

LEXINGTON SPORTING CLUB INDOOR 1



3025 BLAKE JAMES DR

U8 and Under Youth League Rules

FIFA RULES IF NOT MODIFIED WITHIN * NOTE - RULES ARE SUBJECT TO CHANGE AT ANY TIME *

PLAYERS: All players need to be registered and paid in full in Lexington Sporting Club Indoor's system and included on the team roster. The minimum roster size is 6 players.

FIELD DIMENSIONS: 90' x 60'.

GAME DURATION: The game shall consist of two 20-minute halves with a 2-minute halftime. The ball must cross the goal line before the timer goes off for it to count as a goal.

OVERTIME: No overtime period.

MERCY RULE: If a team is winning at any point in the game by 10 goals, the referee will stop keeping score and that will be the final score posted in the league schedule. The game will continue to be played until the final buzzer.

FORMAT: 4v4 without goalkeepers.

GENDER: This league has separate male and female divisions. Minimum roster size is 6 players for U8 and under, and 8 players for U9 and above.

Subs: Substitute players from outside the league are NOT allowed. The only exception to be made for subs is if you do not have enough players to field a team, you can have a participant that is already registered on another team in that same division sub in. This rule is NOT intended to be

used for extra sub players, it only applies to if you don't have enough to field a team that day.

BALL: Size 3. Home team provides the correct size soccer ball.

HOME TEAM: The Home team is listed first on the schedule and will wear the lighter color.

EQUIPMENT: All field players will wear: a shirt with sleeves; shorts; soccer socks; shin guards; correct footwear. It is not the referee's responsibility to monitor player's correct equipment. Coaches and players are responsible for their own equipment. The two teams must wear colors that distinguish them from each other and the match official.

FREE KICKS: Opposing team needs to be 5 yards away on free kicks.

OPPOSING TEAM GOAL KICKS: Opposing players/team need to be behind the red line at halfway on opposing team goal kicks.

PENALTY KICKS: On penalty kicks all players need to be behind the half-way line while the player takes the penalty kick from the half-way line.

RE-STARTS: Throw-ins for any out-of-bounds play from the sidelines.

HEADING: Heading is not allowed

SLIDE TACKLES: No slide-tackling rule enforced in all leagues at Tower Hill Sports. If a slide tackle occurs, it will be treated as a foul. Direct kick will be given to the other team.

CLOCKS: Clock will continue to run during any injury to allow games to run on time.

OFFSIDE: There is no offside.

SUBSTITUTIONS: Substitutions will be allowed at any stoppage point during the game, regardless of which team has possession on the inbounds play. The clock will continue to run during substitutions. Player's must attempt to leave the field of play as quickly

as possible and not interfere with the run of play while leaving the field.

QUALIFYING PLAYING AREAS: During play if a ball strikes a qualifying playing area (divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for non-offending team. If restart would be inside penalty box, restart will be on edge of penalty box. The ball is in play at all other times, including when it rebounds off a match official, goalpost, crossbar or corner flag post and remains in the field of play. If the ball strikes any part of the netting and/or the wall, then it is considered out of bounds and the out of bound rules result. The red lines represent both the outer lines / both side lines and end lines, along with the interior lines on the field.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off.

- RED CARD suspension = Rest of game PLUS next game, no exceptions.
- YELLOW CARD: Players can remain on the field for their first yellow card.
- SECOND YELLOW CARD: A second yellow card to the same player results in player suspended for the remainder of the game, with no sub (resulting in team playing a man down) and the player responsible is suspended for the next game as well.
- RED CARD: A red card results in player suspended for the remainder of the game, with no sub (resulting in team playing a man down) and the player responsible is suspended for the next game

DENIAL OF AN OBVIOUS GOAL SCORING OPPORTUNITY (DOGSO): Subject to the referee's discretion.

SPORTSMANSHIP: Players, coaches and spectators are always expected to display good sportsmanship. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

REFEREE: Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.

LEAGUE POINT SYSTEM: Below is the point system set in place for 6v6 adult leagues.

- Games will be scored as 3 points for a win, 1 point for a tie, 0 points for a loss.

- Forfeits will be recorded as a 4-0 loss to the team who forfeits. If you do not abide by the league rules set aside by Tower Hill Sports, management reserves the right to score the game a forfeit in the other team's favor.

- Double forfeits will be recorded as 0-0.

If there is a tie in the standings at the end of the season, it will be determined in the following order:

- Head-to-head results
- Goal differential
- Goals scored
- Goals allowed

LEXINGTON SPORTING CLUB INDOOR 1



3025 BLAKE JAMES DR

U9-U10 Youth League Rules

***FIFA RULES IF NOT MODIFIED WITHIN* * NOTE - RULES ARE SUBJECT TO CHANGE AT ANY TIME ***

PLAYERS: All players need to be registered and paid in full in Lexington Sporting Club Indoors' system and included on the team roster.

FIELD DIMENSIONS: 114' x 97'

GAME DURATION: The game shall consist of two 20-minute halves with a 2-minute halftime. The ball must cross the goal line before the timer goes off for it to count as a goal.

OVERTIME: No overtime period.

MERCY RULE: If a team is winning at any point in the game by 10 goals, the referee will stop keeping score and that will be the final score posted in the league schedule. The game will continue to be played until the final buzzer.

FORMAT: 6v6 including goalkeepers.

GENDER: This league consists of separate male and female leagues.

Subs: Substitute players from outside the league are NOT allowed. The only exception to be made for subs is if you do not have enough players to field a team, you can have a participant that is already registered on another team in that same division sub in. This rule is NOT intended to be used for extra sub players, it only applies to if you don't have enough to field a team that day.

BALL: Size 4. Home team provides the correct size soccer ball.

HOME TEAM: The Home team is listed first on the schedule and will wear the lighter color.

EQUIPMENT: All field players will wear: a shirt with sleeves; shorts; soccer socks; shin guards; correct footwear. It is not the referee's responsibility to monitor player's correct equipment. Coaches and players are responsible for their own equipment. The two teams must wear colors that distinguish them from each other and the match official.

FREE KICKS: Opposing team needs to be 5 yards away on free kicks.

OPPOSING TEAM GOAL KICKS: Opposing players/team need to be behind the red line at halfway on opposing team goal kicks.

PENALTY KICKS: On penalty kicks all players need to be behind the half-way line while the player takes the penalty kick from the half-way line.

RE-STARTS: Throw-ins for any out-of-bounds play from the sidelines.

HEADING: Heading is not allowed for U12 and under.

SLIDE TACKLES: No slide-tackling rule enforced in all leagues at Lexington Sporting Club Indoor. If a slide tackle occurs, it will be treated as a foul. Direct kick will be given to the other team.

CLOCKS: Clock will continue to run during any injury to allow games to run on time.

OFFSIDE: There is no offside.

SUBSTITUTIONS: Substitutions will be allowed at any stoppage point during the game, regardless of which team has possession on the inbounds play. The clock will continue to run during substitutions. Player's must attempt to leave the field of play as quickly as possible and not interfere with the run of play while leaving the field.

QUALIFYING PLAYING AREAS: During play if a ball strikes a qualifying playing area (divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for non-offending team. If restart would be inside penalty box, restart will be on edge of penalty box. The ball is in play at all other times, including when it rebounds off a match official, goalpost, crossbar or corner flag post and remains in the field of play. If the ball strikes any part of the netting and/or the wall, then it is considered out of bounds and the out of bound rules result. The red lines represent both the outer lines / both side lines and end lines, along with the interior lines on the field.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off.

- **RED CARD** suspension = Rest of game PLUS next game, no exceptions.
- **YELLOW CARD:** Players can remain on the field for their first yellow card.
- **SECOND YELLOW CARD:** A second yellow card to the same player results in player suspended for the remainder of the game, with no sub (resulting in team playing a man down) and the player responsible is suspended for the next game as well.
- **RED CARD:** A red card results in player suspended for the remainder of the game, with no sub

(resulting in team playing a man down) and the player responsible is suspended for the next game

DENIAL OF AN OBVIOUS GOAL SCORING OPPORTUNITY (DOGSO): Subject to the referee's discretion.

SPORTSMANSHIP: Players, coaches and spectators are always expected to display good sportsmanship. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

REFEREE: Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.

LEAGUE POINT SYSTEM: Below is the point system set in place for 6v6 adult leagues.

- Games will be scored as 3 points for a win, 1 point for a tie, 0 points for a loss.
- Forfeits will be recorded as a 4-0 loss to the team who forfeits. *If you do not abide by the league rules set aside by LSC Indoor, management reserves the right to score the game a forfeit in the other team's favor.*
- Double forfeits will be recorded as 0-0.

If there is a tie in the standings at the end of the season, it will be determined in the following order:

- Head-to-head results
- Goal differential
- Goals scored
- Goals allowed

LEXINGTON SPORTING CLUB INDOOR 1



3025 BLAKE JAMES DR

U11-U12 Youth League Rules

FIFA RULES IF NOT MODIFIED WITHIN * NOTE - RULES ARE SUBJECT TO CHANGE AT ANY TIME *

PLAYERS: All players need to be registered and paid in full in LSC Indoor's system and included on the team roster. The minimum roster size is 8 players.

FIELD DIMENSIONS: 114' x 97'

GAME DURATION: The game shall consist of two 20-minute halves with a 2-minute halftime. The ball must cross the goal line before the timer goes off for it to count as a goal.

OVERTIME: No overtime period.

MERCY RULE: If a team is winning at any point in the game by 10 goals, the referee will stop keeping score and that will be the final score posted in the league schedule. The game will continue to be played until the final buzzer.

FORMAT: 6v6 including goalkeepers.

GENDER: This league consists of separate male and female leagues.

Subs: Substitute players from outside the league are NOT allowed. The only exception to be made for subs is if you do not have enough players to field a team, you can have a participant that is already registered on another team in that same division sub in. This rule is NOT intended to be used for extra sub players, it only applies to if you don't have enough to field a team that day.

BALL: Size 4. Home team provides the correct size soccer ball.

HOME TEAM: The Home team is listed first on the schedule and will wear the lighter color.

EQUIPMENT: All field players will wear: a shirt with sleeves; shorts; soccer socks; shin guards; correct footwear. It is not the referee's responsibility to monitor player's correct equipment. Coaches and

players are responsible for their own equipment. The two teams must wear colors that distinguish them from each other and the match official.

FREE KICKS: Opposing team needs to be 5 yards away on free kicks.

OPPOSING TEAM GOAL KICKS: Opposing players/team need to be behind the white line at halfway on opposing team goal kicks.

PENALTY KICKS: On penalty kicks all players need to be behind the half-way line while the player takes the penalty kick from the white dot inside the red circle.

RE-STARTS: Throw-ins for any out-of-bounds play from the sidelines.

HEADING: Heading is not allowed for U12 and below.

SLIDE TACKLES: No slide-tackling rule enforced in all leagues at LSC Indoor. If a slide tackle occurs, it will be treated as a foul. Direct kick will be given to the other team.

CLOCKS: Clock will continue to run during any injury to allow games to run on time.

OFFSIDE: There is no offside.

SUBSTITUTIONS: Substitutions will be allowed at any stoppage point during the game, regardless of which team has possession on the inbounds play. The clock will continue to run during substitutions. Player's must attempt to leave the field of play as quickly as possible and not interfere with the run of play while leaving the field.

QUALIFYING PLAYING AREAS: During play if a ball strikes a qualifying playing area (divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for non-offending team. If restart would be inside penalty box, restart will be on edge of penalty box. The ball is in play at all other times, including when it rebounds off a match official, goalpost, crossbar or corner flag post and remains in the field of play. If the ball strikes any part of the netting and/or the wall, then it is considered out of bounds and the out of bound rules result. The yellow lines represent the outer lines -

both side lines and end lines. The white lines represent the interior lines on the field.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off.

- RED CARD suspension = Rest of game PLUS next game, no exceptions.
- YELLOW CARD: Players can remain on the field for their first yellow card.
- SECOND YELLOW CARD: A second yellow card to the same player results in player suspended for the remainder of the game, with no sub (resulting in team playing a man down) and the player responsible is suspended for the next game as well.
- RED CARD: A red card results in player suspended for the remainder of the game, with no sub (resulting in team playing a man down) and the player responsible is suspended for the next game

DENIAL OF AN OBVIOUS GOAL SCORING OPPORTUNITY (DOGSO): Subject to the referee's discretion.

SPORTSMANSHIP: Players, coaches and spectators are always expected to display good sportsmanship. Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

REFEREE: Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.

LEAGUE POINT SYSTEM: Below is the point system set in place for 6v6 adult leagues.

- Games will be scored as 3 points for a win, 1 point for a tie, 0 points for a loss.
- Forfeits will be recorded as a 4-0 loss to the team who forfeits. *If you do not abide by the league rules set aside by LSC Indoor, management reserves the right to score the game a forfeit in the other team's favor.*
- Double forfeits will be recorded as 0-0.

If there is a tie in the standings at the end of the season, it will be determined in the following order:

- Head-to-head results
- Goal differential
- Goals scored
- Goals allowed

LEXINGTON SPORTING CLUB INDOOR 1



3025 BLAKE JAMES DR

U13-U14 Youth League Rules

***FIFA RULES IF NOT MODIFIED WITHIN* * NOTE - RULES ARE SUBJECT TO CHANGE AT ANY TIME ***

PLAYERS: All players need to be registered and paid in full in Lexington Sporting Club Indoor's system and included on the team roster. The minimum roster is 8 players.

FIELD DIMENSIONS: 114' x 97' at BJD

GAME DURATION: The game shall consist of two 20-minute halves with a 2-minute halftime. The ball must cross the goal line before the timer goes off for it to count as a goal.

OVERTIME: No overtime period.

MERCY RULE: If a team is winning at any point in the game by 10 goals, the referee will stop keeping score and that will be the final score posted in the league schedule. The game will continue to be played until the final buzzer.

FORMAT: 6v6 including goalkeepers.

GENDER: This league consists of separate male and female leagues.

Subs: Substitute players from outside the league are NOT allowed. The only exception to be made for subs is if you do not have enough players to field a team, you can have a participant that is already registered on another team in that same division sub in. This rule is NOT intended to be used for extra sub players, it only applies to if you don't have enough to field a team that day.

BALL: Size 5. Home team provides the correct size soccer ball.

HOME TEAM: The Home team is listed first on the schedule and will wear the lighter color.

EQUIPMENT: All field players will wear: a shirt with sleeves; shorts; soccer socks; shin guards; correct footwear. It is not the referee's responsibility to monitor player's correct equipment. Coaches and players are responsible for their own equipment. The two teams must wear colors that distinguish them from each other and the match official.

FREE KICKS: Opposing team needs to be 5 yards away on free kicks.

PENALTY KICKS: On penalty kicks all players need to be behind the half-way line while the player takes the penalty kick from the white dot inside the red circle.

RE-STARTS: Throw-ins for any out-of-bounds play from the sidelines.

HEADING: Heading allowed.

SLIDE TACKLES: No slide-tackling rule enforced in all leagues at LSC Indoor. If a slide tackle occurs, it will be treated as a foul. Direct kick will be given to the other team.

CLOCKS: Clock will continue to run during any injury to allow games to run on time.

OFFSIDE: There is no offside.

SUBSTITUTIONS: Substitutions will be allowed at any stoppage point during the game, regardless of which team has possession on the inbounds play. The clock will continue

to run during substitutions. Player's must attempt to leave the field of play as quickly as possible and not interfere with the run of play while leaving the field.

QUALIFYING PLAYING AREAS: During play if a ball strikes a qualifying playing area (divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for non-offending team. If restart would be inside penalty box, restart will be on edge of penalty box. The ball is in play at all other times, including when it rebounds off a match official, goalpost, crossbar or corner flag post and remains in the field of play. If the ball strikes any part of the netting and/or the wall, then it is considered out of bounds and the out of bound rules result. The yellow lines represent the outer lines - both side lines and end lines. The white lines represent the interior lines on the field.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off.

- **RED CARD** suspension = Rest of game PLUS next game, no exceptions.
- **YELLOW CARD:** Players can remain on the field for their first yellow card.
- **SECOND YELLOW CARD:** A second yellow card to the same player results in player suspended for the remainder of the game, with no sub (resulting in team playing a man down) and the player responsible is suspended for the next game as well.
- **RED CARD:** A red card results in player suspended for the remainder of the game, with no sub (resulting in team playing a man down) and the player responsible is suspended for the next game

DENIAL OF AN OBVIOUS GOAL SCORING OPPORTUNITY (DOGSO): Subject to the referee's discretion.

SPORTSMANSHIP: Players, coaches and spectators are always expected to display good sportsmanship.

Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible

team from the event.

REFEREE: Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.

LEAGUE POINT SYSTEM: Below is the point system set in place for 6v6 adult leagues.

- Games will be scored as 3 points for a win, 1 point for a tie, 0 points for a loss.
- Forfeits will be recorded as a 4-0 loss to the team who forfeits. *If you do not abide by the league rules set aside by LSC Indoor, management reserves the right to score the game a forfeit in the other team's favor.*
- Double forfeits will be recorded as 0-0.

If there is a tie in the standings at the end of the season, it will be determined in the following order:

- Head-to-head results
- Goal differential
- Goals scored
- Goals allowed

LEXINGTON SPORTING CLUB INDOOR 1



3025 BLAKE JAMES DR

U15-U17 Youth League Rules

FIFA RULES IF NOT MODIFIED WITHIN * NOTE - RULES ARE SUBJECT TO CHANGE AT ANY TIME *

PLAYERS: All players need to be registered and paid in full in Lexington Sporting Club

Indoor's system and included on the team roster. The minimum roster is 8 players.

FIELD DIMENSIONS: 114' x 97' at BJD

GAME DURATION: The game shall consist of two 20-minute halves with a 2-minute halftime. The ball must cross the goal line before the timer goes off for it to count as a goal.

OVERTIME: No overtime period.

MERCY RULE: If a team is winning at any point in the game by 10 goals, the referee will stop keeping score and that will be the final score posted in the league schedule. The game will continue to be played until the final buzzer.

FORMAT: 6v6 including goalkeepers.

GENDER: This league consists of separate male and female leagues.

Subs: Substitute players from outside the league are NOT allowed. The only exception to be made for subs is if you do not have enough players to field a team, you can have a participant that is already registered on another team in that same division sub in. This rule is NOT intended to be used for extra sub players, it only applies to if you don't have enough to field a team that day.

BALL: Size 5. Home team provides the correct size soccer ball.

HOME TEAM: The Home team is listed first on the schedule and will wear the lighter color.

EQUIPMENT: All field players will wear: a shirt with sleeves; shorts; soccer socks; shin guards; correct footwear. It is not the referee's responsibility to monitor player's correct equipment. Coaches and players are responsible for their own equipment. The two teams must wear colors that distinguish them from each other and the match official.

FREE KICKS: Opposing team needs to be 5 yards away on free kicks.

PENALTY KICKS: On penalty kicks all players need to be behind the half-way line while the player takes the penalty kick from the white dot inside the red circle.

RE-STARTS: Throw-ins for any out-of-bounds play from the sidelines.

HEADING: Heading allowed.

SLIDE TACKLES: No slide-tackling rule enforced in all leagues at LSC Indoor. If a slide tackle occurs, it will be treated as a foul. Direct kick will be given to the other team.

CLOCKS: Clock will continue to run during any injury to allow games to run on time.

OFFSIDE: There is no offside.

SUBSTITUTIONS: Substitutions will be allowed at any stoppage point during the game, regardless of which team has possession on the inbounds play. The clock will continue to run during substitutions. Player's must attempt to leave the field of play as quickly as possible and not interfere with the run of play while leaving the field.

QUALIFYING PLAYING AREAS: During play if a ball strikes a qualifying playing area (divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for non-offending team. If restart would be inside penalty box, restart will be on edge of penalty box. The ball is in play at all other times, including when it rebounds off a match official, goalpost, crossbar or corner flag post and remains in the field of play. If the ball strikes any part of the netting and/or the wall, then it is considered out of bounds and the out of bound rules result. The yellow lines represent the outer lines - both side lines and end lines. The white lines represent the interior lines on the field.

PLAYER EJECTION (YELLOW/RED CARD): Referees have the right to eject a player from the game for continual disobedience or as a result of an incident that warrants sending the player off.

- RED CARD suspension = Rest of game PLUS next game, no exceptions.
- YELLOW CARD: Players can remain on the field for their first yellow card.

- SECOND YELLOW CARD: A second yellow card to the same player results in player suspended for the remainder of the game, with no sub (resulting in team playing a man down) and the player responsible is suspended for the next game as well.
- RED CARD: A red card results in player suspended for the remainder of the game, with no sub (resulting in team playing a man down) and the player responsible is suspended for the next game

DENIAL OF AN OBVIOUS GOAL SCORING OPPORTUNITY (DOGSO): Subject to the referee's discretion.

SPORTSMANSHIP: Players, coaches and spectators are always expected to display good sportsmanship.

Abuse of the referees will not be tolerated. Any instance of such conduct will disqualify the responsible team from the event.

REFEREE: Each match is controlled by a referee who has full authority to enforce the Laws of the Game in connection with the match.

LEAGUE POINT SYSTEM: Below is the point system set in place for 6v6 adult leagues.

- Games will be scored as 3 points for a win, 1 point for a tie, 0 points for a loss.
- Forfeits will be recorded as a 4-0 loss to the team who forfeits. *If you do not abide by the league rules set aside by LSC Indoor, management reserves the right to score the game a forfeit in the other team's favor.*
- Double forfeits will be recorded as 0-0.

If there is a tie in the standings at the end of the season, it will be determined in the following order:

- Head-to-head results
- Goal differential
- Goals scored
- Goals allowed

