

Regina West Zone Community Soccer

Indoor Soccer Rules

Differences in Rules for 6U, 8U, and 10U Age Groups - 2024

Law 1 The Playing Area

6. **The Penalty Kick Mark (or Penalty Spot)** is set within each Penalty Area **4** metres perpendicular from the mid-point of the goal line for the **6U, 8U** and **10U** age groups.
7. **The Centre Circle** is located at the mid-playing area and has a radius of **3** metres from the **Centre Spot**. The ball is placed at the Centre Spot to start each half and after each goal. The Centre Circle indicates the minimum distance that opposing players must keep at kick-off.
8. **Technical Area/Bench Area.** Team Technical or Bench areas should be **3** metres from the halfway line (to allow keeping the teams apart from each other and from any players serving time penalties).

Law 2 The Ball

2. **Game Ball.** The ball will be **size 3 for 6U** year old teams and **size 4 for all 8U and 10U** teams.

Law 3 Number of Players

1. **Number of players.** The game will be played by two teams, each consisting of more than **five (5) players**, one of whom will be the goalkeeper. A game will not commence or continue if either team has **less than four (4) players** except for the special circumstances outlined in Law 3 Article 2. (The League may modify the number of players on the playing area based on the suitability of facilities.)

If a team has fewer than **four players** because one or more players has deliberately left the field of play, the referee is not obliged to stop play and the advantage may be played, but the match must not resume after the ball has gone out of play if a team does not have the **minimum number of four players**.

2. **Minimum number of players.** A team may commence play with **four players** in the event of other players arriving late to play. In the event of injuries or time penalties, a team can temporarily continue a match with a minimum of four players in accordance with Law 12 Article 5c. In the event that a team ends up with **less than four players** as a result of players not showing up or having left before the game is complete, a player being dismissed or where a player is injured and cannot return to play, the game will be stopped with the team having insufficient number of players defaulting the game.

11. Guest Substitutes.

Teams may recruit guest players to a maximum of **twice the minimum number of 4 players** as defined in Law 3 Article 1. The number of guest players plus registered team players would be to a **maximum of 8 players (2 times 4)**.

- If more than these numbers of players on the roster are available to play then guest players are not allowed.
- Once the referee has allowed guest players to play for a team and the match has started, these players are allowed to play for the team for the entire game even if late players have arrived to join the team and the total number of players exceeds the sufficient number of

players. (For example, if a team had 4 registered players show up for play, the coach could recruit 4 guest players to equal a total of 8. If 4 or more players showed up to play prior to kick-off then no guest players could be recruited. If the 4 registered players plus 4 guest players were then joined by 4 more registered players arriving late (after kick-off), the team would be allowed to play with the 12 total players.)

Law 8 Start and Restart of Play

1. Kick-off Procedure.

For every kick-off:

- the opponents of the team taking the kick-off must be at least 3 metres from the ball until it is in play

5. Procedure.

- All other players (of both teams) must remain at least 3 metres from the ball until it is in play

Law 13 Free Kicks

3. Procedure.

Until the ball is in play, all opponents must remain:

- at least 3 metres from the ball, unless they are on their own goal line between the goalposts

4. Offenses and Sanctions.

- If, when a free kick is taken, an opponent is closer to the ball than the required distance, the kick is retaken unless the advantage can be applied; but if a player takes a free kick quickly and an opponent who is less than 3 metres from the ball intercepts it, the referee allows play to continue. However, an opponent who deliberately prevents a free kick being taken quickly must be cautioned for delaying the restart of play.

Law 14 The Penalty Kick

2. Procedure.

- The players other than the kicker and goalkeeper must be:
 - at least 3 metres from the penalty mark
 - behind the penalty mark
 - inside the playing area
 - outside the penalty area

Law 16 The Goal Kick

2. Procedure.

- Goal kicks will be taken from any point within the goal area by a player of the defending team. The ball is ruled live (in play) when it has left the penalty area. If the ball is not kicked directly out of the penalty area from a goal kick then the kick is retaken. If the ball is touched by a defensive player before it leaves the penalty area the kick is retaken. Opposition players must remain outside the penalty area until the ball is in play.