

LEXINGTON SPORTING CLUB INDOOR 2



404 SPORTING COURT

U11/U12 Youth League Rules

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

Players

- All players must be registered and paid in full in the Lexington Sporting Club Indoor system.
- Each team must have a minimum roster of 8 players.

Field Dimensions

- **Size:** 185' x 85' at 404 Sporting Court
- **Walls:** The facility walls are part of the play.

Game Duration

- **Structure:** Two 20-minute halves with a 2-minute halftime.
- A goal counts only if the ball crosses the goal line before the timer expires.

Overtime

- No overtime period is played.

Mercy Rule

- If a team leads by 10 goals at any point, the referee will stop keeping score, and that will be the final score. The game will continue until the final buzzer.

Format

- **Players:** 6v6 format, including goalkeepers.

Gender Divisions

- There are separate divisions for Girls and Boys this season (no coed play).

Substitutions

- Substitute players from outside the league are not allowed.
- If a team lacks enough players to field a team, they may use a registered player from another team in the same division.

Ball

- **Size:** Size 4 soccer ball.
- The home team provides the correct size ball.

Home Team Responsibilities

- The home team (listed first on the schedule) wears the lighter color.

Equipment

- **Requirements:** All field players must wear:
 - A shirt with sleeves
 - Shorts
 - Soccer socks
 - Shin guards
 - Correct footwear (indoor shoes only)
- Teams must wear distinguishable colors from each other and the match official.
- It is the responsibility of players and coaches to ensure they have the correct equipment; referees will not monitor this.

Free Kicks

- Opposing players must be 5 yards away on free kicks.

Goal Kicks

- Opposing players must remain behind the white line closest to the goal kick until the ball is touched.

Penalty Kicks

- Taken from the furthest intersecting point of the white circle.
- All other players must be behind the halfway line during the kick.

Restarts

- Kick-ins for out-of-bounds play from the sidelines.
- The ball is out-of-bounds if it hits the net or ceiling.

Gameplay Rules

- **Heading:** Not allowed.
- **Slide Tackles:** No slide tackles are permitted; any attempt will be treated as a foul, resulting in a direct kick for the opposing team.

Clocks

- The clock continues to run during injuries to keep games on schedule.

Offside

- There is no offside rule.

Substitutions During Play

- Allowed at any point during the game, regardless of possession.
- Players must leave the field quickly and not interfere with play; entering players cannot contact the ball until the exiting player is off the field.

Qualifying Playing Areas

- If the ball strikes the wall, play continues.
- If it hits the divider curtains, ceiling, ceiling fans, or netting, play is stopped and restarted with an indirect kick for the non-offending team.
- If the restart is inside the penalty box, it will be on the edge of the penalty box.

Player Ejection (Yellow/Red Card)

- Referees can eject players for continual disobedience or serious incidents.
 - **Red Card:** Suspended for the rest of the game and the next game, no exceptions.
 - **Yellow Card:** Players may remain on the field for the first yellow card.
 - **Second Yellow Card:** Results in a suspension for the remainder of the game and the next game.

Denial of an Obvious Goal-Scoring Opportunity (DOGSO)

- Subject to the referee's discretion.

Sportsmanship

- Players, coaches, and spectators must display good sportsmanship.
- Abuse of referees will lead to disqualification of the responsible team.

Referee Authority

- Each match is controlled by a referee who has full authority to enforce the Laws of the Game.

League Point System

- **Points:** 3 points for a win, 1 point for a tie, 0 points for a loss.
- **Forfeits:** Recorded as a 4-0 loss for the forfeiting team. Double forfeits are recorded as 0-0.
- **Tiebreakers (if standings are tied):**
 1. Head-to-head results
 2. Goal differential
 3. Goals scored
 4. Goals allowed

LEXINGTON SPORTING CLUB INDOOR 2



404 SPORTING COURT

U13/U14 Youth League Rules

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

Players

- All players must be registered and paid in full in Tower Hill Sports' system and included on the team roster.
- Minimum roster requirement: **8 players**.

Field Dimensions

- **Size:** 185' x 85' at 404 Sporting Court.
- **Walls:** The facility walls are part of the run of play.

Game Duration

- **Structure:** Two 20-minute halves with a 2-minute halftime.
- A goal counts only if the ball crosses the goal line before the timer expires.

Overtime

- **No overtime period** will be played.

Mercy Rule

- If a team leads by 10 goals at any point, the referee will stop keeping score, and that will be the final score. The game will continue until the final buzzer.

Format

- **Players:** 6v6 format, including goalkeepers.

Gender Divisions

- This season, there are separate divisions for **Girls** and **Boys**; no coed play.

Substitutions

- Substitute players from outside the league are **not allowed**.
- If a team does not have enough players to field a team, they may use a registered player from another team in the same division to substitute in.
- The entering player may not make contact with the ball until the teammate subbing off is off the field.

Ball

- **Size:** Size 5 soccer ball.
- The home team is responsible for providing the correct size ball.

Home Team Responsibilities

- The home team (listed first on the schedule) will wear the lighter color.

Equipment

- All field players must wear:
 - A shirt with sleeves
 - Shorts
 - Soccer socks
 - Shin guards
 - Correct footwear (indoor shoes only)
- Players will not be allowed to participate if they do not have the correct footwear.
- It is not the referee's responsibility to monitor player equipment; coaches and players are responsible for their own equipment. Teams must wear colors that distinguish them from each other and the match official.

Free Kicks

- Opposing players must be **5 yards** away on free kicks.

Goal Kicks

- Opposing players must remain behind the white line closest to the goal kick until the ball is touched.

Penalty Kicks

- Taken from the furthest intersecting point of the white circle.
- All other players must be behind the halfway line during the kick.

Restarts

- Kick-ins for out-of-bounds play from the sidelines.
- The ball is out-of-bounds if it hits the net or ceiling.

Gameplay Rules

- **Heading:** Allowed for U13 and above.
- **Slide Tackles:** No slide tackling is allowed; any attempt will be treated as a foul, resulting in a direct kick for the opposing team.

Clocks

- The clock continues to run during injuries to keep games on schedule.

Offside

- There is **no offside** rule.

Substitutions During Play

- Allowed at any point during the game, regardless of which team has possession.
- Players must leave the field quickly and not interfere with play; entering players cannot contact the ball until the exiting player is off the field.

Qualifying Playing Areas

- If a ball strikes the wall, play continues.
- If it hits the divider curtains, ceiling, ceiling fans, or netting, play is stopped and restarted with an indirect kick for the non-offending team.
- If the restart is inside the penalty box, it will be on the edge of the penalty box.

Player Ejection (Yellow/Red Card)

- Referees have the right to eject a player for continual disobedience or serious incidents.
 - **Red Card:** Suspended for the rest of the game and the next game, with no exceptions.
 - **Yellow Card:** Players may remain on the field for their first yellow card.
 - **Second Yellow Card:** Results in suspension for the remainder of the game and the next game (no substitution allowed).

Denial of an Obvious Goal-Scoring Opportunity (DOGSO)

- Subject to the referee's discretion.

Sportsmanship

- Players, coaches, and spectators must display good sportsmanship.
- Abuse of referees will not be tolerated and may lead to disqualification of the responsible team.

Referee Authority

- Each match is controlled by a referee who has full authority to enforce the Laws of the Game.

League Point System

- **Points:** 3 points for a win, 1 point for a tie, 0 points for a loss.
- **Forfeits:** Recorded as a 4-0 loss for the forfeiting team. Double forfeits are recorded as 0-0.
- **Tiebreakers (if standings are tied):**

1. Head-to-head results
2. Goal differential
3. Goals scored
4. Goals allowed

LEXINGTON SPORTING CLUB INDOOR 2



404 SPORTING COURT

Highschool Youth League Rules

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

Players

- All players must be registered and paid in full in Lexington Sporting Club's system and included on the team roster.
- **Minimum roster requirement:** 8 players.

Field Dimensions

- **Size:** 185' x 85' at Sporting Court.

Game Duration

- The game consists of two 20-minute halves with a 2-minute halftime.
- A goal counts only if the ball crosses the goal line before the timer goes off.

Overtime

- **No overtime period.**

Mercy Rule

- If a team leads by 10 goals at any point, the referee will stop keeping score, and that will be the final score. The game will continue until the final buzzer.

Format

- **Players:** 6v6 format, including goalkeepers.

Gender Divisions

- This season, there are separate divisions for **Girls** and **Boys**; no coed play.

Substitutions

- Substitute players from outside the league are **NOT allowed**.
- If a team does not have enough players to field a team, they may use a registered player from another team in the same division to substitute in.
- The entering player may not make contact with the ball until the teammate subbing off is off the field.

Ball

- **Size:** Size 5 soccer ball.
- The home team is responsible for providing the correct size ball.

Home Team Responsibilities

- The home team (listed first on the schedule) will wear the lighter color.

Equipment

- All field players must wear:
 - A shirt with sleeves
 - Shorts
 - Soccer socks
 - Shin guards
 - Correct footwear (indoor shoes only)
- Players will not be allowed to participate if they do not have the correct footwear. It is not the referee's responsibility to monitor player equipment; coaches and players are responsible for their own equipment. Teams must wear colors that distinguish them from each other and the match official.

Free Kicks

- Opposing players must be **5 yards** away on free kicks.

Goal Kicks

- Opposing players must remain behind the white line closest to the goal kick until the ball is touched.

Penalty Kicks

- Taken from the furthest intersecting point of the white circle.
- All other players must be behind the halfway line during the kick.

Restarts

- Kick-ins for any out-of-bounds play from the sidelines.
- The ball is out-of-bounds if it hits the net or ceiling.

Gameplay Rules

- **Heading:** Allowed.
- **Slide Tackles:** No slide tackling is allowed; any attempt will be treated as a foul, resulting in a direct kick for the opposing team.

Clocks

- The clock continues to run during injuries to keep games on schedule.

Offside

- There is **no offside** rule.

Substitutions During Play

- Allowed at any point during the game, regardless of which team has possession.
- Players must leave the field quickly and not interfere with play; entering players cannot contact the ball until the exiting player is off the field.

Qualifying Playing Areas

- If a ball strikes the wall, play continues.
- If it hits the divider curtains, ceiling, ceiling fans, or netting, play is stopped and restarted with an indirect kick for the non-offending team.
- If the restart is inside the penalty box, it will be on the edge of the penalty box.

Player Ejection (Yellow/Red Card)

- Referees have the right to eject a player for continual disobedience or serious incidents.

- **Red Card:** Suspension for the rest of the game and the next game, with no exceptions.
- **Yellow Card:** Players may remain on the field for their first yellow card.
- **Second Yellow Card:** Results in suspension for the remainder of the game and the next game (no substitution allowed).

Denial of an Obvious Goal-Scoring Opportunity (DOGSO)

- Subject to the referee's discretion.

Sportsmanship

- Players, coaches, and spectators must display good sportsmanship.
- Abuse of referees will not be tolerated and may lead to disqualification of the responsible team.

Referee Authority

- Each match is controlled by a referee who has full authority to enforce the Laws of the Game.

League Point System

- **Points:** 3 points for a win, 1 point for a tie, 0 points for a loss.
- **Forfeits:** Recorded as a 4-0 loss for the forfeiting team. Double forfeits are recorded as 0-0.
- **Tiebreakers (if standings are tied):**
 1. Head-to-head results
 2. Goal differential
 3. Goals scored
 4. Goals allowed