

Tucson Soccer Center Rules

Rule

Pitch and equipment

- The ball is a size 5 futsal football, the same size as is used in the full 11-a-side game but with a reduced bounce similar to a standard futsal ball.

Game duration

- Games will be a total of 48 minutes long, being divided into two equal 24-minute halves. Teams will change ends at half time.
- Half time will be no longer than 5 minutes.
- In the event that teams arrive late, the duration of the game will be adjusted at the referees discretion. Teams arriving more than 20 minutes late will forfeit the game.
- Teams must have at least 4 players to start. If players are arriving late, it is at the referees discretion to start the game late.

Clothing / Attire

- Suitable **footwear** must be worn at all times. For our pitches, blades and long-studded boots are not appropriate. Tennis shoes, indoor shoes, and artificial turf shoes are appropriate.
- All players must wear a **shirt** at all times and teams must make every attempt to ensure that all outfield players play in similar colours. Players must wear bibs where available and instructed by the referee.
- For the safety of all players, all items of **jewellery** should be removed before entering the field of play, including watches. It is not required that players wear **shinguards**, however is encouraged.
- Where not addressed specifically in these rules, judgements over the suitability of player's equipment are at the discretion of the referee. Players who refuse to remove jewellery, have inappropriate footwear, or are wearing attire that is not, in the referee's view suitable, will be asked to leave the field of play.

Kick-off

- One team kicks off play for the first half, with the other team kicking off the second half. The referee will determine who takes the initial kick-off, either by coin toss or by a pre-determined schedule.
- All players must be inside their own half for kick-off with the non-kicking players at least 6 feet from the ball. The ball must be played forward and may not be touched again by the taker until kicked by another player. Players **may shoot, and score, directly from the kick-off.**

- After a goal has been scored, play will be restarted by the opposing team taking a kick-off from the centre spot.

Goalkeeper

- The goalkeeper is the only player on the field permitted to handle the ball and may do so, **only within the goalkeepers area.**
- The goalkeeper is **permitted to leave the goalkeepers area.**
- Opposing players are permitted to enter the goalkeepers area.
- Goalkeepers **are permitted to distribute the ball beyond the half line.** Throwing underhand and kicking are acceptable, however the ball may not be played overhead. Playing overhead will result in possession being given to the opposing teams goalkeeper.

Pass backs

- A player who has received the ball from the goalkeeper **may pass it straight back to that player.**
- The goalkeeper may not handle the ball if it is passed back from a teammate.
- When a goalkeeper picks up the ball in their own penalty box using their hands after it has been passed directly to them by a teammate, this will result in an **indirect free kick** placed slightly outside of the goalkeeper's area.

Penalties

- In absence of there being a penalty spot, penalty kicks will be taken from the top of the goalkeeper area.
- The **goalkeeper must be standing on the line** when a penalty is taken.
- All other players must be **outside of the goalkeeper area** until the ball is struck.
- The penalty taker must be identified to the referee before the penalty is taken. The penalty taker is allowed **one step before striking** the ball.
- Where either side has breached these rules to their advantage, the penalty will be re-taken.

Area

- Outfield players are **allowed to enter either goalkeeper's area.**
- The goalkeeper can only handle the ball within the goalkeeper's area. However they may not dribble the ball from outside of the area and then handle it. A penalty kick will be awarded if this occurs.

Substitutions

- **Substitutions may be made "on the fly"**. The player must fully exit the field before a new player may sub on.
- The referee must be notified before any change of goalkeeper takes place.
- All substitutes must stand outside the field of play by the access gate.

Head height rule

- **The ball may not go over head height intentionally.** Head height is typically deemed to be the height of the tallest person on the field but shall be subject to the judgement of the referee in all cases. Where the ball goes over head height intentionally, an indirect free-kick will be awarded against the player who last made contact with the ball, from the position that they made contact.
- Intention of playing overhead will be made at the referees discretion.
- Headers are allowed, provided that they occur within the above rules.

Use of Barriers (where applicable)

- Players **must not hold on to the barriers** in order to gain advantage. **Aggressive play against the barrier will not be permitted.**
- Minimal contact should be used against other players against the barriers.
- Where a player retrieves a ball from the corner, they will be allowed to take the ball out unhindered by the opposition. Defensive player will be cued by the referee (5 second countdown) to take one full step away from the player in the corner before resuming play.
- Players in possession of the ball will not be permitted to use the corner as a time-wasting tactic.
- These rulings are made at the referees discretion.

Ball out of play

- Whilst within the perimeter of the court, the ball is not out of bounds. In the event that the ball leaves the perimeter (other than being kicked over head-height, where such restrictions apply), play shall be restarted with a kick awarded to the appropriate team. This kick is indirect and opponents must be at least 6 feet from the ball.
- The ball is considered out of bounds if it touches the top perimeter or nets, and will be played from wherever this occurs.
- **No corner kicks will be taken.** If the ball hits the back net it will result in a goal kick, regardless of the team that the ball last contacted.

Fair Play

- For the safety of all players, **slide tackles are not allowed.**
- Violent and aggressive play; unsporting behaviour; and foul and abusive language will not be tolerated. Players exhibiting such behaviour will be penalized by the referee.
- The referee may punish infringements with a yellow or red card. A **yellow card will result in the player being sin-binned** for two minutes, in which time they may not be replaced by another player. The sin-binned

player may only re-enter the field of play when the referee indicates they may do so. The referee may extend the sin-bin in the event of continued dissent.

- Yellow cards may be given in the event of repeat fouling, at the referees discretion.
- Where a player is given a **red card, they must leave the facility immediately** and may play no further part in the game. They may not be replaced by another player.
- In the event of persistent or extreme abuse or bad behaviour, the referee has the power to abandon the game which may result in the disqualification of one or both teams from the competition.
- **If deemed appropriate by the facility owners**, red cards may be subject investigation resulting in match bans, fines, or life-time bans.

Free Kicks

- Players must retreat at least 6 feet away from where the ball is kicked, for any free-kick.
- If a free-kick is awarded within 6 feet of the edge of the area, it should be moved back so that it is 6 feet from the edge of the area, allowing a defensive wall to form in front.
- Failure to retreat the required distance, or **in the event of dissent, the kick may be moved forward** by 3 feet. The ball may be moved forward as many times as is necessary where repeated failure to retreat or dissent is shown. If, in moving the kick forward, it would be within the area a penalty-kick may be awarded instead.

Indirect free kicks:

- Ball played over head height intentionally.
- Out of bounds has occurred.
- Ball hits overhead structures/ceilings.
- Pass backs from a teammate that is picked up by the goalkeeper.

Direct free kicks:

- Kicking, tripping, charging, striking, holding or pushing an opponent.
- Slide tackles.
- Impeding an opponent
- Handling the ball.
- Holding the barrier to gain an advantage.
- Not allowing a player out of the corner
- Using the corner as a time-wasting tactic.

Mercy Rules and Scoring

- In the event that a team takes a lead by 15 goals, the mercy rule will take effect and the team leading wins the match (with the final score remaining as is).
- When the mercy rule is implemented, players may remain on the field to continue the remainder of the game duration if both sides wish to do so. Score will no longer be taken into consideration at this point.
- Goals are worth one point, regardless of the gender of the goal scorer.
- The whole of the ball must cross the whole of the line to be considered a goal.

Interpretation of Rules

- As previously stated throughout the text, the interpretation of these rules is first and foremost **at the discretion of referee.**
- Rules will be enforced as written throughout the text. If rule changes are deemed necessary, the text will be revised and notification of these changes will be provided to all participants.

Rosters & Guest Players

- Roster must be submitted two weeks before the start of the season.
- Players not listed on the roster, without a waiver on file, and not deemed active players within regular season, will not be permitted to participate in playoff or Final matches.
- Player that are registered for a team **may guest play for another team.** However they must pay the standard 'guest player fee' before participating in the match.
- Players that are not registered for a team must first sign a waiver and pay a standard 'guest player fee' before participating in the match.

Rescheduled & Forfeited Matches

- Teams that are aware they will not have enough players should notify Tucson Soccer Center **at least two days prior** to their game. Tucson Soccer Center will make every attempt possible to reschedule the game at the convenience of the greatest number of players.
- If a team does not provide two days notice before forfeiting a match, they will be subject to a 'late cancellation fee'.
- Teams that have forfeited a match must pay the 'late cancellation fee' before they will be permitted to play their next game.
- Teams that forfeit **three matches in the same season** will be removed from the schedule without reimbursement.

Pickup Rules

- Pickup games will be played in a 'King of the Court' style, meaning that the team that scores first will stay on the field and the other team will leave the field.
- Teams must be wearing matching shirts or pinnies. Once a team of 5 players has been gathered, they may enter the rotation by simply

placing a matching pinnie on the net near the field entrance. Teams will be allowed to enter the field in the order of the pinnies placed on the net.

- Teams will have 5 minutes to score. If neither team can score, both teams will leave the field and enter the back of the rotation again.
- Teams may be rearranged as frequently as the players wish. However each team must identify their 5 players before entering the rotation. If all 5 players are not present at the field entrance at the time of field change, the next available team in rotation will be selected to take their place.

*Tucson Soccer Center is first and foremost committed to creating a safe and fun environment for players of all skill levels and ages to thrive. With that said, we are open to and invite any suggestions, adaptations, and/or criticism of any of the above rules & regulations. The owners and staff will consider any feedback and apply it if deemed appropriate.