



## **4 vs 4 Indoor Soccer Rules**

**\$550/8 week season MONDAY NIGHT GAMES**

**Open League**

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### **PART C SPECIAL LEAGUE RULES**

#### **C1. MONDAY NIGHT 4 v 4**

All rules that follow are specific to the Monday Night 4 v 4 league and are to be considered “supreme” when the following addendum contradicts with previous rules. Otherwise, all previously stated rules are still in effect.

#### **C1-1 TEAM FEE/PAYMENTS**

A \$100 deposit will be required to create a team. The entire team fee of \$550 will need to be paid by the end of week 2. This means before games begin for week 3.

Once all payment is received, week three-six (3-6) will be scheduled. If payment in full is not received the team in question will not be scheduled and will be subject to standard late fees and penalties. See Team Deposits/Payment Schedule, section A3-1.

Teams will receive a \$50 discount off team fee for recruiting a new team to the league. The discount will be applied once the new team has paid their team fee in full.

#### **C1-2 BALLS/EQUIPMENT**

Monday Night 4 v 4 will be played on the West Field. The league will use a size four (4) Futsal ball provided by the facility.

### **C1-3 ROSTER RESTRICTIONS**

The maximum number of players permitted on a roster is ten (10). All players must have an ACTIVE membership with the facility. Rosters will be closed and finalized by the end of week 2. Before game 3 starts rosters must be finalized.

### **C1-4 PLAYING RULES**

#### **C1-4a Number of Players**

Each team shall consist of four (4) players on the field. Teams will receive one (1) additional field player if they are losing by five (5) or more goals.

#### **C1-4b Duration of Play**

There will be two (2) 18-minute halves. There will be a 1-minute half time. Each team is permitted one (1) time out per game.

If the goal differential is within three (3) towards the end of the first half, the clock stops on dead balls 30-seconds and under. If the goal differential is within three (3) towards the end of the second half, the clock stops on dead balls 1-minute and under. If the goal differential is outside of three (3) towards the end of either half, it is a running clock.

#### **C1-4c Substitutions**

Players can only sub on a dead ball. See Ball Out of Play, section B11-2. Players can sub on ANY dead ball. Players must get the referee's attention and wait for the whistle before subbing. Play will resume with the referee's whistle once a sub is completed.

The team with possession during a dead ball is guaranteed a substitution.

A team **blue** card will be administered for any illegal substitutions.

#### **C1-4d Special Scoring Rules**

Goals can only be scored on the **offensive** half of the field. If the ball is "on the line" it is NOT considered to be in the offensive half of the field. The entire ball must be across the line. This means players cannot score from a kick-off.

Referee will use discretion and can call back a goal. This would be considered a procedural foul and will be a free kick for the opposing team.

### **C1-4e Free Kicks**

Free kicks taken on the offensive side of the field are considered direct and can be used as a direct scoring opportunity. Free kicks on the defensive side of the field are considered indirect and cannot be used as direct scoring opportunities.

Opponents must be 5 yards away from the ball on all free kicks.

### **C1-5 PLAYOFFS**

#### **C1-5a Player Eligibility**

All players must have an active membership in order to play in the playoffs. Players are required to play in **3 regular season games** to be eligible for the playoffs. Players must be in good standing with the facility and not under any suspensions.

#### **C1-5b Fouls**

The six (6) foul rule will be in effect during playoffs. See Six Foul Accumulation, section B15-1b. On the 6th foul a “team **blue**” will be issued. A player currently on the field must serve the team blue. This **blue** card does NOT count towards the individual.

The foul count will be a running total throughout the game. It does not reset at the half.

#### **C1-5c Tie Breakers - Golden Goal**

In the case of a tie there will be a 3-minute **golden goal** period. The next team to score will be declared the winner. If there is still a tie at the end of the second golden goal round then there will be a penalty shootout.

#### **C1-5d Tie Breakers - Penalty Shootout**

In the case of a penalty shootout each team will choose three (3) shooters and a goalie. All four (4) players must report to the scorekeeper/referee. These are the only players that can participate in the shootout.

These players do NOT have to be on the field when the golden goal round ends. They can be any four (4) from the roster. See Playoff Shootout, section B16-3.