

ACTION SOCCER ARENA
Soccer Rulebook – Version 5 (effective from July 2021)

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Section A: Action Indoor Sports

PHILOSOPHY

Action Indoor Sports are specialists at organising team sport competitions for all ages. Our competitions cater for men’s, women’s, juniors, masters, corporate and mixed teams in a wide variety of social sports.

All competitions organised by Action Indoor Sports are fully serviced by providing all playing equipment, referees, insurance and complete competition management.

Whether you are a high grade player or a complete couch potato Action Stadiums have graded competitions so everyone competes on equal footing. With hundreds of teams competing each week in our facilities we are able to offer a fair competition to any team irrespective of their ability.

MANAGEMENT & STAFF

Duty Managers and Staff of Action Indoor Sports are here to assist you enjoy your use of the facility. They are, however, often called on to make decisions during the course of games where teams and/or players are at a disagreement.

Any decision made by a Duty Manager will be made according to the *Rules Of The Game* and the *Stadium Policies*. Any event which may occur that cannot be found in such policies will be based on what would be in the best interest of *“the spirit of fair play”*.

We ask that all players assist our Management & Staff by respecting their decisions and addressing them in a friendly and courteous manner.

Action Indoor Sports will not tolerate abusive and threatening behaviour to our staff and will ban and/or legally prosecute any persons engaging in such behaviour.

REFEREES

Referees are employed at each Stadium from people in your local community.

Refereeing is a difficult task at the best of times and players must remember that without a referee to have the final decision in game circumstances there could be no order to a sporting environment.

While we can appreciate frustration occurs in situations where the referee's decision differ to that of player opinion, such an occurrence is a part of any sport. Whilst nobody pretends that referee's are always right, their decisions, however frustrating, must be accepted.

Action Indoor Sports asks all participants to assist the Referee in their job by playing by the rules in a sportsmanlike manner and showing respect for others involved in the game.

Action Indoor sports will not tolerate abuse of its Referees - if you are having difficulties with an Umpire or need further explanation of a rule or decision please approach the Duty Manager in a responsible manner so as any problems can be resolved. Management will not overrule any “judgement” decision an referee makes but may correct an incorrect rule interpretation.

OPPONENTS

Your opponents, like yourself, are here to enjoy a social game with friends and without an opponent there can be no game.

Action Indoor Sports ask that you respect your opponent at all times. Any player or teams who detract from others enjoyment of the facility with sledging, offensive or threatening behaviour, or unsportsmanlike conduct risk being banned from using the facility.

SECTION B - PLAYING CONDITIONS

THE TEAM

A team consists of five (5) players, one of whom will be the goalkeeper, with a maximum of three (3) substitutes. No team can start with less than four (4) players.

THE GAME

The duration of the game is 2 x 16-minute halves with a one minute break at half-time.

OFFICIALS

The Stadium shall provide the referee who shall control the game, operate the scoreboard and act as a timekeeper. The referee's interpretation of the rules shall be final and teams have no choice in referees. The result at the end of a game will stand and no further discussion will be entered into.

UNIFORMS

- **Team members are required to wear matching coloured Shirts.** Shirts must be of a similar shade. *ie Navy blue and Royal blue tops are NOT a matching colour. Gold and Lemon are NOT a matching colour etc.*
- **Shirts are NOT required to be the same material, brand, and/or style – just matching in colour. Each INDIVIDUAL must have their own shirt – NO SWAPPING or SHARING of shirts mid game is allowed.**
- **Teams wearing STRIPED SHIRTS must ALL wear striped shirts.** *ie a black and white striped shirt CANNOT be counted as a WHITE shirt, nor a BLACK shirt.*
- **GOALKEEPERS** may wear a different colour shirt to field players – BUT must swap tops with a field position player if they move into a field position during the game.
- **Any team NOT IN MATCHING coloured shirts as above requirements will be required to wear a set of coloured training bibs provided.**
- **COLOUR CLASHES** – If there is a colour clash of uniform for competing teams, a toss of the coin will decide who must wear the training bibs.

GAME FEES

It is the captain's responsibility to ensure that complete game fees are paid before the game, otherwise the game cannot commence. The correct procedure is for the captain (or representative) to pay the game fee, fill out the team sheet, get a receipt token from the Duty Manager once you have paid and then hand it to the referee.

TEAMS LATE ON COURT

If a team does not have at least four (4) players on court and have handed the referee a paid token, a penalty of one goal for every minute late shall apply. If eight minutes have elapsed, the game is then forfeited. It is for this reason that we recommend teams to arrive, fill out their folder and be ready to play at least ten minutes prior to the scheduled game time.

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COMPETITION POINTS

The position of each team in the competition shall be determined by the accumulated points awarded, based on the results of the game. The competition points shall be awarded as follows:

3 competition points for a WIN

1 competition points for a DRAW

In the event of a forfeit, the non-forfeiting team shall receive 3 competition points (Win Points).

In the event of a team entering late into the competition, or being regraded at some stage during the season, they shall be awarded average points for those games missed and those games will then be denoted as draws on the appropriate divisional ladder. (***Refer Stadium Policies***).

FORFEITS

Refer: ***Stadium Policies***.

BEHAVIOUR

For the enjoyment of all, games are expected to be played in a sportsmanlike manner. The Stadium reserves the right to dismiss any team or member thereof for threatening, offensive or abusive behaviour. The team shall be held responsible for the action of its members and spectators both on and off the court.

FINALS

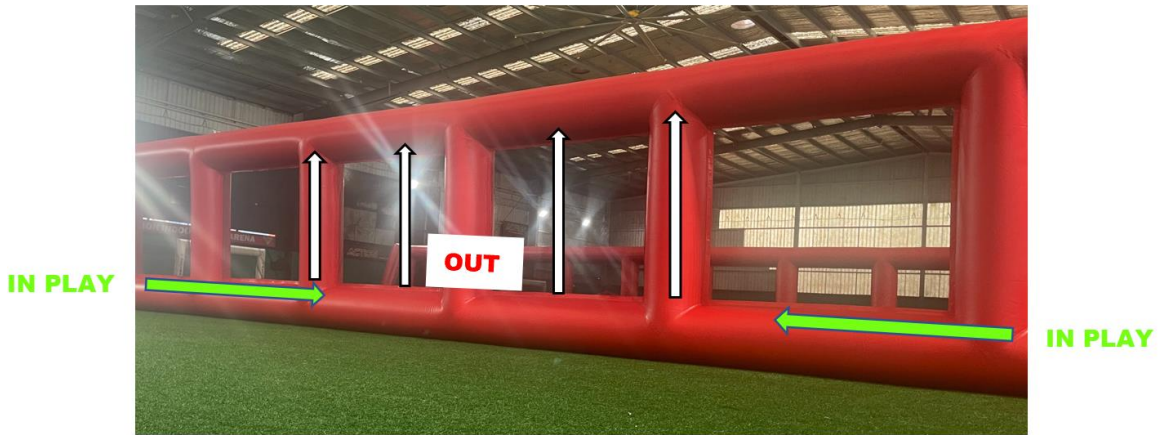
At the end of the competition there will be a finals series for the top four or five teams depending on the number of teams in each grade. Players **MUST** qualify to play in finals as per ***Stadium Policies***.

SECTION C - RULES OF INDOOR SOCCER

FIELD of PLAY

INFLATABLE WALL BARRIER

- The bottom of the **SIDE and CORNER** inflatable wall barriers form part of the playing area and the ball is considered “live” at all times off the bottom area of the Inflatable Wall Barrier (*refer: diagram below*).
- The netted area and inflatable pillars above the **BOTTOM of the SIDE WALL BARRIERS** shown in the diagram below are considers OUT OF PLAY. Any ball contacting this OUT OF PLAY area on the side wall barriers will result in a “kick in” by the non-offending team at the position on the field where the ball was designated out of play.



- The netted area and inflatable pillars above the **BOTTOM of the CORNER WALL BARRIERS** shown in the diagram below are considers OUT OF PLAY. Any ball contacting this OUT OF PLAY area on the corner wall barriers will result in a GOALKEEPER’S KICK or CORNER KICK by the non-offending team.
- CORNERS KICK a to be taken in the corner area marked in the Diagram below.



CORNER KICK AREA

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NETS

- The **BACK** net is “out of play”.
 - Any ball hitting the BACK net either on the full or on the bounce is considered “out of play” by the last team member to touch it.
 - The Opposition will receive either a GOAL KICK or CORNER KICK depending on the offending team.
 - A player cannot hold onto the net or support himself by hand while playing the ball. A free kick shall apply.

PLAYERS contact on INFLATABLE WALL BARRIER and/or NETS

- A player cannot deliberately run and jump into the surrounding nets – this “Net Abuse” will result in a Yellow Card to the player.

BALL LEAVING THE PLAYING AREA

- A ball going over the SIDE INFLATABLE WALL BARRIER will result in the opposition receiving possession of the ball and restarting play from the Kick Off spot
- Any player deliberately Kicking the ball over the side wall barriers will be given an automatic BLUE CARD and sent from the court for five(5) minutes.



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GENERAL

(A) Opposition players must be 3 metres either side of the ball when a free kick or corner kick is taken.

(B) Free kicks must be taken within five seconds of the referee's whistle, or the free kick may be reversed.

(C) A free kick taken before the referee's whistle is blown may be reversed at referee's discretion.

(D) **Tackling from behind, by sliding or reverse tackles are not allowed.** Side tackles are allowed depending on the referee's discretion as to whether it is deemed a tackle from behind.

(E) Where a foul has occurred, the referee may elect not to award a free kick and to allow play to continue under the ADVANTAGE RULE. The referee's decision is final.

(F) In summary, free kicks are awarded for:

- illegal tackles
- pushing
- handball
- charging
- lifting leg above hip height when trying to kick the ball
- obstruction
- time wasting
- holding the nets

(G) Intentional handball will result in a penalty regardless of the whereabouts of the infringement. Unintentional handball will result in a free kick.

(H) A player's leg cannot be lifted above hip height when attempting to play the ball.

(I) At a kick-off situation, the ball must be played backwards. If not, the kick-off may be reversed at the referee's discretion. Once kicked from the centre circle, opposition players may gain possession of the ball.

(J) If a player does not fulfil all requirements at a kick off, the kick off will be reversed. If the referee however believes that a player has deliberately kicked the ball forwards rather than backwards in a bid to waste time, a free kick may be awarded at the halfway mark of the court under the Time Wasting Rule.

(K) A player who deliberately shields the ball against the wall barrier and is making no attempt to play the ball will be considered Time Wasting which is outside the "spirit of fair play" and given 5 seconds by the Referee to dispose of the ball or a Free Kick will be awarded to the opposition.

(L) The referee will 'Drop Ball' if play is congested or deemed to be in a dangerous situation. Contesting players must wait for the ball to bounce once after the referee has blown the whistle.

(M) If a player is lying, sitting or deemed to be on the ground, he/she cannot play the ball, regardless of whether it is unintentional. This also includes where a player has the ball kicked in to them while on the ground. Such infringement will result in a free kick.

(N) A player in possession of or going for the ball may not be put off by an opponent through means of yelling or any verbal abuse. This will result in a free kick and a possible booking depending on the referee's discretion. This also includes goalkeepers trying to verbally distract outfield players in their immediate vicinity.

(O) A goal is scored when the whole ball has passed over the goal line.

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(P) If a player outside the court makes contact with the ball while they are not participating in a game, it is yellow card and free kick if deemed intentional. If unintentional, a free kick to the opposition shall result. If it is a spectator who makes contact with the ball, the referee shall call a drop ball.

(Q) A player is not allowed to deliberately back into a player once in possession of the ball.

(R) Any ball contacting the Referee will be “Play On”.

PENALTY KICKS

(A) A penalty is awarded for:

- the goalkeeper leaving the area if deemed to be interfering with play
- defensive players making contact with the ball inside the Goal Keepers area
- intentional handball on any part of the court
- goalkeeper making contact with the ball while outside the Goal Keepers area
- goalkeeper kicking the ball in Aussie Rules style
- goalkeeper holding onto the ball for more than 5 seconds
- an attacking player being intentionally fouled in a clear goal scoring situation

(B) A player must have one foot grounded beside the ball when taking the penalty kick – a run up is not allowed. If the referee is not satisfied it will then become goalkeeper’s ball. If a goal was scored it is not counted.

(C) When a player is taking a penalty shot, the goalkeeper’s feet must be stationary on the goal line until the ball has been kicked. However, his body can move. Keepers cannot jump forward before the kick is taken to minimise the angle. A retake of the penalty shall apply if a goal isn’t scored.

(D) Penalties must be taken in one fluent motion (ie. no baulking or faking kick). If the referee is not satisfied that this is the case, the penalty will be disallowed and it will become goalkeeper’s ball.

(E) The penalty taker can directly shoot at goal again if he/she has missed and the ball rebounded back out from the “D”.

DIRECT / INDIRECT FREE KICKS

DIRECT FREE KICKS will be any free kick awarded in a teams Attacking half of the court. All players must stand outside the area designated by an imaginary line from the point of the free kick to the outside point of the goal posts. **Players from either side must not run into this area OR try to block the ball passing through this area.**

- NOTE:** - Opposing Players must still take up positions at least 3 metres from the ball.
(This includes the Goal Keeper in the goal area)
- The team with the free kick may elect to pass the ball instead.
 - NO BAULKING by the kick taker or other players is allowed.
 - If an opposing player interferes with a ball passing through the free kick exclusion zone a Penalty will be awarded.

INDIRECT FREE KICKS will be any free kick awarded in a teams Defensive half of the court with the opposing team able to form a wall three(3) metres from the ball.

PLAYERS IN GOALKEEPER'S AREA

The Goal Keepers area comprises the marked boxes at each end goal which is 5 metres wide x 3.5 metres in length.

Players will not be penalised for being inside the goalkeeper's area provided they do not come into contact with the ball (either accidentally or deliberately) or gain an unfair advantage.

NOTE:

- I. If an attacking player interferes with or obstructs the goalkeeper in any way a free kick will be awarded to the opposition.
- II. If a defending player comes into contact with the ball or impedes a shot on goal a penalty kick will be awarded to the opposition team.
- III. No player may attempt to obstruct an opponent from exiting the goalkeeper's area. This offence will result in a yellow card and it will become goalkeeper's ball.
- IV. A defender may not gain an unfair advantage by moving through the Goalkeepers area to take possession of the ball. If an unfair advantage is taken in this manner by a defender a "Free Kick" will be awarded to the opposition to be taken where the ball is located in play.

GOALKEEPERS

(A) The goalkeeper cannot kick a ball that is outside the Goal Keepers area. *A penalty kick applies for such a breach.* The goalkeeper can however tap a ball away with their hands that is outside the goal area as long as his feet are still planted in the goal area.

(B) The keeper is allowed to reach out of the Goalkeepers area to gain possession of the ball with his hands (either standing, kneeling or lying down) provided no part his body touches the ground outside of the circle. *Such infringement will result in a penalty.*

(C) The keeper is not penalised for crossing the Goalkeepers area after making a save provided he does not interfere with play or come into contact with the ball while he is out of the area,

(D) Goalkeepers can either throw or place the ball on the ground and kick the ball into play. The ball must, however, bounce or be touched by a player before passing the centre markers. Drop kicks and Aussie Rules style kicks are not allowed. *Such infringements will result in the opposing teams Goalkeeper receiving possession of the ball.*

(E) When a penalty is taken, the keeper must stand on the goal line and may not move before it is taken or it will be retaken.

(F) When a Free Kick is being taken the Goalkeeper must still remain 3 metres from the ball in the Goalkeepers area.

(G) The keeper has five seconds to dispose of the ball. A penalty will be awarded for such a time wasting breach, except if a substitution has been called.

(H) Goalkeepers cannot hold onto the net when trying to reach out of the goal area for the ball. A Penalty kick will result.

(I) If a player changes position with the goalkeeper during the game without informing the referee and touches the ball, intentional handball will be called and a penalty will result.

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SUBSTITUTIONS

(A) A substitution can only be made when:

- Your keeper has possession of the ball,
- Your team is awarded a Free Kick or Penalty,
- A goal is scored,
- At half time,
- Or in the event of the injury.

(B) A player cannot be substituted in the last three (3) minutes of each half except in the case of a serious injury, at the referee's discretion.

(C) The maximum number of substitute players in any one team is three.

(D) To substitute a player the Referee must be informed before the substitution takes place.

(E) A team may substitute any time that the opposition have indicated a substitution.

(G) A referee will send off any player that is bleeding, including goalkeepers. Players will not be allowed back on court until the referee is satisfied the flow of blood has ceased and the wound covered. A substitution is permitted during this period.

PLAYER QUALIFICATION

(A) Refer: ***Stadium Policies***.

(B) No player is allowed to play or fill-in for two different teams in the same division. Once a player plays (or even fills in) for one team in a grade he cannot play or fill-in for any other team in that grade for the remainder of the season.

(C) A team cannot have a fill-in player from a higher league commence playing for the team after the start of the season unless they played in the initial grading rounds (ie. first four games).

(D) It is the responsibility of the team captain to make sure all players are qualified when playing finals. If an ineligible player plays for the team, the victory will automatically be awarded to the opposition.

I PLAYER CONDUCT - “CARD” SYSTEM

The following behaviour Card system applies to all Soccer games at Action Indoor Sports Tullamarine to ensure all players are able to enjoy their game in a safe, friendly environment.

These cards can be issued by either the on court Referee or Stadium Management from off the court.

Players are responsible for their actions to other players, Stadium Staff both on the court and off court and can be “Carded” and/or suspended for their behaviour off the court.

All players are subject to scrutiny by video surveillance that is in place at the facility.



YELLOW Card

- A **YELLOW card** is a caution from the Referee. This notifies the player concerned that they must refrain from committing the penalty called by the Referee. This card is generally used for “non intentional” incidents.
- A Yellow card warning *need not precede* a Blue or Red card.
- *Three(3) YELLOW or BLUE Cards (or any combination of) by a player in any one season will result in an automatic ONE(1) WEEK suspension from the Stadium*



BLUE Card

- A **BLUE card** will result in the offending player being **SUBSTITUTED FROM THE COURT FOR FIVE(5) MINUTES.**
- This player must be replaced by a substitute player and may not re-enter the game until instructed by the referee that their Five(5) minute penalty has elapsed.
- This card is used for continual intentional fouls, rough play, abusive or disruptive conduct etc.
- *Three(3) BLUE or YELLOW Cards (or any combination of) by a player in any one season will result in an automatic ONE(1) WEEK suspension from the Stadium*



RED Card

- A **RED card** will result in the offending player being **SUBSTITUTED FROM THE REMAINDER OF THE GAME.**
- This player may be replaced by a substitute player and may not take any further part in the game.
- *RED Cards will result in an automatic ONE(1) WEEK suspension from the Stadium.*

SECTION D - INTERPRETATION OF RULES

Tackling from Behind

- No tackling whatsoever from behind a 180° plane.
- A player legally heading the ball while coming from behind a player will not be deemed as a tackle from behind unless pushing or obstructing the player.
- If a keeper reaches out of the Goalkeepers area and grabs a ball from between a players legs, this will not be ruled as a tackle from behind.

Illegal tackles

- Jumping at a player or leaving the ground whilst making a tackle will be deemed dangerous play and illegal tackle.
- Running front on at a player then turning your back to them prior to contact being made will be deemed as not playing the ball and a free kick awarded.

Obstruction

- This is understood to be when a player, *instead of playing the ball*, places himself between the ball and the opponent going for the ball, making himself an obstacle to the opponent's involvement in play.
- Deliberately backing up into a player while in possession of the ball will deemed a form of obstruction.

Blocking / Charging Against the Wall Barrier

- A BLOCK will be called against a defending player who moves toward the wall barrier with the intent of stopping a player who is already moving up the field with the ball.
- A CHARGE will be called against an attacking player who attempts to push between a defensive player and the wall barrier when there is insufficient room to do so. This is provided the defensive player already has taken up a position against the wall barrier and does not move into this position to block as per the blocking rule above.

Advantage Rule

- In the event that the referee believes the team receiving a free kick will receive a distinct advantage by calling play on, the advantage rule will apply.

Time Keeping

- The clock will only be stopped in event of a serious injury and at the discretion of Management and the referee.
- The half is deemed to be over as soon as the buzzer is heard by the referee

**Section E: LADDER SCORING SYSTEM /
COMPETITION POINTS**

• **Points System:**

WIN = 3 POINTS
DRAW = 1 POINTS
LOSS = 0 POINTS

LOSS ON FORFEIT = minus 3 Premiership Points
WIN OF FORFEIT = 3 Premiership Points

• **Ladder Terminology**

FF= Forfeits For
For = GOALS scored
FA = Forfeits Against
Agst = GOALS scored by opposition
% = Percentage FOR / AGAINST * 100
TP = Total Points in Competition:



Captain's Notes