

Farmer Jim's Sports Complex

Local House Rules

The general indoor rules can be found at www.gcsqa.com under the indoor tab. Below are the differences from those general indoor rules that apply at Farmer Jim's.

- * Game ball to be supplied by the home team. If they do not have one or one of sufficient quality, a ball from the visiting team may be used.
- * Kick Off's: The home team kicks off first. After the referee's whistle, the player shall take a place kick from the center spot. The ball may be kicked in any direction and does not have to go forward into the other half.
- * Number of players:

Field #1:	U-8, U-10	6 field players + GK
	U-12 Rec	5 field players + GK
	Co-ed, Over 30	5 field players + GK
Field #2:	U-12	7 field players + GK
	U-14, U-16, Co-ed	6 field players + GK
	H.S., U-19, Men	5 field players + GK
- * It is preferred that players have a permanent number on their game jersey. If both teams come with basically the same colored jerseys, then the home team will wear the "pennies".
- * Games will consist of 25 minute halves with a 2 minute interval.
- * **There will be no slide tackling at any level of play.** A misconduct time penalty may be given for slide tackling and should be given if done in a dangerous or reckless manner. Slide tackling is when a player leaves his/her feet to play or attempt to play the ball.
- * Since no penalty box exists, players serving timing penalties will remain in the bench area and refrain from any more disruption.

In co-ed matches:

- * Number of players: On Field #1: Teams will have five field players plus a goalkeeper. On Field #2: Teams will have six field players plus a goalkeeper. There must be a minimum of 2 women playing at all times on both fields.
- * All free kicks that originate in the attacking half (not including those from the center line) must be taken by a woman.
- * There is a 3 goal limit for male players in a game.

In over 30 matches:

- * Number of players: Teams will have five field players plus a goalkeeper. There must be a minimum of 1 woman playing at all times or the team plays short.
- * On free kicks that originate in the attacking half (DFK, CK, Top of the Arc, Shootouts): if taken by a woman – no restrictions; if taken by a man – can not be kicked directly at the goal and a goal can not be scored until the ball is touched or played by a teammate.
Penalty: Free kick to opposing team from spot of the original kick.
- There is a 3 goal limit per player in a game.

In Men's City League matches:

- Rules will be the same as the standard Indoor Soccer Rules (used in Cleveland and at Farmer Jim's) and standard local rules listed above except:
 - 1) Kick-in (Rule 15.1): When the entire ball passes over the perimeter wall, it shall be kicked back into play at the point where it crossed the perimeter wall by an opponent of the team who last touched the ball before it went out of play.
 - 2) Goal Kicks (Rule 15.2): The goal keeper will distribute the ball by hand and can take place anywhere in the penalty area, with referee OK to proceed. The ball is in play once it leaves the penalty area. Keeper has 5 seconds to release. Opposing players shall be outside the penalty area and not interfere.
 - 3) Accumulative Foul Team Penalty: In each half, the sixth (6th) foul (all fouls including fouls with cards) committed by a team will result in a two (2) minute team penalty (no card) where the team will play short. The cumulative count resets after this 2 minute team penalty for that half. Fouls accumulated for the 1st half do not carryover to the 2nd half. This team penalty can be served by any player on the field. Exception: if the 6th foul results in a card, then that player must serve the time penalty. Penalty ends if the opponents score during the 2 minutes (subject to Rule 12.4 E & F).

In Premier Arena Soccer League (PASL) matches:

- (Complete Rules can be found at <http://www.arenaleague.com>). Summary of rule differences from the standard Indoor Soccer Rules (used in Cleveland and at Farmer Jim's) and standard local rules listed above are:
 - 1) Kick Off's: Home team decides choice of ends, and visiting team kicks off. Switch every quarter.
 - 2) Game will consist of 15 minute quarters, with 3 minute interval and 15 minute half time. The clock will stop the last 5 minutes of game when ball is out of play. Each team allowed one (1 minute) time out per half at a stoppage and with their possession.
 - 3) Injured Players: When time is stopped and trainer/coach requested, that player must leave the field (except GK's 1st time), until next stoppage. Restart: clear passion – free kick, otherwise drop ball.
 - 4) Time penalties (Rule 12): Blue card: 2 minute power play; 2nd Blue card: 2 minute power play for second blue card offense; Yellow card: 5 minute non-power play for misconduct; Red card: 2 minute power play and player ejected.
 - 5) Penalty Kicks (Rule 14): There are no penalty kicks. Use the shootout procedure (Rule 16.2).
 - 6) Kick-in (Rule 15.1): When the entire ball passes over the perimeter wall, it shall be kicked back into play at the point where it crossed the perimeter wall by an opponent of the team who last touched the ball before it went out of play.
 - 7) Goal Kicks (Rule 15.2): The goal keeper will distribute the ball by hand and can take place anywhere in the penalty area, with referee OK to proceed. The ball is in play once it leaves the penalty area. Keeper has 5 seconds to release. Opposing players shall not interfere and shall be outside the penalty area. All defensive restart in penalty area is this same GK distribution.
 - 8) Shootout (Rule 16): A shootout is awarded for a foul by a defender in the defensive half which denies the attacking team an obvious goal scoring opportunity.
 - 9) Accumulative Foul Player Penalty: Any player who accumulates 4 fouls in one half will be assessed a 2 minute power play penalty. Does not carry over. Any player who accumulates 6 fouls in a game will be issued a red card ejection non-power play penalty. Any player who accumulates 3 carded penalties shall be ejected.
 - 10) Accumulative Foul Team Penalty: In each half, the eighth (8th) foul (all fouls including fouls with cards) committed by a team will result in a two (2) minute team penalty (no card) where the team will play short. The cumulative count resets after this 2 minute team penalty. Fouls accumulated for the 1st half do carryover to the 2nd half. This team penalty can be served by any player on the field. Exception: if the 8th foul results in a card, then that player must serve the time penalty. Penalty ends if the opponents score during the 2 minutes (subject to Rule 12.4 E & F).