

# LAS VEGAS INDOOR SOCCER



## Las Vegas Indoor Soccer Laws

Issue Date Effective January 1st 2022

**ALL PLAYERS MUST CHECK IN WITH THE SCOREKEEPER PRIOR TO THE GAME**

**ALL PLAYERS MUST SIGN A WAIVER PRIOR TO STEPPING ON THE FIELD**

**ALL PLAYERS MUST HAVE A VALID MEMBERSHIP BEFORE PARTICIPATING IN A GAME.**

**PLAYERS WITH AN EXPIRED MEMBERSHIP WILL NOT BE ALLOWED TO PARTICIPATE**

### **Law I - Player Equipment:**

**Matching team shirts must be worn at all games** : If opposing teams are wearing a similar color, the team without uniforms will be required to wear bibs. If both teams have uniforms the team with less players will wear bibs.

**Effective Spring 2022:** If players show up without the appropriate team colors they may not be allowed to play and your team may be subject to forfeit a play-off spot.

**Shin Guards** - are mandatory (no exceptions) *and must be completely covered by socks.*

**Shoes** - Indoor Soccer Shoes (or any tennis shoes) are recommended. **Cleats are not permitted on the field.**

Players may not wear rings, watches, earrings or hard hairpieces. Watches and fit bits must be covered with a sweatband. Field players must wear shorts; no pants are allowed (Goalkeepers exempt), unless player has management exception.

### **Law II - Number of Players, Game Duration, Substitutions, and Goals**

Both teams must be ready at scheduled start time. The game will start on time. The minimum number of players to start a game is four. A team may have the option to take their five min. grace period if they don't have six players to start the game. The clock will run during this grace period. After five minutes of the start of the clock, the team must play or forfeit the game.

### **AGE DIVISIONS**

Adult: 6 vs 6 (Five players + Goalie)  
Co-ed : 6 vs 6 (3 Males + 3 Females)  
Co-ed Wed./Fri: 6 vs 6 (4 Males + 2 Females)  
Co-ed Over 30: 7 vs 7 (3 Males + 3 Females + Goalie of Choice)  
Youth 8-17 7 vs 7 (6 Field Players + Goalies)  
Youth 7-8 8 vs 8 (7 Field Players + Goalie)

### **DURATION OF THE GAME:**

#### **Adult Game Times:**

2 X 22:30 Minutes (1 Minute half-time in between the halves)

#### **Youth Game Times:**

Ages 5-6 play 2 x 17 minutes (1 Minute half-time in between the halves)

Ages 7-10 play 4 x 10 Minutes. (30 Seconds between 1st and 2nd period and 3rd and 4th period and 1 minute between 2nd and 3rd period)

11-12, MS, and HS play 2 X 22:30 Minutes (1 Minute half-time in between the halves)

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## **TIME-OUTS AND CLOCK STOPPAGE:**

Each team is allowed ONE 30 second time-out per game.

**Time out can be called only when:**

- 1. Any dead ball when your team has possession of the ball** (etc., out of bounds restart, foul restart)
- 2. In your goalkeeper's hands**
- 3. Kick-Off** (After any goal)

The referee will stop the clock when a team calls time-out.

The referee is the only one who can have the clock stopped at any time.

All games will be played with a "running clock". Only in the last :15 of the first half and the last minute of a game time will be stopped when the score is within three goals (4 goals co-ed) whenever the ball is out of play.

## **GUARANTEED SUBSTITUTION:**

All games with unlimited substitutions. Teams may substitute at their own risk ("on the fly") at any time during the game.

Substitution must be simultaneous, player subbing off must be inside the dash line by their bench before the player from the bench enters the field of play

Illegal substitution results in a first time bench warning, second offense results in a blue card to that team and the opposing team will be awarded a free kick from the offensive 3<sup>rd</sup> line spot.

## **Play On!**

The ball is always in play unless:

1. The ball goes over the boards.
2. The ball hits the net.
3. The ball hits the roof.
4. Referee stops play.

## **Goal Limits :**

**Men's League** - Unlimited goals per player

**Coed League** - Maximum 3 goals per player (if a player scores 4th goal the opposing team will receive a free kick on the 3rd line and player is subject to receive a blue card)

**Women's League** - Maximum 4 goals per player (if a player scores 4th goal the opposing team will receive a free kick on the 3rd line and player is subject to receive a blue card)

**Youth League** - Maximum 4 goals per player (if a player scores 4th goal the opposing team will receive a free kick on the 3rd line for ages 8-17 and for the 7-8 age group on the PK)

- A team behind in score by four goals will be allowed to add one player and if they are down by six goals they add another player. Players are added and deleted by the losing team in accordance with the score. CO-ED may add a male or female. (This rule does not apply to the Adult 7vs7)
- Youth League teams will follow this rule, when a team is behind by three goals, then five goals.
- RULE DOES NOT APPLY during play-offs in ALL divisions.

## **LAW III - Three Line Violation**

A player is guilty of the three line violation as soon as the ball goes across the 3 marked white lines (two third lines and the centerline) towards the opponent's goal line without touching another player, the perimeter wall or the referee. The opponents receive a free kick at the center of the first white line that the ball crossed. **All balls that hit the roof will result in a free kick from the center of the nearest 3<sup>rd</sup> line that the ball was kicked from. Same rule can be applied in reverse.**

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## **LAW IV - Kick-Off and Free Kicks:**

Kick-Off starts with the team facing the scoreboard each period.

All free kicks are direct (including the kickoff). A team has five seconds to take a free kick. The defending team is required to be 15 feet or more away from the ball. (Outside the center circle at kick-off)

Quick restarts are allowed. No whistle is required on free kicks unless the ball is on a white dot or a player asks for the opponent to be of distance.

Encroachment: A player will receive a warning for the first offense, then a two minute penalty if he/she encroaches (does not attempt to back up to 15 feet but instead blocks the ball).

A yellow card (five-minute penalty) may be given if the player is delaying the game (such as holding or keeping the ball from the other team or kicking the ball away from the restart spot).

- In the Friday Co-ed and Sunday Co-ed Over 30 Leagues: ALL FREE KICKS WILL BE TAKEN BY GIRLS on the offensive half of the field. Men cannot score from the kick-off.

## **LAW VI: Goalkeeper Restrictions:**

If a goalkeeper commits any of the following infractions inside his own penalty box, the opponents shall be awarded a free kick at the top of the penalty box:

- a) If the goalkeeper has control of the ball with his hands, he may not release the ball into play and then handle it again with his hands, until it has touched an opponent.
- b) If a teammate intentionally kicks the ball to the goalkeeper, even off the wall, the goalkeeper may NOT use his hands.
- c) All goalkeeper violations will result in a free kick from the penalty spot. (The defending team may put a wall, 15 feet away from the ball.)
- d) A goalkeeper cannot bring the ball from outside of the box to the inside of the box and handle the ball with his hands.
- e) Friday Co-ed and Sunday Co-ed Over 30 Leagues goalies may not cross the half field line.

The goalie must restart all balls with his hands: The ball must be thrown out of the box on a restart from out of bounds in the goal box. All players must clear the box before the ball can be legally played or counted.

The goalkeeper may not punt or drop-kick the ball at any time. The ball cannot have a bounce.

## **LAW VII - Fouls and Misconduct:**

A player who intentionally trips, boards, jumps at, pushes, holds, charges, runs in the back of an opponent, or who intentionally handles the ball shall be penalized by a free kick.

All Adult Leagues will enforce the 6 foul rule. Once a team reaches 6 team fouls a team blue card will be issued. Fouls will reset after 6 fouls. They do not reset at half time.

Any simple foul in the box (handball, slide) will result in a free kick from the penalty spot with a wall. Any foul committed in a goal scoring opportunity, ball must be shot and be on target towards goal, will result in a card and a Penalty Kick. (No wall)

Referee discretion to make an advantage call. If a referee calls an advantage, the referee cannot give a free kick, unless no-advantage is gained, but the foul will count towards the team fouls no matter advantage/no advantage.

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## **ALL SUSPENSIONS WILL BE DETERMINED BY LVIS MANAGEMENT**

**Las Vegas Indoor Soccer** has a zero tolerance policy toward violence, foul language and attacks toward other players, the referee or the staff. Any misconduct will result in a red card and the possible detention or suspension of either players or entire teams. In any event aforementioned no money will be refunded. All red cards and suspensions to individual players will carry on to each team they play for.

**Blue Card:** If any of these offenses are judged to be serious by the referee, regardless of their location, *the offender shall be issued a blue card resulting in a two-minute penalty.* The two- minute penalty must be served by the individual player that the blue card was issued to. **Exemption** - If a goalie receives a blue card, a player from the team may serve the penalty. When/If the opposing team scores during the power play the penalty will be over. The player serving the blue is not an eligible sub until the penalty is over even if they are serving a goalie blue or team blue.

**Yellow Card:** 5 minutes penalty. The player issued the yellow card will serve the full 5 minute penalty and the team will replace the player and will not play short. The full five minute will be served regardless of goals being conceded. Players can be awarded a yellow card without being given a blue card. Foul language unsportsmanlike conduct or delay of game will result in a yellow card. Goalkeepers must serve any Yellow Card penalty.

**Red Card:** Any combination of blue or yellow cards that equal (3) will result in a mandatory ejection (red card). A Red card can be given without initial blue or yellow cards if the infraction deems necessary. A red carded player may be replaced by a substitute who must first serve a two minute penalty before entering the game. The full two minutes will be served regardless of goals being conceded (no return on the power play). Red carded players miss the remainder of the game and must serve a minimum of one additional game suspension on all teams they play on. If simultaneous red cards are given, both teams will stay at full strength. A player that was ejected after his 3<sup>rd</sup> personal accumulated blue/yellow cards in the game doesn't have to serve an automatic 1 week suspension.

**You Spit – You Sit!** – Any player who is caught spitting on the playing field will be suspended from their game.

**Sliding: No sliding is allowed by field players (except for the keeper when inside his/her penalty area)**  
A slide is defined as follows: A player must leave his/her feet or touch a knee to the ground. A Goalkeepers slide must start from inside the box. You cannot play the ball on the ground.

**Non playing personnel** (Only in youth - coach, assistance...) **PLAYERS ONLY ON THE BENCHES**

**Bench misconduct:** Bench misconduct is physical or verbal abuse by bench personnel (coaches or players), when the referee cannot identify the perpetrators. The first bench misconduct by a team shall result in a Bench Misconduct warning to the team. The second Bench Misconduct shall result in a blue card time penalty against the team. The referee may still award a penalty against individuals he can identify. **ONLY REGISTERED PLAYERS on the ROSTER, MANAGER OR COACH WILL BE ALLOWED ON THE BENCH.**

**Any players that jump from the bench onto the field during an altercation will be subject to receive a red card.**

**Power play return:** If one team is reduced by penalties to fewer players on the field than its opponents and the team having more players scores a goal, then the player that has served the most of his penalty time can return to the game. Only one penalized player may return on each goal. When two players get a blue/yellow/red card at the same time they must serve their penalty in full regardless of if goals are scored.

**Ineligible players:** A player has received a red card and has not served a one game suspension immediately following the red carded game. The same penalty will apply to players playing out of required age limit. Any player playing illegally is the responsibility of the coach (captain). Any player who plays illegally

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(playing without being on the roster or is too young for league), will be issued an automatic red card and the team will forfeit that game, with a score record of 7 to 0. The coach of the offending team will also receive a red card and be suspended followed by an additional one game suspension. All players have the right to appeal on any red card.  
LVIS management

## **SPECIAL PLAYING RULES**

1. All Adult league games will have no more than 7 goals to determine goal differential For example a game that will end 11-2 will be recorded as a 9-2 score. Youth League is no more than 5 goals.
2. *Three* points will be awarded for a win, one point for a tie, and zero for a loss. The tie breaker procedure will be 1) head to head 2) goal differential. Any team that forfeits a game will lose the game by a 7 to 0 score. Playoff seeding will be determined by LVIS management only. In most leagues, top 4 teams will advance to play in the Semi Finals. Divisions with more than 6 teams may be subject to Quarter Finals.
3. The goalkeeper is the **ONLY** player allowed to slide at anytime as long as the slide starts inside the box.
4. A slide is defined as follows: A player must leave his/her feet or touch a knee to the ground. The slide will be considered a foul if the opponent is also challenging for the ball. Diving headers high and scissors kicks are allowed if it is not considered dangerous by the referee. Offending players could receive a two-minute penalty.
5. Spectators, coaches and players are eligible to receive a red card. **A player can get a red card before, during, or after the game.** Any person receiving a red card must leave the LVIS property for the remainder of the day and may not participate at the teams next scheduled game or any other games and may not be in the players bench.
6. When the ball hits the top of the arena (lights, ceiling.) the opponent team gets a free kick from the center of the nearest third line where the ball was kicked.
7. An arms length halo must be made around the GK on a free kick.
8. An offensive player cannot be on the defensive wall.
9. No leaning on the boards at any time. Putting two hand on the boards to shield the ball will result in a foul.
10. Rough plays near the boards will result in a card.
11. Foul and abusive language will result in a card.
12. The second foul language offense in a game will result in a red card.
13. All players awarded a red card will serve a minimum one game/week suspension for all teams played on and may be suspended permanently for all remaining games if the management deems it necessary (depending on the severity of the incident). Fighting will not be tolerated at the LVIS and will result in a red card and /or forfeit and/or league suspension for any player(s) involved, including the entire team if necessary. A second red card (within 6 months of the 1st red)= automatic 6 month suspension. Refusal to leave the field after receiving a red card or for continuing unsportsmanlike conduct may result in suspension for the remainder of the season.

**One physical strike -hit or miss--- maximum lifetime suspension, subject to management discretion. (Suspension carries into the next season)**

**First red card - minimum one game suspension.**

**Second red card (within 6 months- - Min. 6 month suspension)**

**Third red card (within a calendar year) - minimum one year suspension.**

**Threatening referee - minimum one-year suspension (probable indefinite suspensions).**

**Spitting at the referee or physically touching the referee - lifetime suspension.**

**All suspensions lengths will be determined by management.**

Any intentional action to cause serious injury (head butt, punching, etc.) will result in a minimum one-year suspension and possible indefinite suspension. **Any player who leaves the bench in a fight will receive a red card and a minimum one game suspension.** Any player suspended will not be allowed to participate in any of the leagues at LVIS throughout the entire term of the suspension including tournaments and Pick-up games. All players have the right to appeal on any red card. All appeals must be written or typed. Players who receive a red card will receive an email with the red card process and a one page document that must be completed and sent back to the facility. The Management staff will not discuss the length of the suspension and the player will not be allowed to return until this document is received.

**ALL FEES ARE NON-REFUNDABLE TO ALL SUSPENDED PLAYERS OR TEAMS!**

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## **COACHES-PLEASE READ THE FOLLOWING LIST OF IMPORTANT ITEMS AND EMPHASIZE THIS INFORMATION TO YOUR PLAYERS**

1. No alcoholic beverages are permitted on the LVIS premises. Anyone suspected of consuming alcohol prior to a game will not be allowed on the playing field or bench area
2. You may add players only up to the beginning of the team's 4th game. LVIS will print out your roster on the fourth week of the season and then the team manager will sign before or after the game. After this, your rosters are locked. All teams are allowed 16 players on their roster. Players cannot switch teams after the 2<sup>nd</sup> game. Once they have played for the team; they must continue with that team the remainder of the season. After the 7th week the last place team may add to their roster. (only if they don't make playoffs) Players **cannot** play on two teams in the same division. During an inter-league game the player may choose which team they want to play on and must remain with that team the entire game. Players on the roster, must play a minimum of one game during the regular season games to be eligible for play-offs. Divisions can be set after the first week.
3. All players must have a signed waiver and complete a player membership form prior to playing their first game. Any player under 18 must have his/her parents sign a waiver form. Team managers must make sure that all players have a valid membership. All teams must have their roster ready prior to the first game of the season. Players are not allowed to play with an expired membership.

### **Grievance Procedure:**

**All complaints, compliments and other comments should be directed to the management of LVIS. We will try to resolve every problem that is brought to our attention in a professional manner, however; we request that you bring any problem to our attention in written form.**

### **Notice:**

1. We reserve the right to refuse the LVIS facility to anyone for any reason at any time.
2. LVIS will not close on holidays except Christmas Eve, Christmas Day, Thanksgiving (Thursday), New Years, Easter and the 4<sup>th</sup> of July. Teams will be expected to play or forfeit on all other holidays. There will be no guarantee make-ups for teams unable to play on non-holidays or other occasions.
3. Your team may play less than the scheduled number of games if one or more opponents forfeit or drop out of the league. LVIS will not refund any fees for games not played due to opponent forfeits.
4. In order to keep balanced leagues Las Vegas Indoor Soccer may remove players from teams and if necessary even the entire team to a different league.
5. Youth Leagues - In order to keep balanced games youth players may play against kids who are older/younger than their age group.
6. Full team league fees are due before the second game of the season. Any team balance not paid for by this time will receive a \$100 late fee to be added on to the pre-existing league fees.
7. In the event of a forfeit, if the team didn't notify at least 24 hours in advance, that team will must pay \$100.00 forfeit fee prior to their next game.

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**ALL COACHES (TEAM CAPTAINS) MUST READ AND SIGN A COPY  
OF THESE RULES.  
THIS COPY WILL BE FILED IN THE LAS VEGAS INDOOR SOCCER  
OFFICE WITH THE TEAM WAIVERS.**

Team Managers - Our goal is to provide you with a fun competitive and safe soccer experience please help us by showing an example to your teammates and by addressing it to your players.

**ANY NEGATIVE ENCOURAGEMENT / FOUL LANGUAGE BY A COACH OR A PARENT WILL RESULT  
IN REMOVAL FROM THE FACILITY!**

I have read and understand the rules above:

To the best of my knowledge all of my teammates had read and understand the rules.

I understand that my team must comply with the rules and regulations of the LVIS. I also understand that all my players must be members, have signed the waiver form and must be on my roster by the time specified.

I am aware that all fees are non-refundable, I understand that my team will be suspended from the league if fees are not paid when due.

I also understand that I am responsible for paying LVIS the complete entry fee for my soccer team. I also understand that my team may play less than the scheduled number of games if my opponents forfeit throughout the season.

I am aware that Las Vegas Indoor Soccer has the right to move my team/my players to a different league/team in order to have a balanced league.

All Teams must wear matching uniforms to all games. Teams have until the 3<sup>rd</sup> week to get their jerseys. Teams without matching shirts will not be allowed to play.

SEASON \_\_\_\_\_ LEAGUE \_\_\_\_\_

TEAM NAME \_\_\_\_\_ TEAM COLOR \_\_\_\_\_

MANAGER NAME: \_\_\_\_\_ TELEPHONE: \_\_\_\_\_

MANAGER SIGNATURE \_\_\_\_\_ DATE \_\_\_\_\_