



The Soccer Barn

Competitive Winter Indoor Rules 2022-2023

Policy

- **No cleats allowed on fields.** - Turfs, indoor flats, or tennis shoes only.
- **Shin guards are required and must be covered.**
- No food on the field at any time.
- No spectators on field.
- No alcohol permitted in The Soccer Barn.
- Drinks allowed in designated areas.
- **NO PETS ALLOWED!!**
- **No Rescheduling of games. All available game times are full.**

Game

- **All games will begin on time; no delays will be allowed for any reason.**
- Games consist of 2 – 24-minute halves with a 5-minute half time.
- Teams must have at least 5 players (for 7v7) or 6 players (for 8v8) on field to start game.
 - o After 10 minutes the game is forfeited / 10 minutes comes off game time.
- The game clock is continually running, with 5 minutes between games.

Dead Ball

- Any ball crossing the outside lines completely is out and a kick-in follows.
- Any ball hitting the top netting is still in play unless it results in a goal without touching the goalie or field players.
- Another player must touch an out of bounds ball, kicked in, before scoring.
- Goal kicks must drop in or touch a player before the half line or ball is restarted at half line by the other team. No punting.

- Goalkeeper has 6 seconds to release the ball from his/her hands or other team is rewarded with a free indirect kick from the spot of infraction.
- All free kicks are direct.
- No Offside

Substitutions

- Subs can be made on any dead ball by calling sub to the referee.
 - o Unless referee feels that the substitution will take an advantage away from the team in possession.
- No subs the last 2 minutes of each half

Fouls

- No slide tackling or sliding for field players.
- Yellow-carded player is required to sit out for 2 minutes and that team must play short for those 2 minutes.
- 2nd yellow or 1st red card; player sits the remainder of the game and that team plays short. The player misses the next game.
- Foul language offense results in automatic yellow card.
 - o 2 Yellow cards = Red card
- Fighting is not tolerated.
 - o Players involved must leave the facility.

Rosters

- Any player that plays for your team must be on your registered roster. In the event of a roster discrepancy your team will forfeit the game. The Referee, Field Marshall, or any administrative staff of The Soccer Barn, reserves the right to check your players, and rosters at any time.

Playoffs – Games are 2, 12-minute halves. In the event of a tie, we go straight to PK's. Each team will have 3 PKs, then it will go to 1-1 PK's.

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