



# **The Rules of Officiating Indoor Soccer**

**Ferris State University 2015**

# The Role of the Official

The decisions of the referee regarding facts connected with play are final.

Those facts include whether a goal has been scored or not and the result of the match.

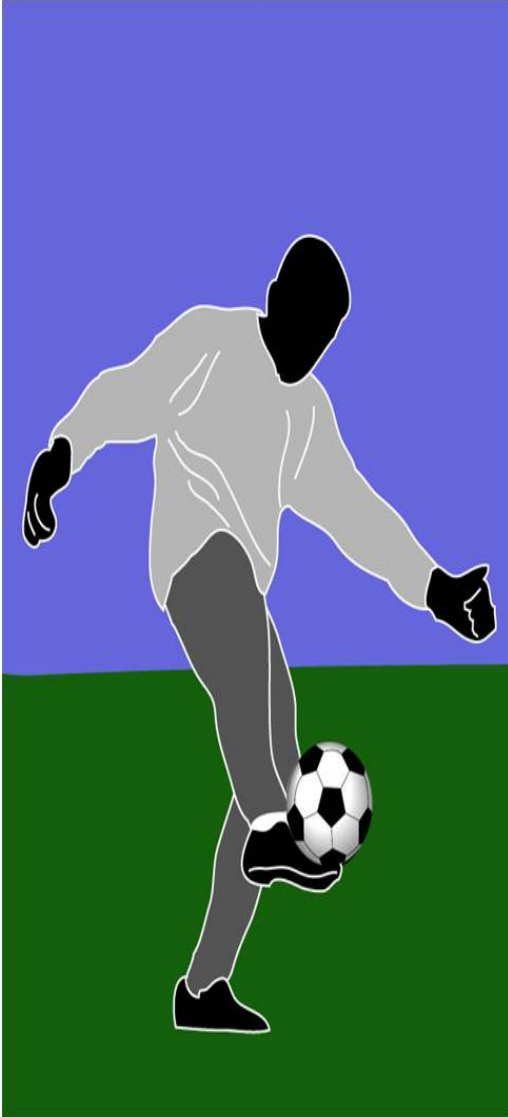


# General Rules



- WINK Arena – Rubber Room
- 2 - 20 min halves
- Teams do NOT have Time Outs
- Clock stops for injuries or for Officials Time Outs
- 5 players
- 1 must be the keeper
- 3 minimum to play
- CoRec: 3/2, 2/2, or 2/1 cannot have more than 3 of either

# General Rules



- There is NO OFFSIDES in IM Soccer
- Mercy Rule: 10 at 5. If a team is ahead by 10 or more goals with 5 minutes or less remaining, the game will be ruled a victory for the team in lead.
- Regular season games that end in a tie will remain a tie
- Playoffs:  
5 min O.T.  
First team to score is WINNER
- Still tied: Shootout  
4 players will kick  
Coin flip will determine who kicks 1st  
CoRec – must be 2/2  
Repeat Shootouts until there is a WINNER

# Eligibility



- Ferris State students, faculty and staff
- NO ID = NO PLAY
- Current Varsity Soccer players CAN NOT play.
- Only 2 club players per team is allowed

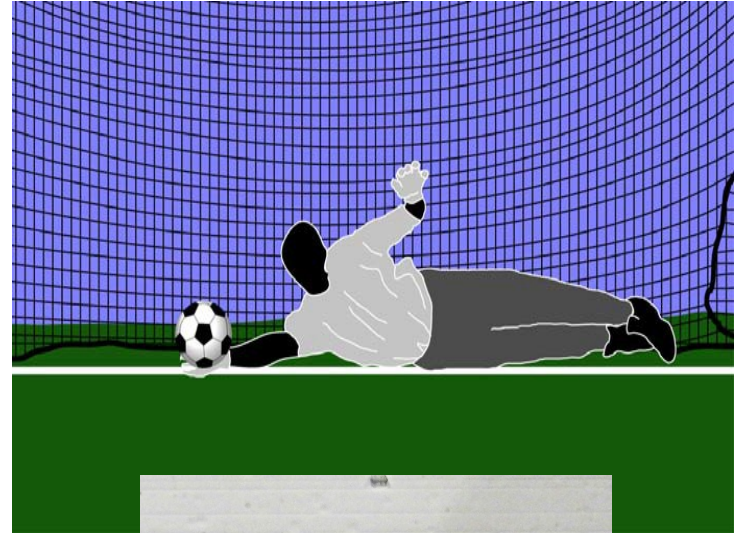
# Equipment and Subs



- No Jewelry!
- Proper athletic attire
- Soccer Balls and pinnies will be provided by IM dept.
- Shin guards are **HIGHLY** recommended.
- Officials will determine legality of all equipment
- Subs: Free substitution is allowed as long as the substituting team does not gain an unfair advantage.

# The Goal Keeper and Goal Area

- The keepers may use their hands only within the penalty area
- Goalie has 6 sec to put ball back in play
- CoRec: A male must play keeper for one half and female the other.
- Fouls inside this area by the defense result in a penalty kick
- Goal kicks & in the Box violations come from here



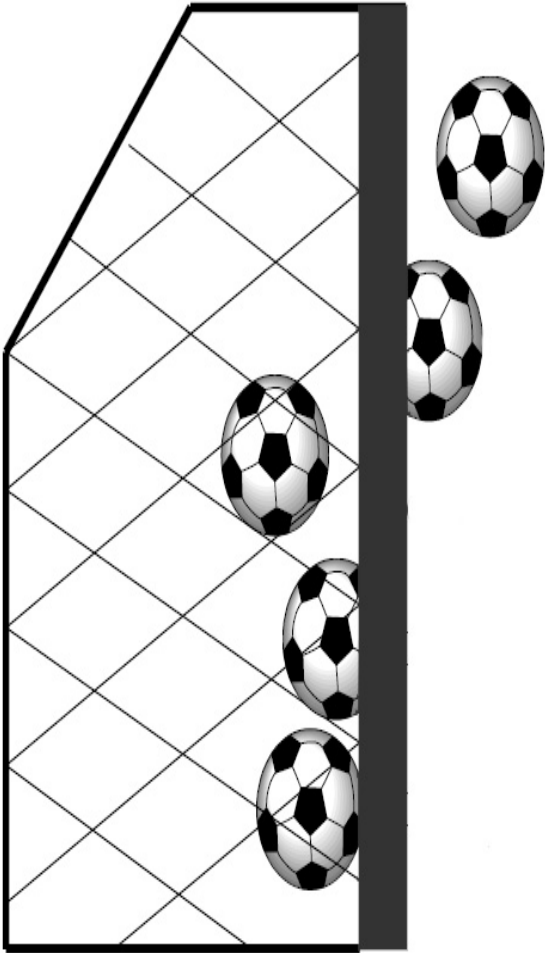
# Kickoff Procedure



- Coin toss will determine which team kicks off
- Start of the game and after each goal
- Start of second half
  - By team that did not kick-off in first half (teams switch sides)
- Start of overtime period
- **A goal may be scored directly from the kickoff**
- Head official makes sure:
  - Goalies on both sides are ready
  - The other officials are ready
  - The time keeper is ready
- All players must be on their side of the court.  
Defensive players must be at least 5 yards away from the kick off point
- The Lead official will blow the whistle to start play
- Ball must be kicked forward for the ball to be in play



# Scoring a Goal



- All of the ball must cross all of the line
- The Lead official or the Referee will declare a valid goal
- There must have been no violations by the offense
- Goals cannot be scored on an indirect kick

# Calling Out Of Bounds



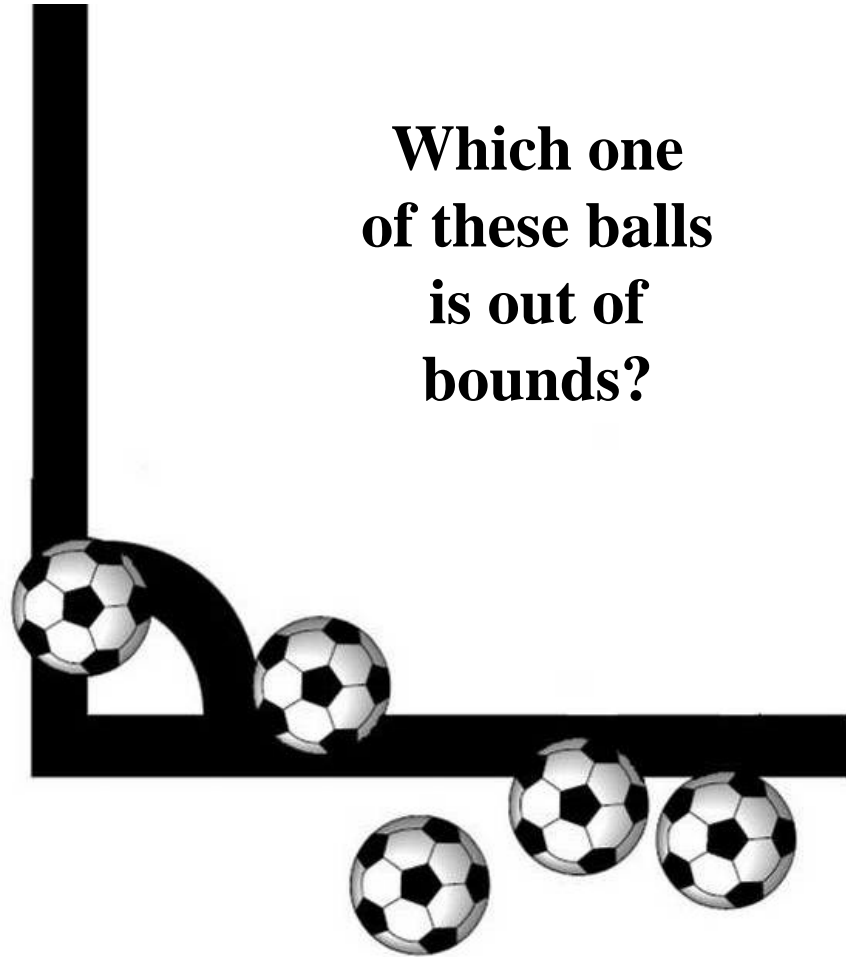
**Directional  
Signal**

- Every time the ball goes out of bounds the closest official will sharply blow their whistle and signal the direction of possession
- The Referees are responsible for their whole side line
- The Referees will take their half of the field and their endline

# All of the Ball Must Cross all of the Line

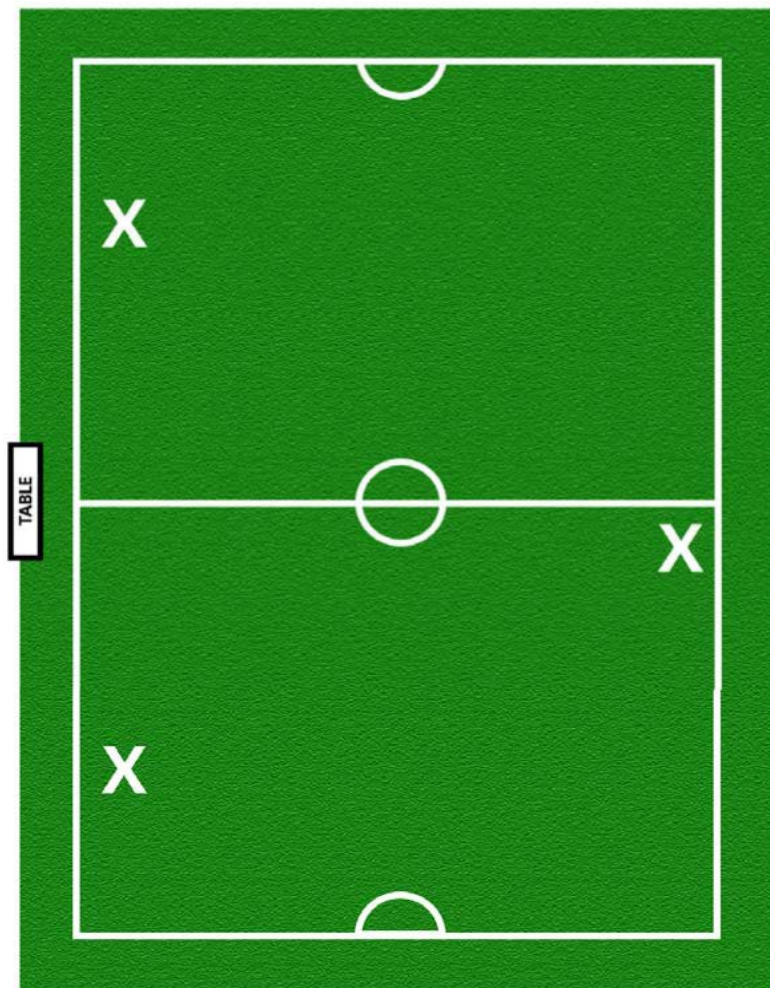
The official who is responsible for the line must be **on the** line to make the call.

Which one of these balls is out of bounds?

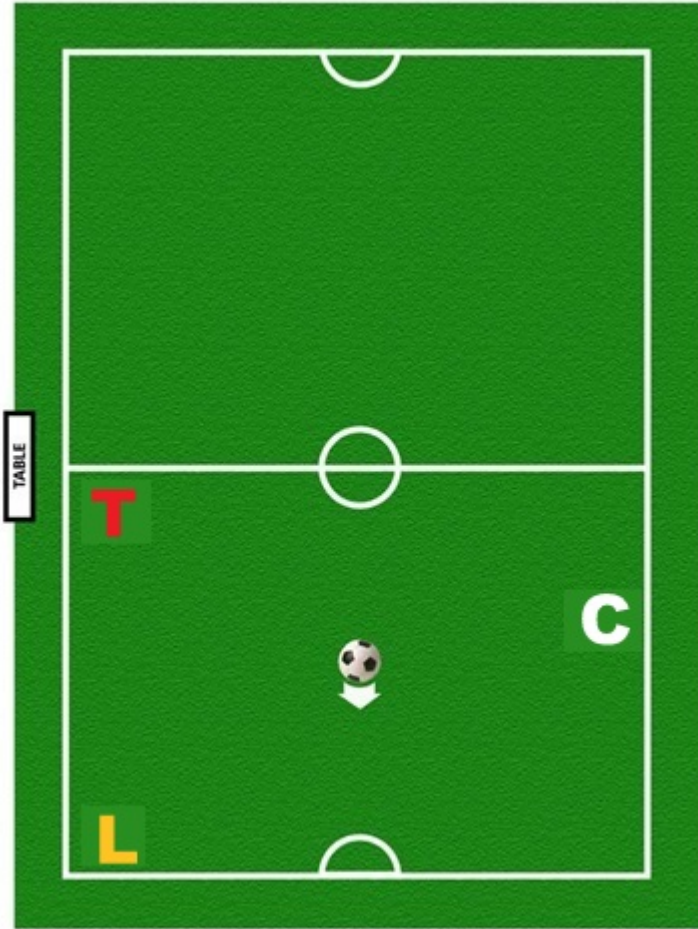


# Basic Referee Positioning

- The officials should remain in the form of a wide triangle
- The officials should try and keep all the players within the triangle
- Any official can call any foul they clearly see, but the nearest official to the play should usually make the call
- Ref positioning is exactly like basketball (Lead, Center, and Trail)

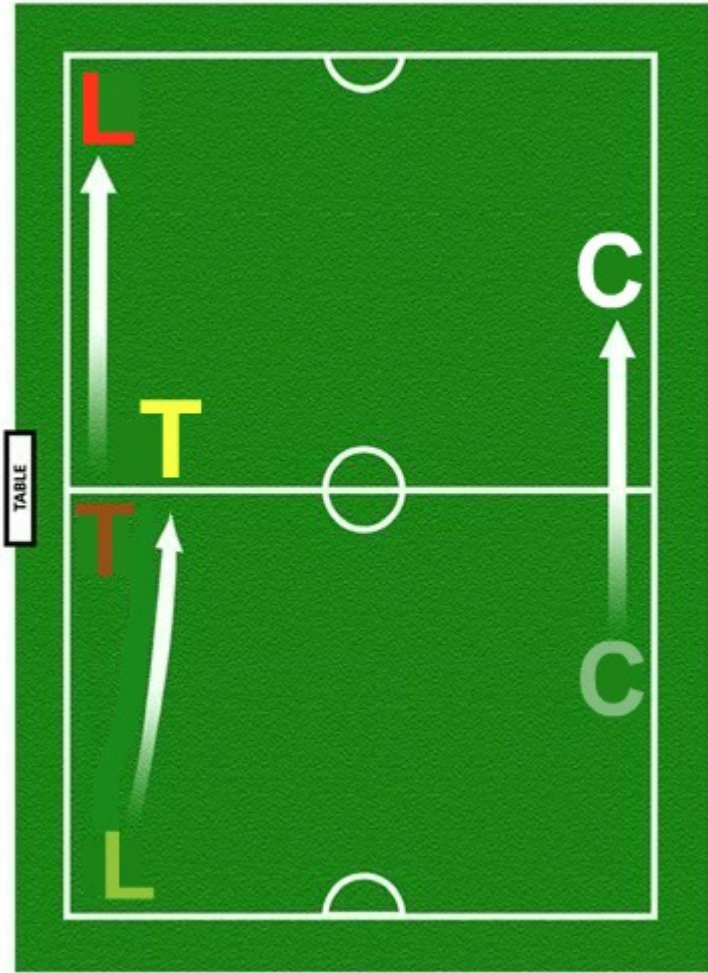


# Transition Positioning



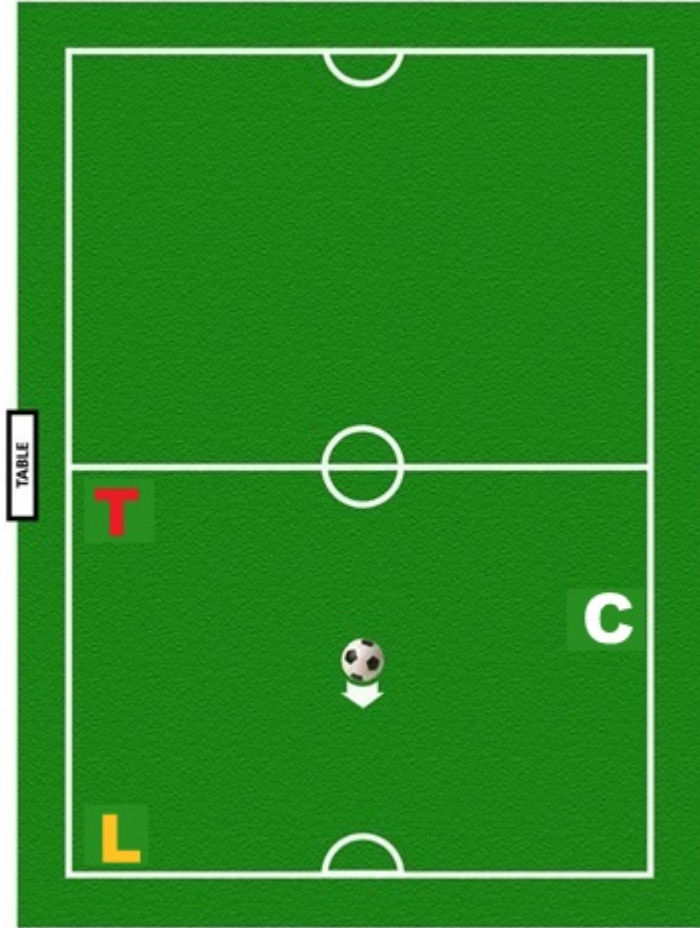
- Keep all players within the triangle – Lead, Center, & Trail.
- Center official (the one opposite the score table) stays with the **BALL** as it moves up the field
- Lead official can never be beaten to the goal line.

# Transitioning



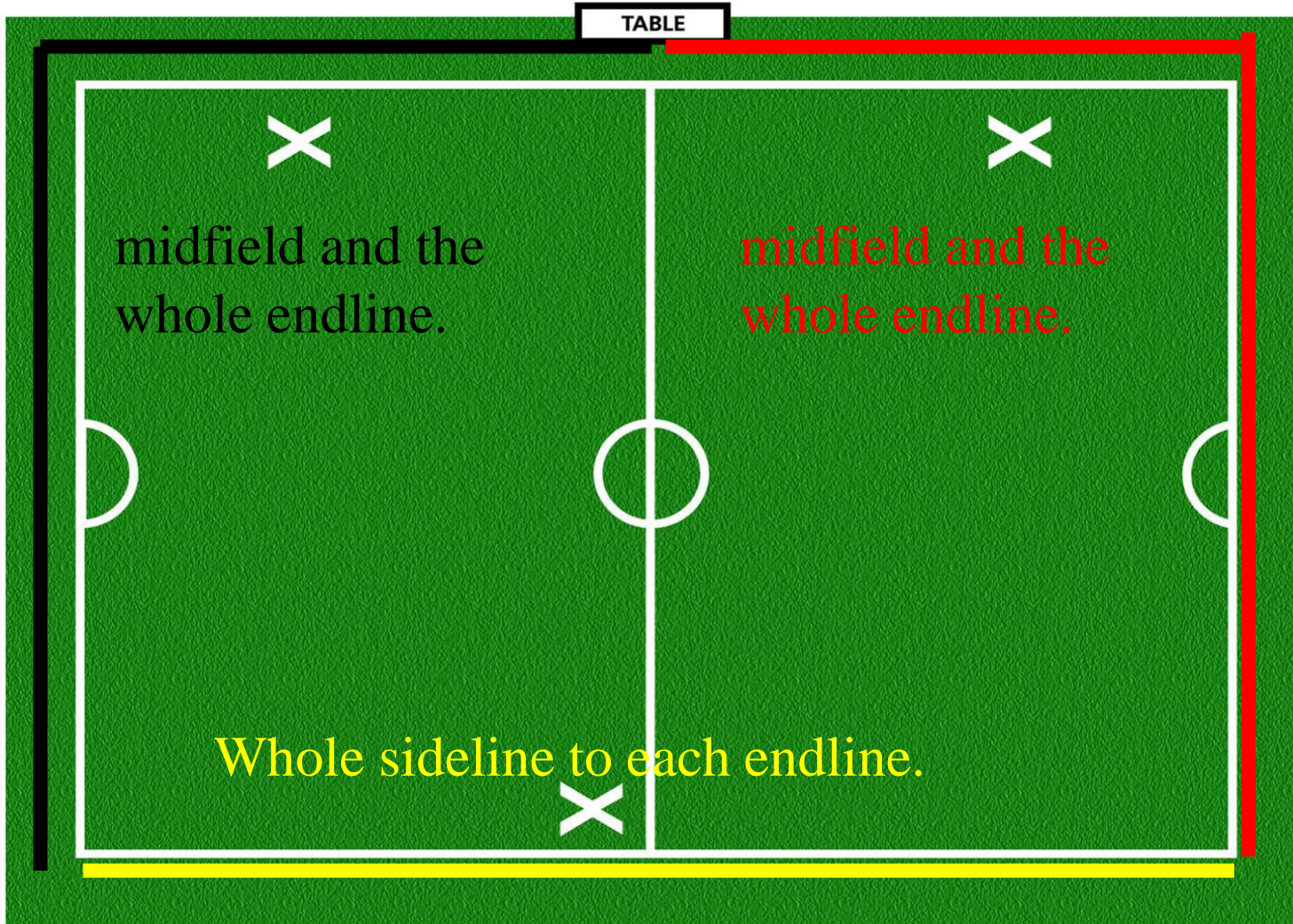
- Anticipate the play
- Always be fighting for the best angle
- The 2 table side officials should never get beat to the endline
- Hustle to the proper position but don't rush

# Proper Positioning



- When the ball is established in one half of the field all 3 officials should be focused on the play.
- The farthest official providing off the ball coverage.

# Line Responsibilities



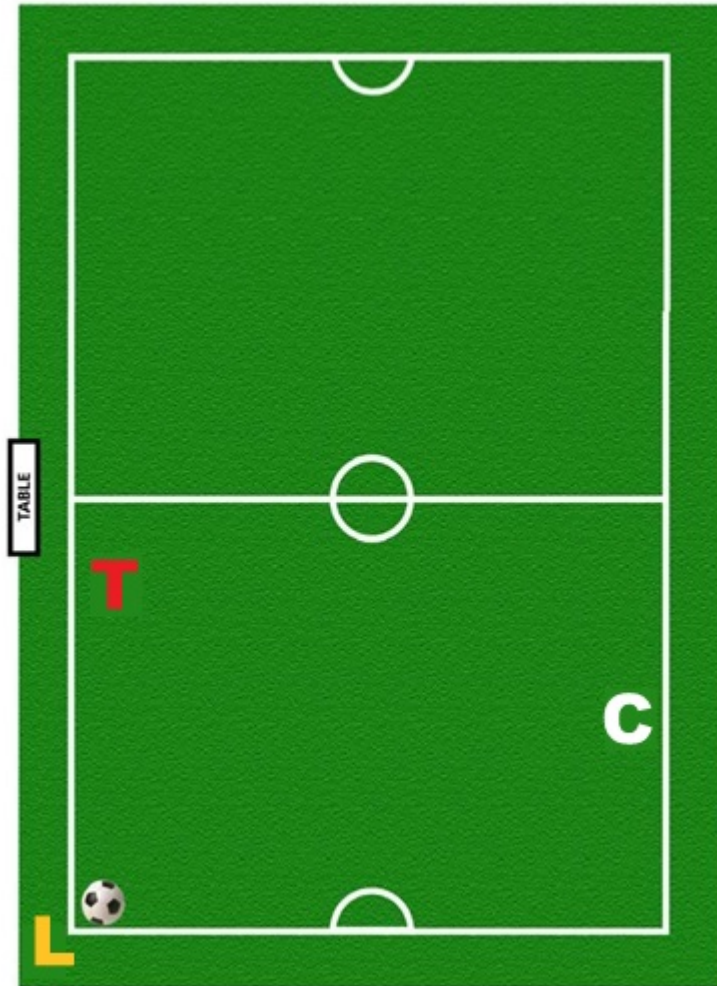


# Goal Kicks



- Awarded when the ball crossed the endline, either on the ground or in the air and was last touched by a **OFFENSIVE** player.
- The ball is placed anywhere within the goal area.
- The player taking the kick can not retouch the ball until another player has touched it.

# Corner Kicks: Official's Positions



- Awarded when the ball crossed the endline, either on the ground or in the air and was last touched by a DEFENSIVE player.
- All 3 officials should be on the ball side of the field
- The official farthest away from the ball should watch for fouls on a crossed ball

# Corner Kick Administration



- Lead or the Center official will be out of bounds off the endline till the ball is played
- Back players off to 10 yards
- Make sure the ball is on the ground near the corner of the field
- Regulate the action closest to you when the kick is taken
- A goal may be scored **DIRECTLY** from a corner kick

# Slide tackling and/or Sliding

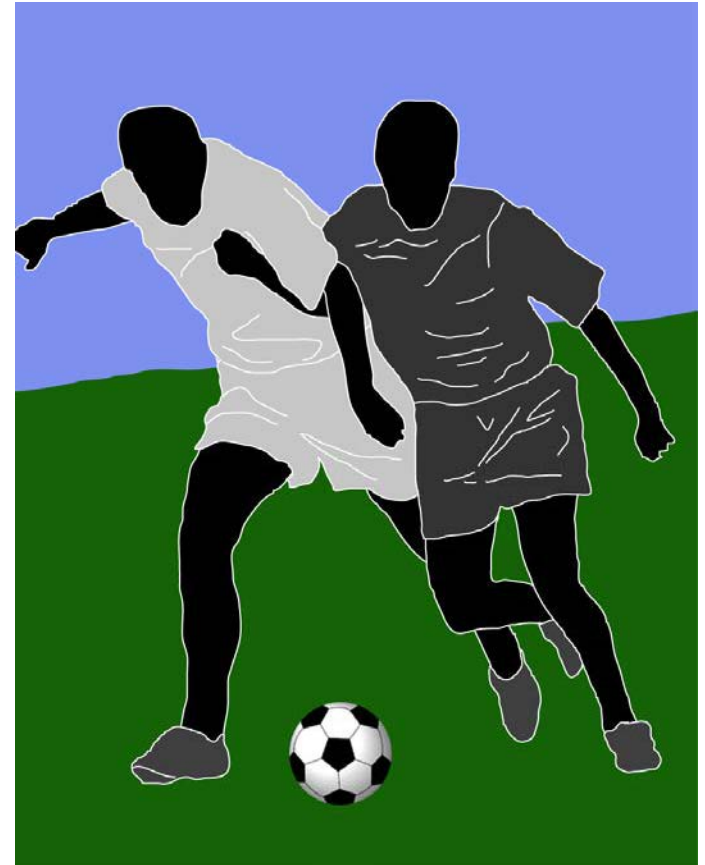


## There is no sliding or slide tackling!!!

- If the slide occurs in open space and no other players near =OK
- Any players within 5 yards of the slider = Auto Yellow Card and direct free kick
- Our officials must be ruthless in our enforcement
- Award a penalty kick for slides in the Box

# Regulating Contact

- Officials must be proactive in calling and regulating contact before it leads to problems.
- Players must play the ball and not the player.
- Anytime a player moves their arms to ward off an opponent the official may call a foul.



Be vocal and preventative

# Direct Kicks



- Goals may be scored directly from a Direct Free Kick
- Most fouls are Direct Kicks (the “-ing” cheat)
- The official will point the direction of the kick and the spot of the foul
- Direct kicks in the box equal a penalty kick

# Direct Kicks= “ing”



- Kicking or striking an opponent
- Jumping at or tripping an opponent
- Charging a player in possession of the ball
- Holding, pushing, or impeding an opponent
- Hand Ball (Handling)

# Indirect Kicks

- Goals **may not** be scored from an Indirect Kick
- All kick-ins are indirect
- Called for: dangerous kicks, dangerous play, charging a player not in possession of the ball, Interfering with goalkeeper, and goal keeper holding ball longer than 6 seconds
- The official will leave his hand in the air till the ball touches another player.



**All officials will raise their arm to signal that a goal cannot be scored till it is touched by another player**



# Dangerous Kicks



**The safety of our players is the #1 job of an official.**

- Players may not endanger other players
- A player cannot raise their foot towards a player's head
- A player cannot lower their head towards a player's foot
- Dangerous Kicks are indirect fouls

# Bicycle Kicks



**As depicted this would be a safe kick.**

- Bicycle kicks are allowed provided the kick is not dangerous to other players.
- This means that no one can be in the area when the attempt is made.
- If the kick is dangerous; a yellow card or red should be considered.

# *RED and YELLOW CARDS*



# Yellow Cards

Yellow cards are used to regulate unsporting conduct, sliding, and dissent, among other issues.

Yellow cards are a way that an official cautions a player that their behavior is unacceptable.

A second yellow card will be disqualification



# Cautionary Yellow Card

- Unsporting Behavior
- Dissent by word or action
- Persistently infringes the laws
- Tactical Foul
- Delays a restart
- Encroaches on a restart
- Enters the field without Official's permission
- Sliding



# Red Cards



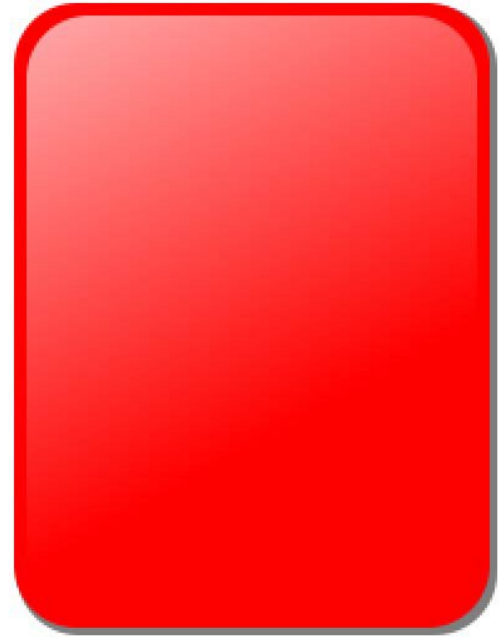
Red cards are a tool that officials have to regulate a match.

Red cards automatically signal the ejection of the carded player.

The player will be ejected from the facility and serve at least an automatic one game suspension.

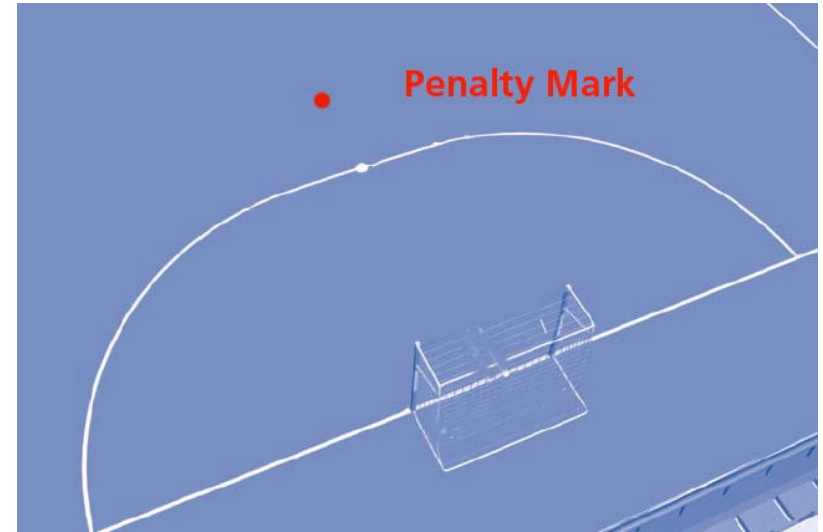
# Misconduct and Sending Off

- Severe foul
- Violent Conduct
- Spitting at ...
- Handling the ball to stop a goal
- Fouling to stop a goal
- Abusive language or acts
- 2<sup>nd</sup> Caution



# Penalty Kicks

- 12 yards from the goal
- Non-kickers must remain 10 yards away
- The keeper must have their toes on the line till the ball is kicked
- The ball is live after it is kicked
- The kicker must wait for the whistle
- CoRec: person taking the kick must be the same gender as the goalie



**Penalty kicks are given for defensive fouls in the box, and to decide games tied at the end of regulation.**