



City SC San Marcos Recreation Arena Soccer Rules 2024

Rules Specific to Arena Soccer

1. Only participants in the games are allowed on the team side of the arena. This includes Coaches, Referees, Officials and Players. No one is allowed to stand behind the Goalkeeper's box.
2. Anybody at the game may be issued a Yellow or Red Card. This includes Players, and Coaches. Any person receiving a Red Card must leave the arena area. Players and Coaches may not participate in future games until a decision has been made by the City SC San Marcos PAD Committee to allow them to return to the arena.
3. Fighting will result in a seasonal suspension at the discretion of the City SC San Marcos PAD Committee.
4. The ball size used will be as follows:
 - U14, U16, U19 Division: size 5
 - U08, U09, U10, U12 Division: size 4
 - U06, U07 Division: size 3
5. The duration of the games will be as follows:
 - U16, U19 Division: 60 minutes
 - U14 Division: 55 minutes
 - U12 Division: 50
 - U09, U10 Division: 45 minutes
 - U06, U07, U08 Division: 40 minutes
6. All games will be played in two equal halves with a two-minute half time, no quarters. The clock will be controlled by the referees or a City SC San Marcos official or designee thereof.

7. Each team begins the game on the half of the field closest to their team area. The home team should take the side closer to the scoreboard, while the visitor's team occupies the bench area further from the scoreboard.
8. Visitors will begin the game with a kick off. The home team will kick off the second half.
9. Games should start promptly on the assigned game time and teams should vacate the field when their game is completed so that the next teams can warm up before their scheduled start time.
10. The goalkeeper is NOT allowed to punt the ball or drop kick the ball (bounce the ball before it is kicked while the ball is in the air). The goalkeeper can either throw the ball or place the ball on the field and play it as if he/she was a field player. If the keeper places the ball on the ground, it is a free ball and cannot be picked up again.
11. If a player intentionally clears the ball over the boards, the opposing team will be awarded an indirect free kick from the top of the penalty arc of the team putting the ball out of play.
12. Each team is allowed one (1) sixty (60) second time out per half. The team calling time out must be in clear possession of the ball when the timeout is called. Restart is an indirect free kick at the same location the ball was when time was called.
13. If the goalkeeper is in possession of the ball and his/her team calls a time out, the goalkeeper will be given possession of the ball when play is resumed.
14. There is a maximum 5 point differential between the winning and losing teams. Goals made by the winning team when the differential is in effect will not count, nor will they be put into reserve or holding. If a goal is scored but not counted due to the differential rule being in effect, play restarts with a goalkeeper distribution.
15. The maximum number of goals any one player may score in a game for a team is three (3). Once a player scores the 3rd goal, he/she and the player's coach shall be informed of the 3 goal rule. A fourth goal by a single player will be disallowed. Play restarts with a goalkeeper distribution. If the referee believes that the player scored the goal intentionally, it is appropriate to issue the player a yellow card for unsporting behavior. When players switch teams to balance play, their goal count does not follow them. They may score 3 goals for the other team.

The FIFA Laws of the Game Apply to Arena Soccer Games With the Following Exceptions:

1. A maximum of SEVEN (U16 and younger), SIX (U19) players are allowed on the field including the goal keeper.
2. Substitutions *are allowed* during play (free substitutions). The player leaving the field must touch the wall near his/her bench before the new player enters the field. Players entering the field must do so using the same door. The referee shall be notified of any goalkeeper change. The goalkeeper may only be changed while play is stopped.

3. Boys may not hinder a girl who has possession of the ball in her own defensive third of the field while she is advancing the ball, until she has crossed the line that is on the defending side of the field, but closest to the midfield line. When a girl possesses the ball past that line, a boy may attack the ball even when the girl retreats behind the line. The boys should provide the girl with six feet of space when this rule is in effect. The girl in possession of the ball must play or distribute the ball within five (5) seconds under the protection of this rule, and may not use the rule in an unsportsmanlike manner to gain advantage.
4. Three-Line Violation: It is a violation if the ball is passed forward by a player and it passes over three lines, in the air, without being touched by any other players of either team or the wall or the referee. The penalty is an indirect free kick awarded to the opposing team to be taken at the center point of the first line crossed by the ball.
5. Law 12 - Fouls and Misconduct: All FIFA penal and non-penal fouls apply. Additionally, there will be NO 'boarding' or 'checking into the wall' or Slide Tackling allowed. These are penal fouls and the restart is an indirect free kick. Sliding is allowed only by the goalkeeper, as long as the slide begins and ends within the penalty area and the slide was done to block a shot.
6. When the ball goes over the wall at the end of the field between the corner marks, play restarts with a Goalkeeper Distribution from anywhere within the penalty arc after an attacking player has last touched the ball before crossing an end perimeter wall. If the ball is last touched by a defensive player, the restart is a corner kick, to be taken from either of the corner marks adjacent to the penalty arc.
7. Kickoffs take place from the center mark and the ball may be put into play in any direction, including passing back to other players behind the player taking the kickoff. The ball must move for it to be in play. No double-touch of the ball is allowed. If the kicking player touches the ball twice before it is touched by another player, the kickoff must be retaken.
8. There are no penalty kicks in City SC San Marcos arena soccer. All fouls in arena soccer result in an indirect free kick. All indirect free kicks will be taken outside of the goal area, at the place on the field closest to where the foul occurred. When fouls occur within two feet of the wall, the free kick may be taken two feet away from the wall.
9. Cautions and send-offs are the same as outdoor, with the addition of a 2-minute 'time out' for any player cautioned. The cautioned team plays down a player for 2 minutes, or until their opponents score a goal. A sent off player must sit out the remainder of the game and be present, but sit out the following game. His/her team plays down for 5 minutes. After 5 minutes, with the referee's permission, a different player may return to the field.
10. All restarts must occur within five (5) seconds of possession of the ball or the ball will be turned over to the opposing team.
11. Whenever possible, five (5) yards must be given for any free kicks. Defenders can stand on the goal line even if the goal line is within five (5) yards of the free kick location.
12. All restarts must be with a kick except for a drop ball or when the ball is kicked out of play over the rear boards by the attacking team, in which case the goalkeeper restarts the ball by throwing it from the penalty area.

13. There is no Offside penalty.

14. When the ball is un-intentionally kicked over the wall along the sideline, the restart will be an indirect free kick for the team which was not the last team to touch the ball.

Rules Specific to the Goal Keeper:

An indirect free kick from the top of the penalty arc will result for the attacking team for the following offenses (a wall may be formed 5 yards from the ball):

1. The goalkeeper delays the game by failing to distribute the ball to another player or play the ball outside the penalty area within five (5) seconds of receiving the ball.
2. A teammate deliberately passes the ball to his/her goalkeeper, utilizing ANY part of their body, and the goalkeeper plays the ball with his/her hands.
3. The goalkeeper handles the ball after putting the ball down to be played and prior to the ball being played by an opposing player.
4. The goalkeeper brings the ball into the penalty area and plays the ball with his/her hands.

Additional Coaching Considerations

The main goal of the substitution rules is to have every player get significant playing time. All players should be play at least $\frac{3}{4}$ of each game whenever team size will allow. When the number of players does not allow that much playing time for each player, each player should have approximately the same amount of playing time. The coach should make an attempt to balance the number of girls playing at any one time. Any coach failing to rotate his or her players will be warned. If failure to rotate players properly continues, the coach will be replaced. This is to keep the game fun for all. *No player shall play the entire game if there are substitutes!*