

SOFTIVE
WINTER PARK

OFFICIAL INDOOR SOCCER RULES OF PLAY

Official Indoor Rules of Play

The rules and regulations at SoFive Winter Park have been devised with simplicity, continuity, and enjoyment in mind.

Apart from some necessary modifications, the below rules are the same as FIFA rules used worldwide in outdoor soccer. The following exceptions apply:

1 . Players

1.1 Liability Waivers: All players must sign a waiver and be assigned to the team roster with an active membership. Youth Players must have a parent or legal guardian sign a waiver on their behalf.

1.2 Registration Fee: All players must have an active registration fee and be on the roster before each match.

1.3 Number of Players

NUMBER OF PLAYERS							
	LAKE NONA			WINTER PARK			
	Field 1	Field 2	Futsal Courts	Field 1	Field 2	Outdoor Field 3	Outdoor Field 4
Men	(5) field players plus one (1) goalkeeper.		5 players. One (1) goalkeeper	6 v 6 (5) field players plus one (1) goalkeeper.			
				9 v 9 on full outdoor full field at least 3 females			
Coed	6 players, at least 2 females		N/A	6 v 6 players, at least 2 females			
				9 v 9 on full outdoor full field at least 3 females			
Women	6 players total including a goal keeper		N/A	6 players total including a goal keeper			
				9 v 9 on full outdoor full field at least 3 females			

1.4 The minimum number of players to start a game is four (4); this applies for coed and men's leagues. A team with insufficient players after five (5) minutes from the scheduled game time will forfeit the game. This includes that the team needs to have a sufficient number of players (4) ready to play no later than 5 minutes after the scheduled kickoff.

1.5 Guest Player Policy: A team with insufficient players may pick up players registered with SoFive, for any regular-season game excluding playoffs. Any team fielding non-registered players without prior permission from SoFive Winter Park will be subject to forfeit.

1.6. Rosters

1.6.1 Rosters are frozen at playoffs meaning players who have not competed during the regular season cannot play in the playoffs.

1.6.2 Players cannot dual roster (play on two teams in the same league).

1.7 Coed Leagues

1.7.1 Minimum Number of players: In coed leagues, at least 4 male players must be present to start the game. Failure to follow this rule will result in a forfeit loss against the offending team.

1.7.2 Coed Substitution: Male players are not allowed to substitute for female players, however, females may play in place of males.

2. Duration of Match

2.1 All adult & youth games consist of two 25-minute halves.

2.2 Forfeit Declared: A team with insufficient players after five (5) minutes from the scheduled game time will forfeit the game. The referee, at his discretion, may allow additional time for players to arrive. A team with insufficient players may pick up players registered with SoFive Winter Park, only if agreeable with the opposing team. Any team fielding non-registered players without prior permission from SoFive Winter Park will be subject to forfeit.

2.2.1 Forfeit games will be treated as a 10-0 win/loss.

2.3 Time Stoppage: The clock may be stopped at SoFive's staff discretion.

2.3.1 Goal Differential: The clock will be stopped when the ball goes out of play in the last minute of the second half only if the game is tied, or there is a one or two-goal differential on the scoreboard.

3. Standings & Season Finals

3.1 Team standings will be based on the following point system:

Win	Tie	Loss
3	1	0

- a.) Points
- b.) Goal Difference
- c.) Wins
- d.) Goals For

3.2 Playout format

	Semi Final	Final
4 Team League	Week 7 (1v4 and 2v3) - Full Match.	Full game final and consolation week 8
6 Team League	Week 8 (1v4 and 2v3) 25-minute match.	Winners will play the final, losing teams will play for 3rd place. 25-minute final. All other teams will play a consolation game(50 min match).
8 Team League	Week 8 (1v4, 2v3 and 5v8, 6v7) 25-minute match.	winners play winners and losers vs. losers in another 25-minute game.
10 Team League	Week 8 (1v4, 2v3 and 5v8, 6v7) 25-minute match. 9v10 will play a full 50 min consolidation match.	winners play winners and losers vs. losers in another 25-minute game.

3.3

In the event a game is cancelled due to circumstances beyond our control (including, but not limited to, severe weather, facility closures, or other unforeseen issues), every effort will be made to provide an alternative reschedule date. Teams will be notified as soon as possible regarding any changes to the schedule. If a reschedule cannot be accommodated and the teams are unable to complete the match, the result will be officially recorded as a 1–1 tie.

4. Equipment

4.1 All players must wear indoor shoes or sneakers.* No molded cleats or studded cleats will be allowed. See the picture below:



4.2 Uniform: In case of conflict of uniform color, the home team will be responsible for changing and/or wearing pinnies. In addition, both teams are responsible for bringing a game ball.

5. Field of Play

5.1 Players Box: Only team players that are officially on the roster are permitted to be in the coaches box, or the bench area.

5.2 No Alcohol, food, or gum is allowed in the player's bench area.

6. Start and Stop of Play

6.1. Kick-off: On kick-off, the ball may be played forward or backward. The home team will kick off at the start of the game. No direct goal is possible from the kickoff.

6.2 On a free kick or kick-in, the attacking team may take the kick as soon as the ball has been spotted at the correct place on the field and the ball has come to a complete

stop. The game only has to be continued with a whistle, when the attacking team requests a wall being set by the referee or when an individual penalty (yellow or red card) has been given. All free kicks are direct.

6.3 Drop-ball: If the ball gets jammed or lodged between players against the boards, if the game had to be stopped for an injury or if the referee cannot determine possession after a restart, the referee may award a drop ball at his/her discretion.

6.3.1 Drop-ball: If the following occurs during a match, the referee will award a drop ball at his/her discretion:

6.3.1.1 Ball gets jammed or lodged between players against the boards.

6.3.1.2 Stoppage in case of an injury.

6.3.1.3 If the referee cannot determine possession after a restart

7. The Referee

7.1 Enforces SoFive's Rules;

7.2 Maintains control of the match by warning, penalizing, cautioning, and ejecting players.

7.3 Protests will not be allowed on a referee's decision.

NOTE: The referees at SoFive do the very best they can. Due to the nature of the game, speed of the game, angles, etc., they will miss some calls. It's inevitable. They do not need any verbal or physical abuse from the players, coaches, or fans. If you wish to report an issue please fill out an incident report at the front desk.*

8. Fouls & Misconduct

All calls are at the discretion of the referee.

8.1. Kicking: Inadvertently kicks an opponent while attempting to strike the ball.

8.2. Tripping: Inadvertently trips an opponent while attempting to play the ball.

8.3. Jumping: Jumps at an opponent.

8.4. Striking: Strikes an opponent.

8.5. Charging: Inadvertently charges into an opponent while attempting to play the ball.

8.6. Pushing: Pushes a player in an attempt to prevent them from getting to the ball.

8.7. Charging the Goalkeeper: Charging into the goalkeeper.

8.8. Dangerous Play: Playing in such a manner as to be out of control. This also includes, at the referee's discretion, attempts to play the ball by leaving their feet without landing back on their feet.

8.9. Holding: Holds an opponent to prevent them from playing the ball or defending.

8.10. Handball: Intentionally plays the ball with the hand and gains control or an advantage from the handball.

8.11. Obstructing: When not playing the ball, intentionally obstructs an opponent by standing between the opponent and the ball so as to form an obstacle. Obstruction is not called when a player has a ball and is shielding so as to prevent an opposing player from stealing the ball or if the ball is kicked down

8.12 Sliding: Field players may not slide tackle. Intentional slide tackling will result in a free-kick and a yellow card with a two (2) minute penalty against the offending player.

8.13. Playing on the ground: Playing on the ground is not allowed. Playing on the ground is considered creating three points of contact with the ground, and attempting to play the ball.

8.14 Goalkeeper: Slide tackling is legal by the goalkeeper only and must be initiated from within the penalty area. Outside the penalty box, the goalkeeper becomes an additional field player and may not slide tackle. If the goalkeeper begins a slide inside the box (allowed) and as a result of their slide goes outside the box they will be called for a foul. Violations will result in a yellow card (2-minute penalty) and a free kick for the opposing team from the point of the foul. A field player will be designated by the coach or the team captain to serve the yellow card (2-minute) penalty in place of the goalkeeper.

8.14.2 Back Pass rule: If a goalkeeper picks up the ball after an intentional backpass from a teammate, the attacking team gets awarded a direct free kick from the penalty spot. A wall can be set by the defending team. Assessment of the player's intention is incumbent upon the referee's discretion.

8.15 Illegal Substitution: Players are allowed to substitute on the fly as the game is in progress. The player must be off the field before the substitute comes on. If either of the players interfere with the game, the team is given a yellow card, coming with a two minute suspension.

9. Ball In/Out of Play

9.1 All kicks, except kick-off are direct and may result in a goal.

9.2 On a free kick or kick-in, the attacking team may take the kick as soon as the ball has been spotted at the correct place on the field and is still.

9.3. Corner Kick: When the ball hits the netting over the end perimeter wall between the corner marks having last been played by a player on the defending team, play shall be restarted with a corner kick. The ball will be placed on the corner spot nearest the point where the ball made contact with the netting.

9.5 Out of Bounds: The ball is out of play when it touches the netting above the perimeter wall or goes completely over the wall.

9.6 Kick In: When the ball passes over the perimeter wall or the side netting, it shall be kicked in from the point where it passed over the wall or hit the netting and within 3 feet of the wall. The ball shall be in play immediately after it has clearly moved.

9.7 Ceiling Out of Bounds: The ball is out of play when it makes contact with the ceiling. It is then placed on the nearest spot where the ball touches the net. If the ball hits the top netting, from a vertical extension of the penalty box, and the ball was last touched by the defending team, the game will restart with a corner kick. This same rule will apply if the ball touches the netting behind the goal frame.

9.8: The goalkeeper may not directly punt the ball. The ball must bounce twice after being released from the keepers hands, before the ball can be played.

10. Yellow & Red Card Penalties

A player who commits any following offenses will be penalized by the referee issuing a yellow card. This is a two-minute penalty. Any player receiving any other time penalties after a yellow card will be issued a red card and ejected from the game.

	Yellow Card	Red Card
Duration	2 minutes	5 minutes
Individual Foul	Serves duration off-field (excludes goalkeeper)	Direct Sendoff. Player must leave the bench area

10.1 GK Obstruction: Obstruction of goalkeeper as they attempt to distribute the ball.

10.2 Intentionally Distracting: Making loud noises or actions to distract opponents.

10.3 GK Protection: Kicking or striking the goalkeeper while the keeper has possession of the ball.

10.4 Encroachment: When a free kick, kick-in or kick-off is being taken, the defending team, without summons from the referee, must take a position at least three (3) yards from the ball.

10.5 Failure to leave Field: If a player does not immediately leave the field after receiving a yellow card, they may receive a second yellow card, which will be accompanied by a red card.

10.6 Unsporting behavior: Multiple slide tackles/slides, boarding, rough play, taunting (by word or action).

10.7 Dissent by word or action.

10.8 Persistent Infringements.

10.9 Delaying the restart of play: Failing to respect the required distance when restarting.

10.10 Aggravated Manner: Commits any fouls described in section 11.1 intentionally or in an aggravated manner.

10.11 DOGSO: Denying the opposing team a goal or clear goal scoring opportunity by deliberately handling the ball.

10.12 Denying the opposing team a goal or clear goal scoring opportunity by committing an offense that would warrant a free kick or penalty kick.

10.13 Boarding: Propels an opponent into the boards in a violent manner. A trip that inadvertently causes a player to make contact with the boards may not result in a yellow card.

10.14 Sliding: Any slide, whether offensive or defensive, where a player slides toward the ball or another player in an attempt to gain possession or kick the ball is not allowed. This also applies to a goalkeeper who slides outside the box. The goalkeeper must stay within the box during the slide at all times.

10.15 Unsporting behavior: includes the following:

10.15.1 Persistent Infringement: Persistent Disregard of the rules

10.15.2 Dissent: Any type of dissent of word and action towards the referee's decisions.

10.15.3 Taunting: Taunting opponents, instigating confrontation.

10.15.4 Encouraging Harm: Encouraging players by word or actual to harm or retaliate against opponents.

11. Red card Penalties: Red cards are issued for the following infractions followed by ejection from the game. Player removal from the facility will be at SoFive's staff discretion. The Team will play short for five (5) minutes. Any player refusing to leave after being asked by the person in charge, whether it is a referee or office personnel, may result in the police being called and a complaint filed.

11.1 Violent conduct: Fighting, provoking a fight, striking or hitting an opponent with or without an object, spitting at an opponent, violent kicks in retaliation for a perceived foul. Serious foul play.

11.2 Card Accumulation: Receiving two (2) yellow cards or any card after a yellow will be punished with a red card.

11.3 Referee Abuse: Any abuse of the referee whether verbal or physical. Verbal abuse may be defined as, but is not limited to, swearing at or threatening a referee, or disputing a call in an overly aggressive manner, in an attempt to intimidate the referee.

12 Red-carded players will not be allowed to play that night in any other league and players may be suspended for the next game. A player receiving two red cards may be suspended for the next season with the possible expulsion from the facility. This decision is under the jurisdiction of the Disciplinary Committee at SoFive Winter Park.*

The front desk staff are there for the purpose of serving our customers, taking registrations and payments. Any complaints regarding schedules, the result of a game, referees, etc must be taken up with the Office Staff. Please email winterpark@sofive.com to do so.