



WCSA ARENA RULES OF PLAY

2024/25 SOCCER YEAR

THE GAME

- A. Each game will consist of two (2) twenty (20) minutes halves with a two (2) minute halftime. Teams will only play one (1) game per night. Teams will switch sides at the end of the half. The team on the AWAY side will kick-off to start. WCSA officials have the right to shorten a game for arena scheduling purposes, injuries, etc., as deemed necessary.
- B. Slide tackling is not permitted during indoor play. The result is a direct free kick by the offended team. If the slide tackle occurs in the penalty area, a penalty kick will be awarded. A slide tackle is defined as sliding with one or both feet to dispossess the opponent.
- C. Sliding to play the ball is permitted. If another player is in the proximity of the ball, this may be determined by the referee as a slide tackle and will result in a direct free kick by the offended team.
- D. U12 and under (NO HEADING): When a player deliberately heads the ball in a game, an indirect free kick will be awarded to the opposing team from the spot of the offense. If the deliberate header occurs within the goal area, the indirect free kick will be taken from the nearest point outside the penalty area. If a player does not deliberately head the ball, play should continue.
- E. The goalkeeper may slide inside the penalty area but may not slide with their feet at the feet of another player.
- F. A player is allowed to place one (1) or two (2) hands on the walls for support. The use of one (1) or two (2) hands on the walls as leverage against an opponent will result in an indirect free kick for the opposing team.
- G. Games are scheduled at forty-five (45) minute intervals. There is no grace period. Teams should be at the arena fifteen (15) minutes prior to the scheduled game time. Teams not ready to play with the minimum number of players (4) will forfeit the game.
- H. Unless otherwise specified, FIFA rules apply.

BALL IN AND OUT OF PLAY/RESTARTS

- A. THREE LINE RULE:** A kicked or thrown ball cannot travel in the air across the three (3) centerlines. The result will be an indirect free kick by the offended team on the centerline closest to the opposing team's goal.
- B. DROP KICKS, PUNTS, AND THROWS:**
1. The goalkeeper must throw or place the ball back on the field and kick it into play within six (6) seconds. The three-line rule applies. Goalkeepers are not permitted to punt or drop kick the ball. If the ball is drop kicked or punted, an indirect free kick will be awarded to the offended team, taken from the nearest point outside the offending team's penalty area, parallel with the goal line from the point of the infraction.
 2. The goalkeeper must be given space to distribute the ball. During goalkeeper distribution, the defending team must be outside the penalty area. The defending team may not encroach upon the goalkeeper while the goalkeeper is distributing within his/her own penalty area.
- C. KICKOFFS:** The team on the visitors' side (AWAY) of the scorer's table will kick off to start the game. Kickoffs may be played in any direction. Defending players must be outside the center circle and not touching it prior to the ball being kicked and moves. Players may not cross the center line prior to the ball being kicked and moves. The ball must be kicked into play within six (6) seconds after the referee blows the whistle for the start of play or an indirect free kick will be awarded to the opposing team.
- D. BALL OUT OF BOUNDS:** If the ball is kicked into the nets above the plexiglass, on top of the wall, or in the overhead nets, it will be kicked (not thrown) back inbounds by the opposing team within six (6) seconds of being placed. This is a direct free kick. The nets on the doors are considered part of the wall and therefore 'in-play.' If the ball hits the ceiling net, it should be placed on the nearest of the three (3) centerlines where it hit the net. If the ball hits the top rail or side net, it should be placed back on the field within the white line next to the wall. If the ball is placed outside the white line, or is moving as it is kicked, an indirect free kick will be awarded to the other team. On all restart kicks, the nearest defender must be at least three (3) paces (i.e. ten (10) feet) away from the ball.
- E. GOAL KICKS:** The ball may be placed anywhere within the goal area and is in play once it is kicked and clearly moves. The opposing team is not allowed in the penalty area until the kick has been taken.
- F. CORNER KICKS:** The ball is placed on the painted red dot and kicked into play. This is a direct free kick.
- G. DROP BALL PROCEDURE:** The ball is dropped for the defending team goalkeeper in their penalty area if, when play was stopped, the ball was in the penalty area or last touched in the penalty area. In all other cases, the referee drops the ball for one player of the team that last had possession of the ball at the position where it was last played. All other players (of both teams) must remain at least 4 m (4.5 yds) from the ball until it is in play. The ball is in play when it touches the ground.

PLAYER EQUIPMENT

- A. SHOES:** All players must wear either athletic or approved indoor soccer shoes. No outdoor style cleats are allowed.
- B. SOCKS:** All players are required to wear socks of the same pattern and color. No mixing of colors or patterns will be permitted. The socks must be one continuous sock, that has not been modified, that covers the foot, ankle, and shin guard in their entirety.
- C. SHIN GUARDS:** All players must wear shin guards made of a suitable material that are age and size appropriate to provide reasonable protection and must be covered entirely by the socks.
- D. SHORTS:** All players are required to wear soccer-style shorts. No lettering or design (other than a company logo) is permitted. If the shorts have drawstrings, the drawstrings must be tucked inside the shorts and remain so throughout the match.
- E. SHIRTS:** Numbered team jerseys will be distributed to all players and are required to be worn. Jerseys may not be altered. The only exception is if the entire team wishes to add the player's names to the back of the jerseys. Sleeves may not be rolled, cut off, or tied. Jerseys must be tucked into a player's shorts when they enter the field if the jersey is longer than the length of their soccer-style shorts. A player will be given one (1) verbal warning to tuck their jersey into their shorts. After the first warning the player may be given a blue card, a (2) minute penalty, and will not be permitted to play until the player is dressed appropriately.
- WCSA will provide pinnies for teams to wear during play if there are duplicate team colors.
- Players will not be allowed to take the field until they are appropriately dressed according to these rules. Referees have the final decision on player equipment.
- F. JEWELRY AND HEADBANDS:** No earrings or jewelry are allowed during a game. Headbands must be made of a soft material with no knots or adornments.
- G. SIZE OF BALL:** U8-U12 – size 4 and U13-U19 – size 5. WCSA will provide the standard outdoor ball for all games.

FOULS

- A. DIRECT FREE KICK FOUL COUNTER:** A counter will be used to keep track of all direct free kick fouls called by the officials during game.
- U10 and Younger – when a team receives a total of six (6) direct free kick fouls, the opposing team will be awarded a penalty kick and the counter is reset to zero (0). Direct free kicks awarded inside the penalty area as a result of a foul by the defending team will be assessed as a penalty kick and the foul will not be added to the defending team's foul counter.
- U11 and Older – when a team receives a total of four (4) direct free kick fouls, the opposing team will be awarded a penalty kick and the counter is reset to zero (0). Direct free kicks

awarded inside the penalty area as a result of a foul by the defending team will be assessed as a penalty kick and the foul will not be added to the defending team's foul counter.

B. PENALTY KICKS: Penalty kicks may be taken by any player on the offended team. That player will start on the line (of the three (3) center lines) closest to the opponent's goal. The balance of players on both teams will be on the center line. Players' feet are not to touch or be on the yellow half line. When the referee blows the whistle to start play, the kicker may dribble forward and shoot, the goalkeeper may come off their line, and the remaining players are free to defend or aid in the attack.

If game time expires before a penalty kick is taken, six (6) seconds will be added to the game clock in order to complete the penalty kick. A foul by any player on the defending team during a penalty kick will result in the penalty kick being retaken if the attacking team did not score.

C. DIRECT FREE KICKS: Direct free kicks awarded inside the penalty area will be taken as a penalty kick as outlined above.

D. INDIRECT FREE KICKS: Indirect free kicks awarded inside the penalty area will be taken from the nearest point outside the penalty area parallel to the goal line. Indirect kicks include: one (1) or two (2) hands on the wall when used as leverage, obstruction without contact, an intentional pass back to the goalkeeper, dangerous play, deliberate heading in U12 and younger, three-line rule, and punt/drop kicks, etc.

E. ADVANTAGE RULE: If a player is fouled but the team/player retains possession of the ball, the referee may call a foul without stopping play. The referee will notify the scorer's table of the foul.

F. BLUE CARD: A player receiving a blue card will sit out for two (2) minutes. The team will not play short during this time, but the offending player may not return to the field until the two (2) minute penalty has expired, even if a goal is scored by the opposing team. No foul is awarded against a team for a blue card violation. Two blue cards to the same player in one game will result in an automatic yellow card against that player.

G. YELLOW CARD: A player receiving a yellow card will sit out for two (2) minutes if U-10 and below or four (4) minutes if U-11 and above. The team plays short during that time. If the opposing team scores during the penalty, the penalized team may return to full strength, but the offending player must remain out until the penalty expires. Two (2) yellow cards in one game will result in an automatic red card for the offending player (see Section H below). A player receiving four (4) yellow cards or a team receiving ten (10) yellow cards during the season will be suspended from league play for the remainder of the season.

H. RED CARD: Red card offenses will result in the ejection of the player for the balance of the game and they must leave the WCSA soccer complex. The team will play short for the remainder of the game. The player will then serve a suspension for their next game. If the red card is called for an act that is deemed by the referee to be deliberate, malicious, or violent, a report will be delivered to WCSA's Judiciary Council who may assess further penalties against the violating player. A player receiving two (2) red cards, or a team receiving four (4) red cards (either

straight red cards or as a result of double yellow cards), will be suspended from league play for the remainder of the season. A team receiving a red card in their last game of the season may forfeit their standing in league play and be disqualified from any, and/or all, awards at the discretion of the WCSA Executive Vice President and/or the WCSA Judiciary Council.

- I. The penalty time for all cards (RED, YELLOW, BLUE) starts when the carded player reports to the scorer's table so the violation is recorded. Any penalty time not completed during the first half will carry over to the second half of the game.
- J. Any cards issued after a game will be enforced at the beginning of the next game. If a team is unable to meet the minimum number of players (4) to start the game due to penalties incurred in or after a previous game, the game will be forfeit and the opposing team will be awarded the win with a three (3) to zero (0) score.

PLAYERS

- A. ROSTERED PLAYERS:** All players must be on the Official WCSA Team Roster. Any team that fields a non-rostered player will automatically forfeit that game and any prior games that the non-rostered player participated in. Coaches will be subject to suspension and will be ejected from the game and the WCSA soccer complex.

Any team whose roster is found to include more than the limit of travel players allowed for that age division due to inaccurate disclosure of travel player status on the registration form will forfeit all games in which the offending travel player(s) participated. The offending travel player(s) will be removed from the roster and dismissed for the remainder of the season.

Each player is to play sufficient minutes to equal one half (1/2) of each match unless prevented from doing so due to illness, injury or ejection.

- B. NUMBER OF PLAYERS ON THE FIELD:** All age groups play five (5) players on the field plus a goalkeeper for a total of six (6) players. One player must be designated as the goalkeeper by wearing a different color jersey or pinnie. The goalkeeper is permitted to remain as goalkeeper for the entire game. A game may start with a minimum of four (4) players. If a team cannot field four (4) players as a result of a yellow or red card, or injury, the game will be called and the opposing team will be awarded the forfeit. If a team has less than the maximum allowed on the field, the opposing team must reduce to equate and field the same number of players. If a team only has the maximum of (6) they may field five (5) and have one (1) as a substitute. The opposing team has the option to field six (6) players or field the same as the team with five (5). If the opposing team starts with five (5) on the field, it cannot go to six (6). They must remain at five (5) for the remainder of the game.
- C. ANY PLAYER OVER THE AGE OF 18 MUST BE CURRENTLY ENROLLED IN HIGH SCHOOL OR HOME SCHOOLED:** Graduating seniors are permitted to play if they graduate in the current soccer year.

SUBSTITUTIONS

- A.** Substitutions may be made at any time. The exiting player must be in the substitution arc before the door is opened and the substituting player enters the field. Neither the exiting nor the entering player can be part of any play during this substitution. The exiting player must be completely off the playing field before the entering player can join the game. If either player becomes part of the play before the substitution is complete, a yellow card may be given to the offending player and the offended team awarded an indirect free kick. All substitutions should be made from the door nearest the scorer's table. If a substitution is made from the back door during game play, the substitute will be cautioned and an indirect free kick shall be awarded to the opposing team on the white line in front of the back door.
- B.** The ball is always in play unless the referee stops play for an injury or immediately after a goal is scored (courtesy substitution). At all other times substitutions must be made according to Section A above.

SCORING

- A.** Points for statistics will be as follows:
 - 1. Win: 3 points
 - 2. Tie: 1 point
 - 3. Forfeit: 3 points (3-0 win)
- B.** The scoreboard will display all goals scored.
- C.** A weekly review of scores will be done by the Executive Vice President and the appropriate Vice President of Play (VP of Play Boys during boys' season and VP of Play Girls during girls' season). Any coach that continues to abuse the sportsmanship of the game may be brought to the attention of the Judiciary Council for disciplinary review.
- D.** All games count in the standings.
- E.** At the end of the summer season, time permitting, there may be a single elimination tournament. Awards will be presented to the top two (2) teams in each division.
- F.** If there is a tie in the point standings, seeding will be determined by the following:
 - 1. Highest number of wins.
 - 2. Greatest goal differential (goals scored less goals against) with a maximum of three (3) net goals per game.
 - 3. Fewest goals allowed.
 - 4. A FIFA style shootout conducted between the tied teams to determine the standings.

COACH'S CONDUCT, FAIR PLAY, AND RESPONSIBILITIES

- A.** The coach is responsible for their own conduct and that of their team and parents both on and off the field.
- B.** The area between the field entry door on either side of the scorer's table and the first line past the mid-line to the left or right of the entry door is the "coach's box." Coaches are not permitted to roam the sideline outside of this area. Repeated violations may result in a caution and an indirect free kick for the opposing team at the spot of the ball nearest to where the violation occurs.
- C.** If a coach is ejected from a game, they must leave the WCSA soccer complex and may not coach the next scheduled game. A report will be delivered to WCSA's Judiciary Council who may assess further penalties against the coach. Offending coaches will be subject to further disciplinary action according to WCSA's By-Laws.
- D.** Players are not permitted to stand between the door used for substitutions and the scorer's table.
- E.** No spectators are allowed in the coach's box or player's bench area. A coach's minor child or children, who are not acting as a coach, may be allowed to stay in the player area if they adhere to the rules as they apply to players. The coach-parent is responsible for the minors to include any disciplinary measures.
- F.** No spectators are allowed to stand behind the goals.
- G.** Only one (1) head coach and one (1) assistant coach are permitted to be in the coach's box during the game.
- H.** An adult (21 years or older) is required to be present in the coach's box/bench area during all games if the coach and/or the assistant is younger than 21 years of age.
- I.** Any adult not listed on the official team roster must complete a volunteer form at the scorer's table.
- J.** There is to be no negative interactions, conversations, or actions between opposing coaches during the game. No negative or derogatory comments or actions are to be made by coaches to the players on the opposing team during the game or by players to opposing coaches.

TIME

- A.** No time is scheduled for practice on the field before each game. Teams may stretch and warm up outside the field of play. Soccer balls may not be kicked in the arena except on the field.
- B.** Teams must leave the field immediately after shaking hands.
- C.** Teams coming onto the field should enter through the rear door to allow the teams from the previous game to clear the bench area.

- D. Teams must be ready to enter the field at the buzzer and be ready to start play at the referee's whistle. The clock begins at the whistle, or at the scheduled start time of the game if one team has not taken the field with the required minimum number of players (4) to start the match. Kickoff will not proceed until both teams are on the field.

TOURNAMENT RULES

- A. Every team is guaranteed at least one (1) game in the single elimination tournament.
- B. Teams will be seeded in the tournament based on the final standings of league play.
- C. Each game will consist of one (1) twenty-five (25) minute period. If at the end of regular time the teams are tied, a six (6) minute player reduction sudden death overtime will be played. The lower seed will kick off. The first goal scored during this overtime will determine the winner. Each team must field six (6) players with a designated goalkeeper of the coach's choice. Before play begins, a list of these players must be given to the scorer's table with the order of their removal from the field. No substitutions are allowed during this overtime. After each one (1) minute of play, there will be a short burst of the time clock horn and one (1) player (as designated on the coaches' lists) must immediately leave the field and may not touch the ball or be a part of the play while exiting. Play does not stop during this time. The horn will sound at each minute until only the goalkeepers remain. If a player leaving the field as a result of player reduction intentionally plays the ball, the opposing team will be awarded an indirect free kick at the spot of the infraction. If at the end of overtime the teams are still tied, each team will take three (3) alternating penalty kicks. If the score is still tied, each team will take sudden death penalty kicks until a winner is decided.
- D. Any fouls recorded on the direct kick foul counter during regular time will be carried over into overtime and player reduction overtime.
- E. In the event there are any questions, disputes, or misunderstandings about rules, methods chosen for championship games, or any other issues pertaining to these playoffs, final decisions will be made by the Executive Vice President/score keeper and the lead referee presiding over the event in question. All decisions will be final.
- F. All other indoor rules of play are still in effect.

WCSA AND WCPR RULES AND REGULATIONS REGARDING USE OF THE INDOOR ARENA

1. The coach will accept full responsibility for the actions of the team and its fans.
2. All spectators must remain in the seated area during the contest. Anyone not wishing to abide by this rule will be asked to leave the venue.
3. At no time are children to be left unsupervised in or at the arena.
4. No running inside the arena off the playing field.
5. No ball playing outside of the playing area.
6. As a safety precaution, spectators are not to touch or hang onto the side of the nets.
7. Any player, coach or spectator involved in fighting will be immediately removed from the contest and soccer complex premises and may not return until their suspension is completed.
8. Any individual, player or spectator acting in a threatening way toward a league officer, referee or another player will be suspended indefinitely.
9. Abuse of referees, officials, WCPR staff or WCSA officials may result in a suspension for two (2) or more games. This includes after a game is completed.
10. Red card offenses will result in the ejection of the player. See FOULS – section H-J in the WCSA Arena Rules of Play.
11. Profane language and unruly behavior by players, coaches and/or spectators will not be tolerated.
12. No player shall touch or threaten a WCSA league official, WCPR staff member or a referee. If this occurs, the person(s) will be barred from all WCPR Department activities and facilities for an indefinite period to be set by the WCPRD.
13. Players not playing are not to touch or hang on to the side nets. Bleachers are provided for players to watch the game.
14. Coaches and assistants are to remain between the substitution door and the solid yellow line closest to their goal.
15. No players or spectators are permitted to stand behind the goals.
16. Teams must enter and exit the field of play promptly at the start and completion of their game.
17. No player or coach is permitted to bang on the plexiglass walls, metal walls or ducts.