



Sporting Lee's Summit Soccer Club

705B SE Melody Lane; Lee's Summit, MO 64063

Youth Winter Indoor League Rules

The Indoor Winter League is designed to provide Sporting Lee's Summit recreational and competitive coaches the opportunity to give their players additional soccer activities in the outdoor off season. The Sporting LS Winter Indoor Soccer Program is designed for developmental and conditioning only. This is a NON-COMPETITIVE league, although competitive teams are allowed to participate.

ROSTERS

All players must be listed on their team roster form before play begins. Any player determined by the Winter Coordinator to have falsified availability will be dismissed from the game. All players must sign facility waivers to be placed on a roster.

NUMBER OF PLAYERS:

3v3: **THREE** players from each team are allowed on the field at one time. A minimum of 2 players must be on the field at all times for each team. There are no goalkeepers in 3v3 soccer. Substitutions may occur at any time, but players must enter and exit at the half-field mark only. All games will be officiated by one coach from each team **ON THE FIELD**. Coaches are expected to enforce the spirit of the laws of the game. **MERCY RULE:** If a team is up by five (5) goals, the opposing team will be allowed to add an extra player.

4v4: **FOUR** players from each team are allowed on the field at one time. A minimum of 3 players must be on the field at all times for each team. Substitutions may occur at any time, but players must enter and exit at the half-field mark only. All games will be officiated by a referee. Coaches are expected to enforce the spirit of the laws of the game. **MERCY RULE:** If a team is up by five (5) goals, the opposing team will be allowed to add an extra player.

7v7: **SEVEN** players from each team are allowed on the field at one time. A minimum of 6 players must be on the field at all times for each team. Substitutions may occur at any time, but players must enter and exit at the half-field mark only. All games will be officiated by a referee. Coaches are expected to enforce the spirit of the laws of the game. **MERCY RULE:** If a team is up by five (5) goals, the opposing team will be allowed to add an extra player.

FIELD OF PLAY:

3v3 and 4v4: The ball will be considered in bounds at all times unless it touches the side or overhead netting. If the ball hits the netting, a free kick-in will be awarded to the opposing team. If the ball hits the overhead netting, the ball will be placed at midfield.

7v7: The ball will be considered in bounds at all times unless it touches the side. If the ball hits the netting, a free kick-in will be awarded to the opposing team. If the ball hits the overhead netting, the ball will be played with no game stoppage.

TEAM UNIFORMS & EQUIPMENT:

All players must wear jerseys/shirts during play. Home and Away shirts will be provided by the league. All players must wear shin guards. Any player without shin guards will not be allowed to play. **NO CLEATS** are allowed on the fields. Any player wearing cleats will not be allowed to play, per facility rules. Teams are responsible for providing game balls. **BALL SIZE:** U5-U8 = Size 3, U9-U12= Size 4, U13+= Size 5.

GAME DURATION:

The game shall consist of two 15-minute halves separated by a 5-minute halftime period for 3v3 and 4v4 games. 7v7 games will consist of two 20-minute halves separated by a 5-minute halftime period. Games tied after regulation play shall end in a tie. A team will be forfeited at game time if they are not present. There are no time-outs.

GOAL SCORING:

Goals can be scored from anywhere on the offensive half of the field of play. The ball must last be played, by either team, within the attacking team's offensive half of the field for the goal to be valid.

FIVE-FEET RULE:

In all dead ball situations, defending players must stand at least five feet away from the ball. If the defensive player's goal is closer than five feet, the ball shall be placed five feet from the goal.

NO OFFSIDES & NO SLIDE TACKLING ALLOWED:

KICK-INS: The ball shall be kicked into play from the sideline instead of throw in. Ball must be placed on line. The ball must touch another player (attacking or defensive) before it can be touched again by the player kicking the ball in. Opposing players must be at least 5 feet from ball placement. The referee will initiate the kick-in with a whistle or verbal command to "play."
Goals can not be scored directly from kick-ins.

CORNER KICKS:

The ball shall be kicked into play from the corner intersection. The ball must touch another player (attacking or defensive) before it can be touched again by the player kicking the ball in. Opposing players must be at least 5 feet from ball placement. The referee will initiate the kick-in with a whistle or verbal command to "play".

INDIRECT KICKS:

All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with exception of corner and penalty kicks.

GOAL KICKS:

The kick can be taken from any point on the line at the goal area. The ball is placed on the line. The ball must touch another player (attacking or defensive) before it can be touched again by the player kicking the ball in. Opposing players must be at least 5 feet from ball placement. The referee will initiate the kick-in with a whistle or verbal command to "play".

KICK OFF:

The kickoff may be taken in any direction. You cannot score directly from kick off since the ball completely has to be on the offensive half.