

Arena Soccer Parks

CONDENSED MINI-FIELD LAWS ADULT LEAGUES

LAW 1

Player equipment consists of a team jersey with number shirt, shorts, socks, and flat-soled indoor soccer shoes or flat soled tennis shoes. Shin guards are mandatory. Additionally, referees will make all decisions regarding the wearing of jewelry except wedding bands. It is recommended that no loose jewelry be worn during play.

LAW 2

One referee will be responsible for the control of the game (unless the Director of Referees is conducting a training session).

LAW 3

Duration of the Game: Two halves of 22:30 minutes each, with a 1-minute half-time interval. Each team is allowed 1 time-out per half (time-outs are 30 seconds long). All games will end in ties except playoff games, which will go straight to a 4 vs. 4 shootout. Finals will play a 5 minute sudden death, then if necessary a shootout. Coed games will have two men and two women shoot.

LAW 4

Ball in and out of Play: The ball is out of play when it hits the fence or goes over the perimeter wall, when a goal is scored, or when the referee stops play. The ball is in play at all other times, even if it rebounds from the referee, perimeter wall, or goalpost.

LAW 5

Method or Scoring: A goal is scored when the whole ball passes completely over the goal line, providing no infraction has been committed by the attacking team. All free kicks are direct and a goal can be scored from any free kick including the kick off. During coed games men can only score three goals and must be inside the offensive third of the field to score unless the ball is banked off the wall.

LAW 6

Three Line Violation: There is no three-line violation on the mini field.

LAW 7

Fouls and misconduct: A player who Intentionally kicks, trips, strikes, boards, jumps at, pushes, holds, slides, or who handles the ball shall be penalized by a direct free kick, A player guilty of obstruction, or dangerous play can also be awarded a foul, If a non-playing personnel (coach or parent) is guilty of ungentlemanly conduct, he shall be Issued a caution (yellow card) or ejection (red card). If a player or non-player is ejected from the game, he will serve a minimum one game suspension and possibly a longer suspension that will be determined by the management. A two-minute penalty can be given to any player for the following: violent conduct, dissent, foul language, standing in the white, and a serious or dangerous play. Any of these fouls may also result in a yellow or red card, A player will sit out two minutes when issued a blue card and the team will play short (if a goal is scored the player may return), except for dissent when the player may be substituted for. A red card results in a five-minute penalty during which the team must play short regardless of any goals scored. In the case of a team receiving three penalties the team must substitute all three players and will play with two players for an extended time. If they are unable to field two players without the penalized players the team will forfeit.

LAW 8

Substitutions: A coach may substitute his players on the fly at any point during the game. The player entering the field must wait until his teammate leaves the field. The referee will allow a guaranteed substitution (the referee will hold the play until the coach completes his substitution) only after a goal is scored.

LAW 9

Number of players on the field: Teams play four vs. four and must have a minimum of two players to start a game. During coed games teams may have a maximum of two male players on the field at one time however they may play with three or more female players.

LAW 10

Penalty Kicks: Penalty kicks will be taken from the center of the field. All other players must wait behind the furthest line until the penalty kick is taken. If the penalty kick is successful, a goal is awarded and there will be a restart at the center circle. The clock does not stop for penalty kicks. If the penalty shot is missed, a free kick will be awarded to the same team that missed the penalty shot at the same spot the shot was taken.

LAW 11

The Arc; Any defender blocking the initial shot while inside the white arc will cause the attacking team to be awarded a penalty shot. A player is allowed to go into the white arc to block a shot as long as he/she is playing the ball and not camping out in the white.

LAW 12

The clock will only stop for Injuries, time-outs, last 1-2 minutes of a close game, and other times the referee feels it may be necessary to stop the clock. The coach can request a time-out whenever his team has possession during a stoppage of play or if his team has possession of the ball in their defensive third. The referee must grant all time outs.