



Score Indoor Sports Indoor Soccer Rules

4v4 Youth Soccer

FIFA Rules apply with the following exceptions:

1. Game Duration

- A game will consist of two 12 minutes halves.
- A coin toss will determine initial ball possession. The team that wins the toss will have the opportunity to choose either ball possession or what side of the field to start on.

2. Number of players

- Each team will consist of no more than six (6) players. Four players are allowed on a field per team at a time. There is NO goalkeeper.
- You cannot play for two teams. In the event that one player is playing for two teams in the same tournament, both teams will be disqualified.

3. Player registration

- All players must be registered on the team roster before they can play.
- If any players falsify their age, the entire team will be disqualified.

4. Goal scoring

- A goal may be scored anytime after the ball has passed the half field line.
- If a player shoots the ball prior to the half way line, and the ball enters the goal, the goal will not count.
- If a player shoots the ball prior to the half way line, and the ball hits an opposing player, and then enters the goal, the goal will not count.

5. Goal Box

- No player is allowed into the goal box at any point in time, unless they are retrieving a dead ball from their own goal. If a player enters the goal box, a penalty kick will be awarded to the opposing team.
- If an attacking team's player enters the box a goal kick will be awarded to the defending team.
- A goal kick is placed inside the goal box and played out.

- The player has five (5) seconds to release the ball back into play. If the player does not release the ball within five (5) seconds a penalty kick will be awarded to the opposing team.

6. Boards

- Boards are only there to prevent the ball from going out of play, or to aid in ball handling/passing (i.e. bouncing the ball off the boards). The field dividers are NOT designed to be played off, so any ball that touches a field divider will be judged as 'out' – with the opposing team restarting play from the ground at the location that the ball touched the divider.
- A player's hands cannot hold on to the boards, this will be ruled as a foul, and the ball will be awarded to the opposite team from that spot.
- Any player that body-checks, pushes, or otherwise physically forces a player into the boards will receive an automatic yellow card.
- A violent conduct towards any players or referees, will result in a straight red card.

7. There are no off-sides.

8. Penalty kicks

- Penalty kicks shall be awarded if the referee has reason to believe that a scoring opportunity has been nullified by an infraction.
- The penalty kick shall be taken from the halfway line without a goalie in net, and with all other players behind the halfway line.
- The ball cannot touch the ground until the goal box. If the ball touches the ground prior to the goal box, the goal will not count.
- The team that incurred the infraction will get possession after the kick in the form of a goal kick, regardless of whether or not a goal is scored.

9. Handball

- If the ball is played to hand, referees' discretion applies.
- If the player intentionally handles the ball in play a yellow card will be given to the player and ball will be played from that spot.
- If the player intentionally handles the ball and as a result prevents a goal, the player who obstructed the ball will get a red card and a penalty kick will be given to the opposing team.

10. Yellow cards

- A player can receive a yellow card for foul language, talking back to the referee, tackling, roughing or an intentional handball.
- A player that receives his or her second yellow card will automatically receive a red card, and must leave the game immediately. The player will also be suspended for the next game.

11. Red cards

- A player can receive a red card for foul language talking back to the referee, tackling from behind, a hand ball preventing an obvious goal scoring opportunity, retaliation or fighting.
- If the referee decides the incident warrants a red card, or if the player receives two yellow cards during the course of the game. The player red carded must leave the game immediately and will be suspended for the next game.
- If the player that is red carded does not follow these orders in a professional manner, the player will be ejected from the tournament and from the facility.

12. No sliding or slide tackles.

- Hands or knees touching the ground while the playing the ball, will be ruled as a slide tackle.
- If the attacking player is on his or her way down while striking the ball in the goal, the goal will not count.

13. Coach/fan behavior

- Referees have the right to eject the players, coaches or parents from the game due to disobedience or unruly behavior.

14. Kick off, free kicks

- When a free kick is awarded the defending team must be at least 3 yards away from the ball.

15. Kick – Ins

- In the event that the ball exits the arena, the ball must be placed inside the arena at the point it was kicked out, and will be “kicked in” to play.
- If the ball hits the side/ceiling netting the play will be restarted at the point closest to where the ball hit the net.
- If the ball gets trapped in behind the goal – it will be either a goal kick or a corner to restart play.

16. Tie games

- Games tied after regulation time move directly into penalty kicks. In penalty kicks, each player of the team shoots once. The team with the highest score at the end of four (4) shooters wins. If a tie occurs after all four (4) players have shot, the shooting continues in a sudden death format until a winner is determined.

17. Tie games in finals

- If tied after regulation, all finals will have two five (4) minute halves. If a tie still exists, the game will move into penalty kicks, under the same rules as outlined in section 16.

18. Substitutions

- Substitutions can be made any time. The person going off cannot be part of the play and the player that is going off must be outside the cage before the other player can enter.
- A penalty kick will be awarded if a team has too many players on the field.

19. Delay of game

- Any player may be given a yellow card, and the other team awarded a penalty kick, if the player delays the game.

20. Scoring of points

- 3 points for a win
- 0 points for a loss.
- -1 for a forfeit.

21. Protests

- Roster protests must be filed with tournament organizers prior to the game.
- Game protests must be filed with the tournament organizers within one half-hour (30 minutes) after the end of the game that is being protested.
- Organizers have until the start of the protesting team's next scheduled game to resolve the protest.

22. Uniforms

- Team must provide their own uniforms.
- All players must wear the same color shirts while competing in the game. No exception.
- Players will be given practice vest in case two teams have the same color.
- A coin toss will decide which team will wear the practice vest.
- No jewelry will be allowed, including earrings of any type, as well as rope necklaces, watches and bracelets. Players with medical bracelets are exempt.

23. Event equipment

- All players must wear shin guards.
- All players must wear shorts.
- All players must wear soccer shoes (flats or turfs). Absolutely NO CLEATS.

25. SCORE Indoor Sports' rights

- SCORE Indoor Sports, reserves the right to cancel any divisions due to sign-ups.
- Players may play up an age bracket, but not down.
- SCORE Indoor Sports management reserves the right to combine age groups due to sign-ups.