



Wisconsin Adult Soccer Association
Indoor Soccer League 2010
Rules of Play (Revised 1-4-2008)

- 1: The Field of Play:** The Astroturf at Uihlein Soccer Park requires either soccer cleats or tennis shoes.
- 2. The Equipment:** Ball is official Size 5. Players shall have a jersey with unique number, shorts, socks, shin guards and shoes. The goalkeeper must wear a jersey that differs from the field players and the referees. All numbers must be on the roster before the game.
- 3. The Players:** Maximum number that can be suited for a game is 18. Six players per team can be on the field including the goalkeeper. All players must have a valid WASA player pass and all teams shall submit a roster and player passes to the referee at the beginning of the game. If a team is found using an illegal player that is not on the roster or does not have a valid WASA pass, the team will forfeit the game. Total roster size is defined in the current WASA Constitution and bylaws.
- 4. The Officials:** Are to be currently registered, USSF licensed officials assigned by the Wisconsin Referee Committee.
- 5. The Game:** It shall be 2 x 27 minute halves with a 1-minute half-time break. The clock shall run continuously except when a player has been injured and continued play could cause further injury. The referee will have sole discretion to stop the clock for injury or during the last 2 minutes of the game if there is intent to delay play.
- 6. Ball in and out of play:** Any ball touching the safety net surrounding the field shall be out of bounds and balls will be kicked into play from the spot where they went out. High balls hitting the overhead beams are out of bounds and a free kick will be awarded to the opponent at the spot below where the ball hit overhead. Balls hitting the beams above the goal area shall be restarted from the top of the penalty arch. All starts are DIRECT kicks. The ball is restarted where the ball was last touch by a player. If it hits the ceiling, restart right below the ceiling. If a defensive player kicks the ball from in his box and it goes out of play with out being touched, the ball is restarted at the top of the box.
- 7. Scoring:** 1 point for a goal.
- 8. Fouls and Misconduct:** Will incorporate MISL rules with the card distribution appropriate to the violation, including blue and red cards. Time penalties will be applied for blue cards. If a player is given 3 blue cards in a game, the player will be ejected (red card) from the game. At that time the team will be assessed a 5 minute penalty. The team will not be able to put a player back in the game until the full 5 minutes have expired. Automatic 2 game suspension for any red card.
 - 8b. Slide Tackling:** Not allowed
 - 8c. Boarding** is not allowed and players will be carded according to the severity of the foul.
- 9. Free Kicks:** All Free Kicks are DIRECT.
- 10. Penalty Kick:** A foul by the defensive team in their own penalty box will result in a penalty kick, with the exception of a slide tackle (referee's decision). Penalty kicks will be taken from the penalty spot. A handling violation by the goalkeeper will be a free kick at the top of the arc.
- 11. Goal Kicks:** A goalkeeper must put the ball in play within 5 seconds by hand when after the ball hits the safety net above the goal.
- 11a. Three line:** If the ball crosses three lines on a fly, the referee will award a free kick to the defending team on the first red line.

11b. Goalkeepers can not kick the ball across 3 lines. If the ball is kicked across 3 lines the referee will award a free kick to the defending team at the first line where the ball crossed. The Goalkeeper may throw the ball across 3.

11c. The Goalkeeper has 5 seconds to put the ball in play on his half of the field. If the ball is not put in play after 5 seconds, a free kick will be award to the opposing team at the top of the arc. The Goalkeeper may play the ball to his own feet outside the penalty area. This applies to the sixth attacker.

12. Corner kicks: The corner marks will determine if the play is a corner kick. The corner kick will be taken from the white spot located near the corner marks.

13. Goalkeeper: A ball INTENTIONALLY played back with the feet to the goalkeeper may not be picked up, same as outdoor rules. A deflection or misplayed ball will be ruled ACCIDENTAL.

14. Cards and Cautions:

Blue Card is 2:00 minutes with time starting at the time player leaves the field. Team will play short for the penalty time. (This card will lessen the number of red cards issued and be used to keep players under control. Blue cards allow the player to return to the game after 2:00 minutes and prevent the team from playing the remainder of the game short one player.) If a goal is scored during the two minutes penalty, the team may add one player to the field. If there is more than one player out on blue cards, only one player can be added until full strength. Anyone who gets three blue cards in a game will receive a red card which will result in a 2 games suspension.

Blue card will be issued to player for spitting on the carpet.

Red Card is a send off of the player. The team will play with a man down for 5 minutes. A different player may re-enter the game after the 5 minutes have elapsed. The player that was ejected can not re-enter for the entire game. And will serve a 2 game suspension. The team must play for the 5 minutes with a player(s) off the field. The player must leave playing area.

Red cards can be issued to the bench. 1 player will be removed from the play for a full 5 minutes.

Red Cards do not carry to Spring.

Coaches blue card will sit one player for two minutes. If a coach receives three blue cards, they will be ejected from the facility for that game and one more game. Coaches receiving a direct red card (not made up of three blues) will be suspended from being at the games for two games.

Players on the bench can be blue carded. A team will remove a player for two minutes.

15. Substitutions: Substitution of a player can be made while the ball is in play and may be done only in the substitution area in front of the team benches.

16. Each team must leave the playing area quickly so that the next scheduled game can start on time.

17. League Standings: Wins shall count as 3 points, ties as 1 point and a loss as 0. Tie breakers in the standings are determined by head-to-head results, goal differential and then goals against and then goals scored

18. Game Reports: Referees are to file the complete game report with the WASA office within 48 hours of the match's completion.