

INDOOR SOCCER - COMPETITION RULES

Game Structure

- Duration: Two halves of 12 minutes each.
- Halftime: 2 minutes.

Teams

- Players: Each team consists of 6 players on the court (including the goalkeeper) and can make unlimited substitutions. A team must have at least 4 players to start the game.
- Mixed Teams: A mixed team can have maximum 3 male players on the court at one time.
- Substitutions: Can occur at any stoppage in play. Players must enter and exit at the designated substitution area.

Scoring

- Goals: A goal is awarded when the entire ball crosses the goal line between the goalposts and beneath the crossbar. Each goal is worth 1 point.

Game Play

- Starting the Game: Play begins with a kick-off from the centre circle.
- Continuous Play: The game is played continuously. If the ball goes out of bounds, play resumes from goalkeeper on nearest team to where the ball left the court.
- Dribbling and Passing: Players may dribble, pass, and shoot freely without restrictions on the number of touches.
- Goalkeeper Rules:
 - The goalkeeper may use their hands within the penalty area.
 - The goalkeeper cannot kick or throw the ball past the halfway line.

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Fouls and Free Kicks

- Personal Fouls: Fouls such as tripping, pushing, or other illegal contact may result in a warning or a free kick awarded to the opposing team.

Free Kicks:

- Awarded for fouls outside the penalty area.
- All players must be at least 3 metres away from the ball.

Penalty Kicks:

- Awarded for fouls inside the penalty area.
- The kick is taken from the penalty mark with only the goalkeeper allowed to defend.

Violations

- Dangerous Play: Reckless tackles, high kicks, or any dangerous actions may result in a free kick or penalty, depending on the severity of the offence.

Timeouts

- No timeouts. The game will only stop for injuries.

Officials

- A referee enforces the rules, manages gameplay, and settles disputes. The referee's decision is final.

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Conduct & Disciplinary Actions

Yellow Card (Caution): issued for:

- Unsporting behaviour
- Dissent (arguing with officials)
- Persistent rule violations
- Delaying the restart of play

Red Card (Send-Off): issued for:

- Serious foul play
- Violent conduct
- Spitting at an opponent or any other person
- Using offensive, insulting, or abusive language/gestures
- Receiving a second yellow card in the same match
- Dissent towards officials

Suspensions:

- A player receiving a red card is suspended for at least one match. Management may extend this suspension based on the referee's report.
- A player accumulating two red cards in the competition may be disqualified from further participation.
- Dissent towards the referee = disqualification.

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Finals Eligibility

- Players must have their name, email, and phone number registered in Spawtz.
- Players must have participated in at least 3 games in the current competition to be eligible for the finals.

Competition Points

- Win: 3 points
- Draw: 1 point
- Loss: 0 points
- Forfeit (win): 3 points
- Forfeit (loss): 0 points
- Forfeit (less than 24 hours' notice): -1 point

Game Fees

- Teams must pay game fees before the start of each match.
- Teams must pay the game fee if forfeiting within 24 hours' notice.