



ODEUM INDOOR SOCCER RULES

GENERAL: For matters not specifically covered by these rules, Illinois State Referee Committee Indoor and FIFA Laws of the game shall be followed when reasonable applicable.

NUMBER OF PLAYERS: Maximum of 18 players on a roster. Each team must have at least 4 players on the field for the match to continue, and shall never have more than 6. One of the players must wear a goalkeeper jersey, which clearly distinguishes him or her from all other players and the referee(s).

SUBSTITUTIONS: Unlimited, and on-the-fly (including goalkeeper changes) provided both players are within the touch line and no more than a yard from the bench door or are off the field of play within their own bench area when the substitution is made.

INJURED PLAYER: A player shall not be allowed to continue to play while he/she has an open wound, or blood is evident. Player(s) sent off the field for blood shall not return without first reporting to the referee.

PLAYER EQUIPMENT: Compulsory equipment consists of shirts, with the number (s) at least 5 inches in height, different from all other players' number(s) on that team, shorts, shin guard (completely covered by socks) and suitable indoor shoes.

REFEREES: One or two (of equal authority) shall be responsible for control of the game. Number determined by individual league. Referee's decision on points of fact connected with play shall be final so as far as results of game are concerned.

THREE LINE PASS: If a player plays the ball over three lines (two red lines and the hallways line) in the air toward his opponent's goal line, without it touching another player, the red lines, or the wall before passing over the third line, the referee shall award a free kick to the opposing team at the center of the first red line that the ball crossed. **Exception:** A goalkeeper while standing in his/her team's penalty area may legally throw the ball over all three lines. A goalkeeper may throw the ball into his opponent's goal while in his/her own defensive penalty area, resulting in a goal.

INTENTIONALLY PLAYING THE BALL OVER PERIMETER WALL: If a player, in the opinion of the referee, intentionally plays the ball over the perimeter wall while it is in play anywhere on the field, the referee shall award a free kick to the opposing team at the top of the restraining arc of the offending team's goal.

GOALKEEPER RESTRICTIONS: A keeper may not at any time handle a ball intentionally played to him/her from a teammate's foot. A violation of this rule will result in a free kick by the opponent from the top of the restraining arc.

The ball may be played from a teammate's head, chest or thigh (but not the foot) to his/her keeper without penalty.

A goalkeeper with possession (by hand or foot or through award of a goal kick) of the ball within the penalty area shall have 5 seconds to distribute the ball outside of the penalty area or to another player. Violation of this rule will result in a free kick by opponents at the top of the restraining arc.

A goalkeeper who gains possession of the ball outside of the penalty area may dribble it into the penalty area but shall not touch it with hand(s). Violation of this rule will result in a free kick by the opponent at the top of the restraining arc.

GOALKEEPER PRIVILEGES: Goalkeeper time penalties must be served by a teammate

TIME PENALTY

<u>Penalty Type</u>	<u>Card Shown</u>	<u>Minutes</u>
Team	Blue	2
Penal	Blue	2
Unsporting		
Behavior	Blue	2
Last Defender	Blue	5 (Soft)
Send-Off	Red	5 (Hard)

RESTARTS: When the whole of the ball passes over the perimeter wall along the touchline, it shall be kicked in from the point where it left the field of play. When a ball hits the ceiling, structures, or overhead clock before passing over 3 lines, the restart by the opponents will be the nearest red line. If, in the opinion of the referee, the ball was intentionally played over the perimeter wall, the free kick shall be taken at the top of the restraining arc of the offending team's penalty area.