees shall:

- a. Approve the ball/s.
- b. Start play and restart play.
- c. Enforce the Rules: When a player commits two offenses, penalize the most serious offense.
- d. Allow advantage with power to delay time penalty as appropriate.
- e. Prevent illegal entry onto the field by any person not having first presented a proper I.D. card.
- f. Stop the game for an injury and remove injured player as required.
- g. Penalize or caution any player, coach, or non-playing team personnel.
- h. Eject any player, coach, or non-playing team personnel (send in a misconduct report to **NTSSA**).
- i. Stop the game for any infringement. Suspend or terminate the game if necessary (send in a detailed report to **NTSSA**).

NOTE: *I.D. cards must be submitted with all ejected players, coach, or non-playing personnel, therefore, everyone on bench must have a valid I.D. card.*

2.6 TIMEKEEPER

2.6.1

1. Operate official clock and scoreboard. Subject to the referee's decision.
2. Keep record of game.

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3. Check the line-ups.
4. Insure correct posting of penalties.
5. Control penalty boxes.
6. Notify referee of misconduct in penalty box.
7. Signal the release of player from penalty box.
8. Notify referee if a player needs to present I.D. card prior to entering field of play.

2.7 DURATION OF THE GAME

2.7.1 Duration

1. Two 20-minute halves.
2. Running clock unless stopped by the referee.
3. Time extended to take a penalty shootout.
4. Referees may add or subtract time for malfunction or time keeper error.
5. Facility may designate other stoppages of clock such as in last two (2) minutes of a period.

2.7.2 Intervals Between Periods

Two-minute half time.

2.7.3 Time Outs

Referees may call a time out for unusual situations such as injury, etc.

2.7.4 Overtime Period

No overtime except in playoffs and then as designated by facility.

2.8 THE START OF PLAY

12.8.1 Beginning the Game

Visiting team kicks first; all players in own half; opposing team at least 15' from the ball. Ball must be stationary prior to kick and is in play when it is kicked and moves. Kick may be taken in any direction; kicker may not touch the ball until it is touched by another player. A goal can be scored from a kickoff.

2.8.2 After A Goal Has Been Scored

Restarted by opposing team as in Section 12.8.1

2.8.3 After the End of First Period

Teams change ends and alternate kick-offs.

2.8.4 Infraction

1. Improper kickoff, such as ball not stationary or played prior to referee signal, kickoff retaken.
2. Second touch by kicker, free kick by opposing team at point of infraction.
3. If any offensive player runs into the attacking half prior to the kicker playing the ball, the kick-off shall be awarded to the opposing team.

2.8.5 Drop Ball Restart

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Ball dropped by referee for any cause not in the rules. Dropped where ball was when play was stopped or atop of arch if stopped while in penalty arch. If team has clear possession when play is stopped, then that team will retain possession on the restart with a free kick.

2.8.6 Failure to Play Ball

1. Team has five (5) seconds to put the ball in play as signaled by referee.
2. Penalty: free kick to opponent at point where ball was.

2.9 BALL IN AND OUT OF PLAY

2.9.1 Ball In Play

1. From start to finish including when:
 - a. Rebounds off post, bar, perimeter wall into the field and netting above perimeter wall below 8' line.
 - b. Rebounds off referee into the field.
 - c. A supposed infringement until decision is made by the referee.

2.9.2 Ball Out of Play

1. Completely crossed the perimeter wall or ball contacts wall or net above the “high line” designated the top of the perimeter wall. Restart with free kick from point on touchline nearest spot where ball went out of play.
2. Makes contact with the building superstructure above the field. Restart from the center of the red line nearest to where the ball hit the superstructure by opposing team.
3. Makes contact with player, coach, or bench personnel leaning over the bench wall with hands or arms into field of play. Restart with free kick at that point, awarded to opposite team from the one who made contact with the ball.
4. Ball becomes stuck between sections of the perimeter wall. Restart with drop ball.

Restarts – Ball Over Perimeter Wall

1. Kick-In: Kicked in from the touchline where it crossed perimeter wall. If ball exits through open bench door or inadvertently touches a substitute or bench personnel extending into field, restart taken by opponent. Deliberate interference shall be penalized according to Rule 12.16.4b. Ball may be kicked in any direction and is in play after it is kicked and moves. A goal may be scored directly
2. Goal Clearance: Ball over perimeter between corner flags last touched by an opponent.
 - a. A throw taken by the goalkeeper from any point within the penalty arch.
 - b. Ball not in play until it has left the penalty arch.
 - c. A goal may be scored directly if ball does not cross three lines in air.

NOTES:

If the ball does not go beyond the penalty arch, the throw must be retaken.

Opposing players must be outside the penalty arch until the ball leaves the penalty arch.

Goalkeeper taking the goal clearance cannot play the ball after it has left the penalty arch until it has been touched by another player.

Referee must signal to goalkeeper for play to start, if he does not immediately put ball into play. Verbal signal is permissible, goalkeeper has five (5) seconds to put ball back into play.

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Penalty: Free kick top of penalty arch.

Ball bounced by goalkeeper during a goal clearance does not result in a free kick at top of penalty arch due to the ball having not been put back into play.

Youth play exceptions: For 12U and younger, the goalkeeper is permitted to dropkick the ball back into play in lieu of throwing ball.

3. Corner Kick: Ball over perimeter wall between corner flags last touched by a defender.
 - a. Placed on the corner mark at the nearest corner flag post.
 - b. Opponents must be 15' from ball or at least to the edge of the near goalpost if corner spot is less than 15' from goal post.
 - c. Referee's whistle is mandatory.
 - d. Team taking corner kick failing to put ball into play within five (5) seconds will lose possession. Restart play with goal clearance.
 - e. Ball is in play when it is kicked and moves.

2.10 METHOD OF SCORING

2.10.1 Legal Goal

Whole of the ball passes over the goal line, between the posts and under the crossbar. Team with the greater number of goals at the end of game is the winner.

2.10.2 Outside Interference

No goal, game restarted with a drop ball (except shootout--then repeat shootout).

2.11 THREE LINE VIOLATION

2.11.1 Definition

Player cannot pass (or last touch) ball across three (3) lines in the air toward opponent's goal without it touching the wall, floor, player or official.

NOTE: Player may pass back to own goal – not an infringement.

2.11.2 Punishment

Free kick to the opponent at the center of first red line that the ball crossed.

2.12 SUBSTITUTION

2.12.1 Substitutes

All bench personnel and players listed on the line-up are subject to the referee's authority. Any player who enters the field of play without having first presented a valid NTSSA Indoor I.D. card to the referee shall be assessed a two-minute unsportsmanlike conduct time penalty. If the player cannot produce a valid card, then the player will not be allowed to participate, must leave the bench area and a substitute shall serve the two-minute penalty.

2.12.2 Unlimited Substitution

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Unlimited substitution may be made at any time during play, provided substituted player is within touchline at own bench area as new player enters the field. Neither player may participate in play while both are on the field. Violation: Two-minute team penalty from where the ball was.

2.12.3 Guaranteed Substitution

1. Restart may be delayed for up to fifteen (15) seconds to allow substitutions at the following times:
 - a. Goal is scored.
 - b. When time penalty awarded.
 - c. Injury stoppage.
 - d. Stoppage signaled by referee.
 - e. To allow exit from penalty box.
 - f. Ball over perimeter
 - g. Ball into superstructure
 - h. If play restarted with too many players, no penalty assessed.

NOTE: In a “clock running”, referees should not allow teams to waste time and delay the restart to their advantage.

2.12.4 Timed Substitutions

Warning issued to team for taking more than fifteen (15) seconds to complete substitutions during a guaranteed substitution. Team time penalty assessed for further violation.

2.12.5 Injured Goalkeeper

If play is suspended more than one (1) time for injured goalkeeper, including treatment for blood on goalkeeper or uniform, that player must be removed and another player will become the goalkeeper.

2.12.6 Injured Player

When referee identifies an injured player or a player with visible blood, referee stops the play as appropriate, stops clock and delays restart for injured player. The player must be removed from the field, and the team is allowed to substitute. In the case of blood, the player must show the referee at a stoppage and prior to reentering the game that the open wound has been covered or any blood on the uniform has been treated. An injured player serving a time penalty that goes to his bench for treatment must stay there until the penalty expires. Failure to observe above, results in a penalty: two-minute unsportsmanlike conduct.

2.12.7 Time Penalties for Substitution Violations

A Two-minute team time penalty (power play) shall be assessed for violation of the Substitution rule. It shall be the coach’s choice and will not accrue against the player who serves on behalf of the team.

Play restarted with a free kick where ball was when play was stopped.

2.13 GOALKEEPERS

2.13.1 Goalkeeping Restrictions

Hand to Hand: Goalkeeper, having released possession by his hands, may not handle it again until it is touched by an opponent. Bouncing the ball is not considered release of possession.

Passback: If a team intentionally kicks the ball to their goalkeeper, the goalkeeper may not handle the ball.

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Deflections are permitted.

Passbacks using the head, chest or knee are permitted. A two-minute unsportsmanlike conduct time penalty will be assessed against any player using trickery to get around the restrictions.

Five-second distribution possession with hand or foot in penalty arch more than five seconds.

Illegal procedure/handling: Goalkeeper bringing the ball into the penalty arch may not handle it.

Striking or pushing opponent with the ball: caution or ejection.

Penalty: Free kick at top of penalty arch; technical violation. Whistle restart is mandatory.

While playing as a field player, the goalkeeper commits a handling violation: foul – no time penalty.

Coming out of the penalty arch and deliberately handling the ball is a mandatory time penalty unless momentum carried goalkeeper out of the area, then it is a foul, but no time penalty.

Deliberately handling the ball outside the penalty area that denies the opposing team of a possible goal-scoring opportunity requires a time penalty and a shootout.

2.13.2 Goalkeeper Privileges

Opponent may not intentionally obstruct the goalkeeper's attempt to put the ball in play.

Opponent cannot make body contact in the penalty arch with goalkeeper not in possession of the ball unless the referee deems such contact as inadvertent during normal course of play. Contacts deemed as not inadvertent shall be punished by a free kick, but no time penalty.

Referee should penalize serious fouls committed by an opponent against the goalkeeper with a time penalty.

An opponent who intentionally endangers the goalkeeper beyond what is considered normal shall be cautioned for ungentlemanly conduct.

An opponent who intentionally charges the goalkeeper in a violent manner or who intentionally kicks the goalkeeper in full possession of the ball shall be ejected for serious foul play.

2.14 FREE KICKS

2.14.1 Free Kick Regulations

Opposing players must be at least 15' from the ball. The ball must be stationary. Ball is in play when it is kicked and moves. Player has five (5) seconds to play the ball after referee's signal. Player cannot play the ball again before it has been touched by another player. Penalty: Restart is awarded to opponent.

All free kicks are direct. A goal may be scored directly against either team. A team can score upon itself.

Location: From the point of infraction or within 3', unless it gives a team an unfair advantage (kick retaken).

In Defensive Penalty Arch: Play will be restarted with a Goalkeeper distribution, with opposing players outside penalty arch. Ball is not in play until it leaves the penalty arch.

In Attacking Penalty Arch: Taken from the top of the arch unless a penalty/shootout has been awarded. Whistle restart is mandatory.

Penalty Shootout: See Rule 2.17.

Penalty Kick: See Rule 2.18

Infraction Off Field: Taken from where the ball was when play was stopped.

Substitution Violation: Taken from where the ball was when play was stopped.

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Superstructure Violation: From the center of the red line nearest to where the ball hit the superstructure.

2.14.2 Violation/Kicker

Second consecutive touch by the kicker (not during a shootout or penalty kick); free kick to opponent at point of infraction. For five-second delay, restart awarded to opponent.

2.14.3 Encroachment

1. If a defending player less than 15' from the ball intentionally interferes with the taking of a free kick, he shall be considered guilty of encroachment. For the first violation, the referee shall issue a team warning for encroachment to the offending team. For any subsequent violation, after being warned for encroachment, this shall be considered misconduct – technical infraction resulting in a five (5) minute penalty assessed against the offending player. A free kick will be awarded to the offended team at the point of the encroachment.

2.15 FOULS/TECHNICAL VIOLATIONS

2.15.1 Fouls

Player commits any of the following offenses in a careless, reckless manner or with disproportionate force will be penalized by a free kick from the point of infraction.

These add to a team's total foul count:

Kicking or attempts to kick an opponent.

Tripping or attempts to trip an opponent.

Jumping at opponent.

Charges an opponent.

Striking or attempting to strike an opponent (mandatory time penalty).

Elbowing or attempt to elbow an opponent results in mandatory time penalty (elbow to face is an ejection for violent conduct).

Pushing an opponent.

Or commits any of the following:

Contact with an opponent before contact is made with the ball.

Handling the ball.

Boarding (mandatory time penalty).

Dangerous play.

Fair charge, but ball not in playing distance.

Obstructing when not playing the ball.

Spitting at any person (ejection for violent conduct).

2.15.2 Six Team Fouls

A team's sixth non-time penalty foul (as described in Rule 2.11.5.1(a-n) in a half will result in a penalty shootout (see Rule 2.11.7) being awarded. No time penalty is served. Fouls that result in a time penalty being awarded do not count in a team's six foul count.

2.15.3 Technical Violations

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Player commits an offense that is not a foul but is a violation of a rule, which necessitates the awarding of a free kick at the point of the infraction. Did not count against team's total foul count:

- Second hand touch by goalkeeper (2.13.1a).
- Goalkeeper takes hand possession from a passback (2.13.1b)
- Five-second violations by goalkeeper (2.13.1c).
- Illegal handling by goalkeeper (2.13.1d)
- Three-line violations (2.11)
- Kick-off violations (2.8.4)
- Free Kick restart violations (2.14.1)
- All two-touch violations.

2.16 TIME PENALTIES

2.16.1 Time Penalties

After the start of the game, time penalties may be awarded for offenses committed when play is in progress or during any stoppage (including between periods).

Time penalties will be classified as follows:

1. 2 Minute Power Play Penalties: Blue Card
 - Team Time Penalty: Illegal substitution
 - Team Time Penalty: 3rd Technical Misconduct
 - Penal fouls listed in Sec. 2.15.1
 - Unsporting Behavior
2. 5 Minute Misconduct (Non-Power Play): Yellow Card
 - Dissent
 - Technical Offenses
3. Ejectionable Offenses: Red Card
 - Penal fouls: 2 Minute Time Penalty
 - 3rd Time Penalty: 2 Minute Time Penalty
 - Game Misconduct: No Power Play

2.16.2 Team Time Penalties

Blue Card

1. Two-minute time penalty for the following:

During play, substitutions may be made at any time on an unlimited basis, provided the player substituted for is within the touchline at bench area, or off the field of play within his own bench area, before the substitution is made. Notwithstanding the above, neither the player entering nor the departing player may participate in play and or gain an advantage during the period of time when they are simultaneously on the field and the ball is in play. Such violation shall result in a 2-minute Team Power Play penalty. It shall be the coaches choice as to which player serves the

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two-minute Power play penalty and that penalty does not accrue against the player for purposes of multiple accumulated time penalties for ejection.

2.16.3 Penal Time Penalties

Blue Card

1. Two-minute penalty for severe, tactical or blatant offenses listed in Rule 2.15.1 committed while ball is in play.
2. If the offense occurs in the defending penalty arch and warrants a penal time penalty, then a Penalty Kick (see 2.18) is awarded.
3. If the offense occurs in the defending player's defensive half of the field and is: (1) foul from behind against an attacking player having control of the ball with one or no defensive players between himself and the goal or (2) any foul where he is the last player on the defending team between the attacking player and the goal, then and warrants a penal time penalty, then a Shootout (see 12.17) is awarded.

12.16.4 Unsporting Behavior: Blue Card

Referee Discretion, a two minute time penalty may be assessed any player who exhibits an Unsporting behavior.

Encroachment: Referee requests 15' and the player refuses or a player within 15' intentionally interferes with the restart. A two-minute power play time penalty is awarded and a team warning issued to the team that any further actions will result in a misconduct penalty.

Player entering the field of play prior to presenting I.D. card to the referee.

2.16.5 Ejectionable Time Penalties

A player or non-player shall be ejected and a two (2) minute power play penalty awarded for incidents of:

1. Violent conduct or serious foul play
2. Foul or abusive language or action
3. Head butting
4. Third man into an altercation
5. First man off the bench joining an altercation
6. Leaving the penalty box and joining an altercation
7. Spitting on or at an opponent or game official
8. Third time penalty in the same match. Blue card shown first, followed by red card.

If play is stopped to eject the player, a free kick is awarded to opposing team at point where offense occurred.

A teammate will serve the time penalty or until a power play goal is scored against that player's team. The ejected player must leave the field.

***EXCEPTION:** Youth player under supervision of an adult coach may remain in the bench area if parent or guardian is not present.*

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2.16.6 Misconduct

A five (5) minute misconduct penalty shall be assessed against players who show disapproval, by word or action, of the decision by the referee or other game officials or acts in a severe unsporting behavior. These penalties shall be administered by:

1. Misconduct by players: yellow card is shown and a 5-minute time penalty is awarded no power play. No time is posted. Player may not leave penalty box until the next guaranteed substitution or when the ball has gone over the perimeter wall after the entire 5 minutes have elapsed. If a time penalty is awarded and that player is then guilty of dissent, that player will be assessed a 5-minute misconduct penalty, a teammate will serve the original 2-minute time penalty and be released after a power play goal is scored or time is served. Player serving misconduct will serve the entire 5-minute penalty.
2. Misconduct by non-players: yellow card is shown, no time penalty is awarded. No time is posted as this shall be considered administrative in nature and is recorded for purposes of multiple penalty and ejection for that individual.
3. Team misconduct: team misconduct shall be defined as physical or verbal abuse of the referees where the offender is not identifiable. For any team violation, referees shall assess a misconduct penalty to the coach of the offending team. This rule does not prohibit referees from penalizing individual players or non-playing personnel. For player / head coaches, the team misconduct penalty shall count towards the accumulation of penalties for such player / coach.
4. Team Violations: team misconducts and the following offenses will accumulate toward multiple misconducts (3) which will result in a power play being awarded.

Additional Team Violations:

- a. Game delay, delay because a team is not present or ready to start the game at the commencement, after a timeout, at the conclusion of halftime as well as any other recommencement during the course of the game. Engaging in tactics that delay the restart of the game immediately following the referee's whistle to stop play.
- b. Illegal substitution – delay of game after a warning.
- c. Illegal substitution for playing with no goalkeeper

Misconduct – Technical Infractions

A 5 minute non-power play penalty may be assessed for the following offenses:

Player violations:

1. Leaves penalty box prior to expiration of time penalty
2. Guilty of gesticulation on a free kick
3. Violates penalty kick procedures after a team warning
4. Interferes in shootout procedures
5. Commits delay of game violation
6. Encroachment, after a team warning has been issued.
7. Circumventing the pass back rule
8. Referee crease violation
9. Equipment adjustment: player re-enters play without making the requested equipment adjustment.
10. Intentionally kicking the ball away after a stoppage to delay the restart or in protest of the referee's call.

2.16.7 Game Misconduct (Red Card)

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A Game Misconduct Penalty shall be assessed any player or non-player who is guilty of:

Insulting, offensive or abusive language directed to an official or someone other than an opponent.

Physical contact with an official in dissent of a call.

- a. Assault: Physical force (includes spitting on) directed at an official.
- b. Abuse: A threat of physical force (includes spitting at) directed at an official.
- c. Simple contact with an official is not considered assault or abuse.

Unseemly behavior (such as spitting) directed at officials or spectators.

Leaving penalty box to engage in dissent or confrontation. Substitute will serve remainder of any power play time penalty.

Violent conduct toward a teammate, referee or other non-player opponent.

ADMINISTRATION:

Red Card is shown to a person; they are removed from the field of play. No power play is awarded. I.D. card is retained and a report filed. If play is stopped to eject the player, a free kick is awarded to opponent.

After-game Misconduct: Referee shall not display red card but will notify the person the misconduct will be reported to NTSSA. Player I.D. card should be retained if possible, but report may be filed without it.

2.16.8 Delayed Time Penalty

Blue Card Advantage

A referee wishing to apply the advantage and delay issuing a time penalty shall raise a blue card and maintain the signal until:

Opponent gains possession (clear control for more than one (1) second): Referee signals foul, penalized player and restarts from the point of the original foul with a free kick

Goal: Offense is recorded. No time penalty served. If it is scored on a power play, a player is also released from penalty box.

Any Other Stoppage: Penalize player, restart according to how play was stopped; kick-in, goal clearance, etc.

2.17 PENALTY SHOOTOUT

2.17.1 Definition

Awarded for any of the following fouls committed by a defending player in his defensive half of the field:

1. Foul “from behind”, by an attacker with one defender (probably the goalkeeper) between attacker and goal and has a reasonable goal scoring opportunity.
2. Any foul where he is the last player on the team between the attacking player with the ball and the goal.
3. A penalty shootout may be awarded following a delayed blue, if the offense would have originally warranted.
4. Cumulative sixth foul in a half or fourth in overtime; a penalty shootout is awarded. No time penalty served.
5. A Penalty Kick, if appropriate, shall take precedence.

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2.17.2 Application

1. The penalized player shall be in the penalty box. All other players except the shooter and goalkeeper shall be behind the halfway line; defending players in the center circle, attacking players outside the center circle.
2. Ball placed at the center of the red line nearest the attacking goal.
3. Attempt may be taken by a player of the attacking team.
4. The referee's whistle signals the start of play at which time all players may enter the attacking half. The player making the attempt must play the ball forward and may try to score regardless of the number of times the ball is played off the walls, goalkeeper, by the shooter or a teammate. (Two-touch rule does not apply.)
5. The game clock starts on the referee's whistle.
6. Goalkeeper must have at least one foot on or behind the goal line and not move until after the referee signals.
7. All game rules apply during the shootout.

2.17.3 Interference

1. Any foul by goalkeeper during a shootout will result in the taking of a penalty kick if a goal was not scored; card is mandatory.
2. Any foul by the shooter will end the shootout.
3. Outside interference, retake shootout.

2.17.4 Penalty Shootout Time Extension

Any foul resulting in a shootout with less than five (5) seconds left in any period will result in the game clock being reset to five (5) seconds and shootout conducted as per Rule 2.17.2.

Game clock starts on the referee's whistle.

All game rules apply during the shootout.

Time expires, game ends. Shooter has five (5) seconds to put ball across goal line. Buzzer sounds before ball crosses the line, NO GOAL.

2.17.5 Overtime Shootout Application

1. If a winner has not been decided in the overtime, then the game will be decided by shootouts.
2. The referee will choose the goal.
3. Visiting team takes the first shootout attempt.
4. Teams will alternate taking five (5) shootout attempts.
5. If, before both teams have taken their five (5) kicks, a team scores more goals than the other could, the shootout will cease.
6. All other players must be on the player benches.
7. Ball placed at center of red line nearest attacking goal.
8. From the referee's whistle, the shooter has five (5) seconds to score regardless of the number of times the ball is played off the walls, goalkeeper or the shooter.

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9. Any foul committed by the goalkeeper regardless of field position, will be penalized by an additional Power Play penalty and the taking of a penalty kick by any member of the offended team. The goalkeeper will serve the appropriate time penalty. Any infraction by the kicker shall end the attempt. Any time penalties will accrue as in normal play.
10. Goalkeeper shall have at least one foot on or behind the goal line and not move until the referee whistles.
11. Facility scorekeeper will be the official timekeeper during the shootout attempt.
12. If no winner is decided after five (5) kicks, teams shall continue alternate kicks until a winner is decided.
13. All players on the lineup are eligible to take part.
14. A player of the same team takes another kick after five (5) players of his team have made an attempt and may repeat again after an additional five (5) players.
15. For use in CO-ED games, there is no requirement as to the number of males or female shooters; however, a goal scored by a female shooter will count 2 points whereas goals scored by male shooters will count 1 point.

2.18 PENALTY KICKS

2.18.1 Definition:

A penalty kick is a free kick from the Penalty Mark taken by a properly identified opponent against the goalkeeper without interference by other players. A penalty kick is awarded against a team, which while the ball is in play commits within its own penalty area (or area within the goal) one of the fouls listed in Rule 2.15.1 which warrants a time penalty. A penalty kick can be awarded irrespective of the position of the ball at the time an offense is committed.

Player Positions During a Penalty Kick:

The Referee will not whistle for the taking of a penalty kick until the players are positioned in accordance with the following:

All players, with exception of the properly identified player taking the kick and the opposing goalkeeper shall be on the field of play but behind the yellow line.

The defending goalkeeper remains on his own goal line, facing the kicker, between the goal posts until the ball is kicked. Encroachment from this position to interfere with the kicker shall result in a warning. Subsequent violations shall result in a Misconduct Penalty.

Ball in Play:

The player taking the kick must kick the ball forward. The ball shall be deemed in play after it has been played (touched).

Infringements / Sanctions:

If the Referee gives the signal for the penalty kick to be taken and before the ball is in play, one of the following situations occurs:

- a. Violation by Kicker: The player taking the penalty kick infringes the Rules; the Referee allows the kick to proceed and if the ball enters the goal, the kick will be retaken. If the ball does not enter the goal, play will proceed.

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- b. Violation by Goalkeeper: The goalkeeper infringes the Rules, the Referee allows the kick to proceed and if the ball enters the goal, the goal is awarded. If the ball does not enter the goal, the kick will be retaken.
- c. Violation by Defending Team: A teammate of the goalkeeper crosses the yellow line, the Referee allows the kick to proceed and if the ball enters the goal, the goal is awarded. If the ball does not enter the goal, the kick is retaken.
- d. Violation by Teammate of the Kicker: A teammate of the kicker crosses the yellow line, the Referee allows the kick to proceed and if the ball enters the goal, the kick is retaken. If the ball does not enter the goal, play will proceed and the kick will not be retaken.
- e. Violation by Both Defending Team and Attacking Team: A player of both defending team and attacking team infringe the Rules: the kick is retaken. For any infringement of this Rule 12.18.4, the offender shall receive a warning. Subsequent violations shall result in a five (5) minute Misconduct Penalty (non-power play) assessed against that individual.

Violations After the Penalty Kick is Taken:

- a. The kicker touches the ball a second time: a free kick is awarded to the opposing team from the place where the infringement occurred.
- b. An outside agent stops the ball, as it moves forward, the kick shall be retaken.
- c. The ball rebounds into play from the goalkeeper, crossbar, goalpost, perimeter wall, or corner flag post and is stopped in its course by an outside agent, the Referee shall stop play and restart by dropping the ball.

Penalty Kick in Extended Play:

Play shall be extended at the end of any period to allow a penalty kick to be taken or retaken. The extension shall last until the Referee has decided whether or not a goal is scored:

- a. Direct from the penalty kick
- b. Having rebounded from either goal post or crossbar directly into the goal
- c. Having touched or been played by the goalkeeper
- d. Or any combination of (b) and (c).

The period shall terminate immediately after the Referee determines whether a goal has been scored. No players other than the kicker and the opposing goalkeeper shall be allowed on the field.

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RULE EXCEPTIONS FOR CO-ED PLAY

Games are played using the NTSSA adult rules with the following exceptions:

RULE 2.3 – PLAYERS AND TEAMS

TEAMS: A team consists of seven (7) players (including the goalkeeper). There must be a minimum of five (5) players (including the goalkeeper) for play to start or continue.

MAXIMUM MALE PLAYERS: A team may play up to three (3) male field players at one time even if playing with fewer than three (3) female players. The goalkeeper may be either male or female. A team may have more female than male players at any time.

RULE 2.11 – METHOD OF SCORING

FEMALE SCORER: Goals scored directly by female players will count two (2) points (including a shootout goal). All other goals will count as one (1) point.

NOTES:

A shot taken by a female player that makes contact, whether intentional or incidental, with a male teammate or an opponent other than the goalkeeper prior to going into the goal will count one (1) point.

A shot taken by a male player that makes contact, whether intentional or incidental, with a female teammate, and then goes into the goal will count two (2) points.

A female taking a shootout that scores a goal direct will count two (2) points.

An own goal will count one (1) point. A deflection into the goal is not considered an own goal.

Contact of ball by goalkeeper does not change point value of goal by a female's goal.

ELIGIBLE MALE SCORER: A male player is eligible to score if he:

Shoots from outside the offensive zone (red line). A male is ineligible to score if the ball is on or above the red line.

While in the offensive zone, he receives the ball directly from a female teammate, who may be anywhere on the field of play.

NOTE: *A male player may be outside the red line when the female player plays the ball as long as his first touch on the ball is in the offensive zone. He does not have to be in the offensive zone when she plays the ball to him.*

When a ball played by the female teammate is deflected by the opposing goalkeeper.

The male player loses his eligibility to score from inside the offensive zone if the ball touches a defensive player (other than the goalkeeper), touches a male teammate, touches or crosses the red line or goes out of play.

A male player may not score from inside the offensive zone if he takes the ball away from an opponent.

Is taking a shootout. He remains eligible when the ball rebounds off the wall or goalkeeper. If goalkeeper takes possession of the ball and restarts play, the male is no longer eligible.

If an eligible male shoots at goal and the ball makes contact with a defender prior to going in the goal--the goal counts one (1) point.

If a ball played by an ineligible male scorer deflects off an opponent into the goal, the goal will not count. Restart play with a goal clearance.

A goal scored direct by an ineligible male scorer will not count. Play shall be restarted with a goal clearance.

RULE 2.14 – FOULS/TECHNICAL VIOLATIONS

SLIDE TACKLES: Slide tackles against an opponent shall be considered dangerous play and are not permitted. A two (2) minute time penalty is mandatory for slide tackle.

EXCEPTION: *Goalkeeper in his own penalty arch is allowed to slide tackle if not done in a dangerous manner.*

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RULE 2.16 – TIME PENALTIES

TIME PENALTIES: Goalkeepers must serve their own time penalties.