



# The Rules of Indoor Soccer

2016-2017 – Summary of Changes



# Rules of Indoor Soccer – Summary of Changes

## Rule 1 – The Field of Play

- **Goals (page 6)**

Previous wording - ...the distance from the lower edge of the crossbar to the field of play is 6 feet.

New wording - ...the distance from the lower edge of the crossbar to the field of play is 2 metres (6.5 feet).

*Reason – this reflects more accurately the actual dimension in most indoor centres.*

## Rule 3 – The Number of Players

- **Substitution Procedure (page 8)**

Previous wording - ...and as long as he is not interfering with play

New wording - ...and as long as he is not intentionally interfering with play

*Reason – housekeeping, so that that the wording in the ‘procedure’ matches the wording in the ‘infringements and sanctions’.*

## Rule 3 – The Number of Players

- **Changing the Goalkeeper (page 9)**

Previous wording - Any of the other players may change places with the goalkeeper provided that:

New wording - Any of the other players, including the alternate goalkeeper may change places with the goalkeeper provided that:

*Reason – clarification, as the alternate goalkeeper was not mentioned previously.*

### **Rule 3 – The Number of Players**

- **Changing the Goalkeeper (page 9)**

Previous wording - the change is made during a guaranteed substitution opportunity

New wording - the change is made during a guaranteed substitution opportunity, or during the halftime interval

*Reason – clarification, as the halftime interval was not mentioned previously.*

### **Rule 3 – The Number of Players**

- **Infringements & Sanctions (page 9)**

Previous wording - play is stopped.

New wording - play is stopped, unless the advantage clause is applied and a delayed penalty is called (see page 31)

*Reason – specifies that a delayed advantage can be called, if it benefits the non-offending team.*

### **Rule 7 – The Duration of the Match**

- **Provision for Stopped Time (page 17)**

Previous wording - The clock will not be stopped during the game for any reason except during the last two minutes of each match when the clock must be stopped whenever the ball is out of play.

New wording - The clock will not be stopped during the game for any reason except during the last minute of each half, when the clock must be stopped whenever the ball is out of play.

*Reason –*

- *Allows two equal periods of play*
- *Removes the opportunity for a team to concede a free kick close to the end of the 1<sup>st</sup> half, in order to allow the clock to run down. The change promotes ‘fair play’.*

## **Rule 9 – The Ball In and Out of Play**

- **Ball Out of Play (page 21)**

Previous wording - None

New wording - It has wholly crossed a perimeter wall, or has touched the glass above a boarded perimeter wall

*Reason – Addresses the different combinations of boards, glass and netting that are being designed in the province.*

## **Rule 9 – The Ball In and Out of Play**

- **Ball Out of Play (page 21)**

Previous wording - it strikes the netting or any structure above or overhanging the field of play

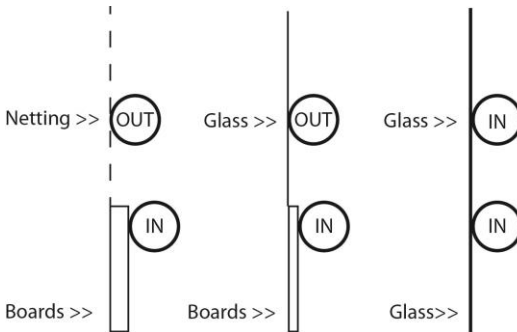
New wording - it strikes the netting or any structure above or overhanging the field of play. This includes any netting at the top of a full-length glass perimeter wall

*Reason – Addresses the different combinations of boards, glass and netting that are being designed in the province.*

## Rule 9 – The Ball In and Out of Play

- **Ball Out of Play (page 21)**

### New diagram –



## Rule 9 – The Ball In and Out of Play

- **Ball In Play (page 21)**

Previous wording - none

New wording - it touches any part of the glass on a full-length glass perimeter wall

*Reason – Addresses the different combinations of boards, glass and netting that are being designed in the province.*

## Rule 16 – The Goal Kick

- **Procedure (page 40)**

Previous wording - Opponents remain outside the penalty area until the ball is in play

New wording - Opponents remain outside the penalty area and at least 15 feet from the ball, until the ball is in play

*Reason – Aligns with other restarts.*