

MANITOBA SOCCER ASSOCIATION



2022-2023

**Rules of Indoor Soccer
Half-Field Competitions**

RULES OF INDOOR SOCCER

Half-Field Competitions

Preface

The rules contained within this document shall be applicable for all competitions sanctioned by the Manitoba Soccer Association (“MSA”) which play using the indoor half-field configuration. This includes Senior, Coed and Youth competitions. When a situation is not mentioned in these rules of indoor soccer (the “Rules”) the applicable FIFA Laws of the Game 2022/23 (“FIFA LOTG” or “Law”) interpretation shall apply.

Half-field Indoor Soccer competitions are played predominantly using the FIFA LOTG for outdoor soccer, with a few modifications. These changes maintain the spirit of the FIFA LOTG for the outdoor game but adjust for some of the constraints of playing soccer indoors (on smaller fields, in facilities with ceilings, etc.).

Each Rule includes a reference to the corresponding Law, along with any modifications needed. For simplicity’s sake, only the specific clause to be amended is included; other provisions of the FIFA LOTG apply, even if not explicitly included in the Rules.

As noted in the FIFA LOTG, the Laws cannot deal with every possible situation that could occur during a match, and this principle extends to these Rules. The referee should make decisions within the ‘spirit’ of the game.

Competition-specific Rules and Modifications

The FIFA LOTG explain the benefits of having uniform Laws (Rules) at all levels of soccer, while recognizing that some organizational modifications can be beneficial for the development of the game. The following may be modified for indoor games:

- Size of the field of play
- Size, weight and material of the ball
- Width between the goalposts and the height of the crossbar from the ground
- Duration of the periods of play
- Substitutions
- Offside

Further modifications are only allowed with the consent of the Manitoba Soccer Association.

Competition-specific rules and modifications are available separately, outside of information provided within this document.

2022-2023 Rules of Indoor Soccer Half-Field Competitions

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RULES OF INDOOR SOCCER

Half-Field Competitions

RULE 1: THE FIELD OF PLAY

FIFA LOTG Law 1 applies, with the following modifications:

1. The playing area shall conform to the field plan (See Appendix A).
2. The playing area shall be marked with clearly visible lines, which measure from 5.1 to 10.2 centimetres (2 to 4 inches) in width. Whichever size is used, all lines shall have the same dimensions.
3. The goals shall be placed on the centre of each goal line. The width of the goals shall be 5.64 metres (18 feet 6 inches) measured from the inside of each goalpost. The height shall be 1.98 metres (6 feet 6 inches), measured from the floor to the underside of the crossbar.
4. For matches where offside will be enforced, flagposts, not less than 1.5 m (5 ft. high, with a non-pointed top and a flag must be placed on a designated spot, located 15 metres from the nearest goal line, not less than 1 m (1 yard) outside of each touch line.

Note: The bench and warm-up areas are for players, substitutes, and registered team officials only. Spectators are not permitted to use or watch from these areas.

RULE 2: THE BALL

FIFA LOTG Law 2 applies without modification.

RULE 3: THE PLAYERS

FIFA LOTG Law 3 applies, with the following modifications:

1. The game shall be played by two teams, each with a maximum of nine (9) players, one of whom shall be the goalkeeper. A game shall not commence or continue if either team has less than seven (7) players.

SUBSTITUTIONS

FIFA LOTG applies, with the following modifications:

1. The rules of the competition must state how many substitutes may be nominated from three up to a maximum of twelve.
2. Unlimited substitutions will be permitted during matches, including during the halftime interval. There is no limit to the number of players that can be substituted during a substitution. The use of return substitutions is permitted.

RULE 4: THE PLAYERS' EQUIPMENT

FIFA LOTG Law 4 applies without modification.

RULE 5: THE REFEREE

FIFA LOTG Law 5 applies without modification.

RULE 6: THE OTHER MATCH OFFICIALS

FIFA LOTG Law 6 applies, with the following modifications:

1. An official may be appointed in the role of referee assistant. The referee assistant assists the referee in controlling the match in accordance with the Rules but the final decision will always be taken by the referee.

THE REFEREE ASSISTANT

- Starts and stops the time clock when signaled to do so by the referee.
- Keeps a record of the match including goals scored and any disciplinary action taken by the referee.
- Assists with any administrative duties before, during and after the match, as requested by the referee.

- Supervises the conduct of the persons situated in the technical area and on the benches, and informs the referee of any inappropriate behaviour
 - Indicates the end of each half, either by a score clock horn or whistle
2. For competitions where no MSA certified official is appointed, either team must supply a volunteer as referee or referee assistant. They shall not perform all the duties of an appointed referee assistant but will be asked to perform only those tasks assigned by the referee.

RULE 7: THE DURATION OF THE MATCH

FIFA LOTG Law 7 applies, with the following modifications:

1. The duration of the game shall be two equal halves of thirty (30) minutes unless otherwise mutually agreed between the referee and the two teams. Any agreement to alter the duration of play (e.g. to reduce each half because of unexpected delays or facility issues) must be made before the start of play and must comply with competition rules. A maximum half time interval of four (4) minutes will be permitted.
2. If a team does not have the minimum number of players required to start after the seven (7) minute grace period of the scheduled kick-off, the match will not be played. If a team arrives late for the game but within the grace period, the game may be shortened to allow the following game(s) to begin on time.
3. No allowance is made in either period for set time lost. However, the referee may, at their own discretion, stop the watch as they deem fit in cases such as serious injury or time wasting. Time shall be extended at the end of any half of play to allow the taking of a penalty kick to be completed.
4. The referee may, at their discretion, start the time on their watch, if in their opinion, one or both teams are delaying the kick-off. The kick-off will not be delayed any longer than seven (7) minutes past the scheduled kick-off time.

RULE 8: THE START AND RESTART OF PLAY

FIFA LOTG Law 8 applies, with the following modifications:

1. When the ball makes contact with the ceiling or fixtures above the playing surface, play shall be stopped and the match shall be restarted with a dropped ball. The ball is dropped at the location as provided for in FIFA LOTG Law 8, "Dropped ball" section.
2. The opponents of the team taking the kick-off must be at least 6 m (6.6 yds) from the ball until it is in play

RULE 9: THE BALL IN AND OUT OF PLAY

FIFA LOTG Law 9 applies, with the following modification:

1. The ball is out of play when it has made contact with any part of the ceiling or fixtures above the field of play.

RULE 10: DETERMINING THE OUTCOME OF A MATCH

FIFA LOTG Law 10 applies without modification.

RULE 11: OFFSIDE

FIFA LOTG Law 11 applies, with the following modification:

1. A player is in an offside position if:
 - a) Any part of the head, body or feet is in the opponents' attacking third, as marked by flag posts and
 - b) Any part of the head, body or feet is nearer to the opponents' goal line than both the ball and the second-last opponent

RULE 12: FOULS AND MISCONDUCT

FIFA LOTG Law 12 applies without modification.

RULE 13: FREE KICKS

FIFA LOTG Law 13 applies, with the following modification:

1. Until the ball is in play, all opponents must remain at least 6 m (6.6 yds) from the ball, unless they are on their own goal line between the goalposts.

RULE 14: THE PENALTY KICK

FIFA LOTG Law 14 applies, with the following modification:

1. The players other than the kicker and goalkeeper must be at least 6 m (6.6 yds) from the penalty mark.

RULE 15: THE THROW-IN

FIFA LOTG Law 15 applies without modification.

RULE 16: THE GOAL KICK

FIFA LOTG Law 16 applies without modification.

RULE 17: THE CORNER KICK

FIFA LOTG Law 17 applies, with the following modification:

1. Opponents must remain at least 6 m (6.6 yds) from the corner arc until the ball is in play.

INDOOR SOCCER (Half-Field Competitions)

APPENDIX A: Winnipeg Soccer Federation Facilities 1/2 Field

