

# EMSA U13-U19 Non Boarded 9 vs 9

## **Non-Boarded Indoor Soccer Rule Modifications**

All Outdoor FIFA/IFAB Laws of the game apply (including off side at the half) with the following EMSA modifications:

**Offsides-** EMSA modification – the offside rule will be followed (same format as outdoor)

## Law 1 – The Field of Play

•The field dimensions are determined by the facility used and marked accordingly, using modified markings depending on the facility.

## Law 3 – The Players

- A match is played by two teams, 9v9 Including Goalies
- The minimum number to start or continue a match will be 7 players.

#### Law 5 - The Referee

• The match will be officiated 2 referees each taking one half of the field.

#### Law 7 – The Duration of the match will be

- 2 25 minute halves and a 2 minute halftime.
- There is no allowance for time lost. No timeouts permitted.

## Law 8- The Start and Restart of Play

• The opponents of the team taking the Kick-off must be at least 5 yards away

## Law 9 - The Ball In and Out of Play

- Normal ball in and out of play principles apply from the Laws of the Game, relating to boundary lines or when the game is stopped by the referee.
- The ball is also out of play when it touches the ceiling or building structure overhanging the field of play. The restart will be a throw in to the opponents of the player who last touched the ball, at the touchline closest to where the ball touched the ceiling.

#### Law 12 - Fouls and Misconduct

• If a player is sent off their team is not reduced in numbers on the field, but the player takes no further part in the match and must move out of the technical area.

#### Law 13 - Free Kicks

- Until the ball is in play, all opponents must remain at least 5 yards from the ball, unless they are on their own goal line between the goal posts
- Penalty kicks will be taken 10 yards from the goal line.

### **Game Equipment**:

Home Team must supply 2 game balls.

## **Team Official Yellow and Red Cards**:

Cards and suspensions can be issued to team officials.