

Updated indoor soccer rules

Correct as at 18th March 2010

- All substitutions must be made at the halfway sideline.
 - The on-field player must leave the court on the halfway sideline before the substitute comes onto the field at the same halfway sideline. If this is violated, a free kick will be given to the opposition at the point where the original player left provided that the free-kick does not disadvantage the non-offending team during that play.
- If a ball hits the roof, metal beams or lights a kick-in shall be awarded to the non-offending team.
- If an attacking player enters the circle and plays at the ball; the goalkeeper will be awarded a **free-throw** from within their semi-circle.
- If the ball goes over the sideline a kick-in is awarded to the opposition.
 - Ball must on the line at the point which it went out
 - Ball must be stationary
- The player taking the kick-in shall do so within five seconds of receiving the ball.
- A ball, deemed by the referee, that is kicked out of play over the side netting for the purpose of time wasting by a player will be penalised by a yellow card to the offending player and a kick-in on the ground nearest to where the ball left the court.
- If a team walks off the court for the intention of not continuing the game shall lose the match 4-0 unless the opposition was winning by a bigger margin before the walk-out.
- Teams must be ready to play at the specified match time. Teams that are late from the time of kick-off will result in the opposing team being awarded 1 goal for every 2 full minutes that the initial team are late until the referee has blown the whistle for kick-off. Points will be given to the opposing team until **8** full minutes have passed; at this point, the match will be forfeited and awarded to the opposing team.

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