

Indoor Soccer Dasher Board League Rules

Laws of the Game

Our rules of play for indoor soccer are based on FIFA's Laws of the Game, which apply except where otherwise stated in the Rules of Play.

References to Laws (i.e., Law 15) refer to the corresponding item in the Laws of the Game (available at www.ussoccer.com). References to Rules (i.e., Rule 15) refer to the corresponding item in the Rules of Play below.

Certain relevant sections of the Laws, as well as the United States Soccer Federation's Advice To Referees on the Laws of the Game, have been cited herein for clarification or instructional purposes. The remaining text of the Laws has been omitted for the sake of brevity.

Rules of Play for Boarded Fields

1. The Referee

- a. The Authority of the Referee
 - i. Each game is controlled by one (1) or two (2) Referees who have full authority to enforce League and facility rules, regulations, and policies in connection with the game to which they have been appointed
 - ii. Among other duties, the Referee will:
 1. ensure that no unauthorized persons enter the field of play
 2. take action against players, team officials, or associated individuals who fail to conduct themselves in a responsible manner; and may, at his/her/his discretion, expel them from the field of play or from the premises
- b. The Number of Referees
 - i. For purposes of simplification, all mention of Referees herein shall assume a single Referee, although the statements shall apply equally to both Referees if a 2-Referee crew is present
- c. Referee Payment
 - i. The game's Referee(s) will be paid his/her/his/their appropriate fees BEFORE the game starts
 1. The Referee(s) will not start the game until the appropriate fees have been paid
 2. The clock will run at the scheduled start time and if a team has not paid by the time the clock shows 14 minutes, said team will receive a forfeit loss
- d. Decisions of the Referee
 - i. The Referee does not stop play for doubtful or trifling offenses
 - ii. The decisions of the Referee regarding facts connected with play are final
 1. The Referee may change a decision, though, upon realizing that it is incorrect (or the guilty team admits their action), provided that he/she has not already restarted play
 - iii. The Referee's record of the score — not the scoreboard — is official
- e. Application of the "Advantage" Clause
 - i. The Referee shall refrain from penalizing offenses when doing so would result in an advantage being gained by the offending team. There is, however, no advantage when Serious Foul Play has occurred
- f. Forfeits

- i. In the event that a match has been forfeited, the players present may use the remaining scheduled time for a scrimmage or to practice, but the Referee is not permitted to officiate any such unofficial competition
- g. Disciplinary Actions
 - i. Captains are responsible for providing the Referee(s) the first and last name of any teammate that receives a blue, yellow or red card at the end of the match or when the Referee requests it
 - 1. Failure to provide accurate information will result in forfeiture of game and/or suspension from league play.

2. Duration of the Game

- a. Games are scheduled on 45-minute increments
 - i. 2, 20-minute halves
 - ii. At half and in between games, the Referee will set the clock to 22 minutes
 - 1. The Referee will blow his/her/hers when the clock shows 20 mins, regardless if teams are ready
 - 2. If a team is not ready to play when the clock shows 14 minutes, said team will receive a forfeit loss
 - iii. Incoming teams may not enter the field of play or bench area before the previous game has ended
 - iv. Teams finishing a game have no more than two (2) minutes to vacate the field to allow the next game to start on time
 - 1. Failure to do so may result in disciplinary action
- b. The Referee will ALWAYS keep track of the official time
 - i. In the event the scoreboard is not functioning properly, the Referee will inform everyone that he/she is keeping time manually
- c. Games are played with a continuously running clock, with the exception of the allowances listed below in the FINAL FIVE (5) MINUTES OF A TIED OR ONE-GOAL GAME, at the discretion of the Referee(s)
 - i. Time Stoppage Allowances (all are Referee discretion)
 - 1. time-wasting
 - 2. team or player misconduct
 - 3. persistent infringement or tactical fouls
 - 4. interruption of play by a party not directly with the teams of the game
 - 5. situations in which an injured player cannot be removed from the field
 - a. Clock WILL NOT stop for treatment of minor injuries that do not prevent a player from being removed from the field, or for other common occurrences
 - ii. In such situations, the Referee may either reset the scoreboard clock, or turn it off and keep time for the remainder of the match on his/her/hers watch
 - iii. Time may also be extended at the end of a half for the taking of a penalty kick or free kick
 - 1. Extended times ends as soon as the defensive team plays the ball or the offensive team loses possession of the ball

3. Number of Players

- a. The 7v7 formation consists of four (4) males, two (2) females and a goalkeeper
 - i. A female goalkeeper does not count towards the (2) females
- b. A team must have at least a minimum of five (5) players, including a female and a goalkeeper

- i. A game will not start unless both teams have at least the minimum number of players present while satisfying gender requirements
 - 1. A team must have at least one (1) female on the field at all times
 - a. If a team does not have at least one (1) female by the time the clock shows 14 minutes in the first half, or if at any point in the game the team is not able to have at least one (1) female on the field, said team will receive a forfeit loss
 - 2. A team may never have more than four (4) males on the field at any time
 - a. A direct free kick will be awarded to the opposing team at the spot where the ball is stopped when a team is found to have more than the maximum number of players on the field
 - b. The team that has been found to exceed the maximum number of players on the field must play down one (1) male player for a 2-minute period
 - i. this is a team caution and does not count as any card against any player

4. The Ball

- a. Either team may provide a ball of appropriate quality, material, size and pressure for the game
 - i. The team listed on the schedule as “AWAY” is ultimately responsible for providing the ball
 - 1. If a ball cannot be provided within five minutes of the game’s start (clock running), the AWAY TEAM will receive a forfeit loss
 - 2. If a ball is provided within the five minutes, the game will start at the time currently displayed on the scoreboard

5. The Field of Play

- a. All boards are in play and considered part of the field
- b. The game’s Referee(s) is/are considered part of the field and there is no penalty for a ball that strikes a Referee
- c. The ball is out of play when:
 - i. play has been stopped by the Referee
 - ii. the entire width of the ball has crossed the entire width of the goal line whether on the ground or in the air
 - iii. the ball has struck the netting on the perimeter or ceiling (overhead)
 - 1. When the ball has been played into the ceiling net, play is restarted with a direct free kick for the opponent from the free kick line on the side of the field from which the ball was played (NOT WHERE IT HIT)
 - a. At no time will play be restarted using the center spot when dealing with ceiling balls
 - 2. When the ball has been played into the netting over a dasher board, the ball will be placed on the white line encircling the perimeter of the field just below where the ball struck the side netting
 - iv. the ball has struck the netting above the “frame of the goal”
 - 1. goal kick if ball is off of an offensive player

- 2. corner kick from dot (or end of line) if ball is off of a defensive player
- d. There is no limit to the number of times a player may enter and exit a game
- e. Substitutions may be made at any time, except:
 - i. when play has been stopped by the Referee to sanction misconduct
 - ii. at the taking of a penalty kick
 - iii. at any other time when so instructed by the Referee
- f. A substitute may only enter the field of play if:
 - i. the player being replaced has left the field
 - ii. from within his/her/her own bench area
 - iii. through the doors
 - 1. no leaping over the dasher boards
- g. A goalkeeper may be substituted “on the fly” as any player can
 - i. A team does not have to notify the Referee(s) of a goalkeeper change so long as the new goalkeeper’s uniform clearly distinguishes him/her from his/her/her own team and the opposing team
 - 1. If a goalkeeper change is made, without notification to the Referee(s), and the goalkeeper is not clearly distinguished as separate from both teams, any penalty called against said player will stand and penalized as normal
 - ii. At a stoppage of play, a team may ask the Referee(s) to acknowledge a goalkeeper change and the Referee(s) will keep play stopped for the change so long as it is done in a timely manner
- h. All substitutes are subject to the authority of the Referee, whether called upon to play or not
- i. The doors may be opened only at times when doing so does not endanger players or interfere with active play
 - i. if any likelihood exists of actively play moving toward the general area of the door, players and team personnel must refrain from opening it

6. The Players’ Equipment - Safety

- a. Players are not to use equipment or wear anything that is dangerous to him/herself or another player, including any kind of jewelry, with the exception of medical alert tags
 - i. Electronic pedometers/smart watches (i.e. - Fitbit, Apple Watch, Galaxy Gear, etc) are permitted so long as the player is able to control their arms during the play of the game and not cause harm to any other person
 - 1. Failure to do so will result in the Referee(s) enforcing said player(s) to remove said equipment
- b. Any type of hard or plaster cast, or rigid medical implement such as a metal knee brace, must be brought to the attention of the Referee before the match begins and be approved before the player can participate
- c. Metal braces, such as those worn on the knee, must be covered with a manufactured sleeve or other material that offers adequate protection against cuts or other injuries that may occur due to contact with it
- d. No headwear, caps, or metal clips or other dangerous hair-control implements may be worn unless medically required and approved in advance by league management
- e. Players with open wounds or visible blood on their body or uniform will not be permitted to participate until the wound is properly covered and the uniform changed to the satisfaction of the Referee(s)

7. The Players’ Equipment - Basic

- a. The basic compulsory equipment of a player is:
 - i. Shirt of a color (shade) that matches their teammates shirt or alternate color to be worn in case of color conflicts with opponents color
 - ii. Upon team registration, a captain is to list a primary uniform color and an alternate uniform color.
 - 1. Teams should bring both of these to all games in case of conflict
 - 2. HOME team is to change in case of a conflict
 - a. Pinnies will not be provided
 - iii. Shinguards (must provide a reasonable degree of protection per Referee)
 - iv. Socks
 - 1. socks must be worn COVERING shinguards
 - v. Shoes
 - 1. NO CLEATS ARE PERMITTED!
 - a. Any player found to be wearing cleats will be made to exit the field to change
 - i. If player is not able to change their shoes, they will not be able to participate for the remainder of the game
 - ii. Just socks or barefeet is not permissible
 - 2. Flat-soled (sneakers or indoor shoes)
 - 3. Turf Shoes (shoes with small rubber nubs)
 - a. Shoes with “long” studs are not permitted

8. The Start and Restart of Play

- a. ALL KICKS ARE DIRECT!
 - i. can be scored from a kick without touching a second player
- b. Kick-Off
 - i. The following procedure is to be observed:
 - ii. all players are in their own half of the field
 - iii. the opponents of the team taking the kick-off are outside of the center circle until the ball is in play
 - iv. the ball is stationary on the center mark
 - v. the Referee gives a signal
 - vi. the ball is in play when it is kicked and moves in any direction
 - vii. A goal may be scored directly from the kick-off
- c. Measurements / Distance
 - i. Opponents must be at least three (3) yards away from the ball at the taking of free-kicks, kick-ins, goal-kicks, corner-kicks, and kick-offs
- d. Special Circumstances
 - i. A free kick awarded to the defending team inside its own penalty area is taken from any point within the penalty area
 - ii. An indirect-offense committed by the defense inside its penalty area results in a direct free kick for the offense that is taken from the top of the goal box
 - iii. If play is temporarily stopped while the ball is within the penalty area, play shall be restarted with a dropped ball at the nearest point outside the penalty area from where the ball was when play was stopped

9. The Method of Scoring

- a. A goal is scored when the entire ball passes over the entire width of the goal line, between the goalposts and under the crossbar; provided that there was no infringement of the rules previously committed by the team scoring the goal

- b. A goal MAY NOT be scored by means of the goalkeeper throwing the ball into the opponent's goal

10. Offside

- a. Law 11 is not applied.

11. Fouls and Misconduct

- a. Fouls and misconduct are penalized as follows:
 - i. Direct-offenses (Direct Free Kick)
 - ii. A direct free kick is awarded to the opposing team if a player commits any of the following direct-offenses in a manner considered by the Referee to be careless, reckless or using excessive force:
 - 1. pushes an opponent
 - 2. charges an opponent
 - 3. jumps at an opponent
 - 4. strikes or attempts to strike an opponent
 - 5. kicks or attempts to kick an opponent
 - 6. trips or attempts to trip an opponent
 - 7. endangers an opponent who is in the corner of the field by attempting to challenge over-aggressively for the ball
 - 8. tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
 - a. THERE IS NO SLIDE TACKLING!
 - 9. causes an opponent to collide with the dasher boards
 - 10. holds an opponent with any part of his/her/hers body
 - 11. holds an opponent against the dasher boards in any manner
 - 12. spits, in any manner
 - 13. handles the ball deliberately
 - a. except for the goalkeeper within his/her own penalty area
 - 14. places hands on opponent in an attempt to win the ball while opponent is facing dasher boards
 - iii. Indirect-offenses (Direct Free Kick)
 - iv. A direct free kick is awarded to the opposing team if a player, in the opinion of the Referee, commits any of the following indirect-offenses:
 - 1. deliberately impedes the progress of an opponent (while not attempting to play the ball, or not being within playing distance of the ball)
 - a. this is "Obstruction"
 - 2. prevents the goalkeeper from releasing the ball from his/her/hers hands
 - 3. plays in a dangerous manner
 - 4. attempts an overhead ("bicycle") kick or diving header near a player
 - 5. attempts a sliding tackle in the presence of an opponent
- b. The goalkeeper is permitted, when within his/her/hers own penalty area, to slide with his/her/hers body sideways or diagonally in the presence of an opponent, but only as necessary to play the ball with his/her/hers hands
 - i. He/she is permitted to slide feet first so long as his/her/hers feet are playing the ball
 - ii. A direct free kick is also awarded to the opposing team if a goalkeeper, inside his/her/hers own penalty area, commits any of the following indirect-offenses:

1. takes longer than six (6) seconds to release the ball from his/her/hers hands after gaining possession of it
 2. touches the ball again with his/her hands after it has been released from his/her possession and has not touched any other player
 3. touches the ball with his/her hands after it has been intentionally kicked to him/her by a teammate
 4. touches the ball outside of the box, with his/her feet, and then brings the ball into the goal box, with his/her feet, and then uses his/her hands on the ball
- c. A direct free kick is awarded to the opposing team if, in the opinion of the Referee, a substitute:
- i. interferes with play by leaning with their arms or body over the dasher boards
 - ii. touches a ball before it has completely crossed the touch line (the imaginary line going upward from the dasher boards in the bench area)
 - iii. interferes with play or endangers players by opening a door on the dasher boards when active play is moving toward or is likely to move toward that area

12. Disciplinary Actions

- a. Warning (Blue Card)
 - i. A player is requested to sit down for two (2) minutes to “cool off”
 1. may or may not be shown a blue card
 - a. can be a verbal warning
 2. team may substitute and play at full strength
- b. Cautionable Offenses (Yellow Card)
 - i. A player is shown the yellow card and cautioned, and must leave the field to serve a 2-minute penalty if he/she commits any of the following offenses:
 1. is guilty of unsporting behavior
 2. shows dissent to the Referee by word or action
 3. persistently infringes league or division rules
 4. delays the restart of play
 5. fails to respect the required distance when play is restarted with a corner kick or free kick
 6. enters or re-enters the field of play incorrectly, or without the Referee’s permission when serving a time-penalty
 7. deliberately leaves the field of play in order to avoid punishment
 8. deliberately causes an opponent to collide with the dasher boards
 9. attempts to damage FFSP property
- c. Ejectable Offense (Red Card)
 - i. A player is shown the red card and ejected from the match if he/she commits any of the following offenses:
 1. is guilty of serious foul play
 2. is guilty of violent conduct
 3. spits at an opponent or any other person
 4. denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his/her own penalty area)

5. denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
 6. uses offensive, insulting or abusive language or gestures
 7. receives a second caution in the same match
 8. leaves the bench area to get involved in a fight or altercation on the field
 9. deliberately damages FFSP property
- ii. A player receiving a red card must leave the premises immediately
 1. The Referee(s) will not restart the game until player has left
 2. If the player refuses to leave in a timely manner, the game will be terminated and the team of the player will receive a forfeit loss
- d. Time Penalties
- i. A player must sit out for two (2) minute for a first cautionable offense (Yellow Card)
 1. The team may not sub a player in and must play down for the entire two (2) minutes or until a goal is scored
 - ii. A player receiving a second Yellow Card in the same match is ejected from the game and must leave immediately
 1. The team may not sub a player in and must play down for five (5) minutes, regardless of goals scored
- iii. Procedure
 1. The player provides his/her first and last name, as it appears on the team's roster, to the Referee(s)
 2. The player is shown the appropriate card by the Refree(s)
 3. The Referee(s) notify the player and his/her team of the time-penalty issued and the player leaves the field
 4. The penalty time begins when play is restarted
 5. The team plays for two (2) minutes with one player fewer than the number present on the field at the time when the offense occurred
 6. The player does not return to the field until the Referee(s) say the two (2) minutes have elapsed, or a goal is scored, and a signal has been given by the Referee
 7. A teammate may serve a penalty for a goalkeeper
 - a. Goalkeeper DOES NOT have to exit with a yellow card
 - iv. An ejection (Red Card) offense is punished by the issuance of a five (5) minute penalty
 1. The commission of a second cautionable offense is punished with a five (5) minute penalty as well
 - v. Procedure
 1. The player provides his/her first and last name as shown on roster
 2. The player is shown the appropriate card(s) by the Referee(s)
 3. The Referee(s) notify the player and his/her team of the penalty issued and the player leaves the field
 - a. The game is not restarted until the player has additionally left the premises
 4. The penalty time begins with play is restarted

5. The player's team must play for four (4) minutes with one player fewer than the number present on the field at the time when the offense occurred
 - a. If the removal of a player for service of a timed penalty would reduce a team's number of players below the minimum, the service of penalties may be delayed in sequence (staggered) by the Referee
 - b. If a team is playing with only one (1) female and she is ejected from the game, the game is terminated and the team receives a forfeit loss
- vi. A bench penalty may be issued to a team as punishment for a general team misconduct or for their failure to properly control individuals in the bench area
 1. if a bench penalty is given with a card, the team must remove a male player from the field for the appropriate amount of time as stated in these rules
- vii. Offenses that may result in a bench penalty include:
 1. Dissent or unsporting behavior by players or others in the bench area
 2. Infringements of Rule 3 (have too many players, using doors, etc)
 3. Use of offensive, insulting or abusive language, either by players or others in the bench area

13. Free kick

- a. All opponents must be at least three (3) yards away from the ball until it is kicked
 - i. Failure to yield the required distance is a cautionable offense

14. Penalty Kick

- a. are taken from the top of the goal box
- b. all players except for the goalkeeper and kicker must stand behind the nearest free kick line
- c. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of period of extra time in competitions when extra time is used

15. Kick-in

- a. A kick-in is taken, instead of a throw-in, to restart the match after the ball has wholly crossed the perimeter netting over the dasher boards
- b. Procedure
 - i. The ball is placed no further than the line near the dasher board in line with the spot where the ball went out of play
 - ii. All opponents must remain at least three (3) yards away from the ball until it is kicked
 - iii. The ball is kicked
 - iv. The kicker may not touch the ball again until it has touched another player
 1. in all other aspects, the kick-in functions in the same manner as the throw-in, described in Law 15

16. Goal Kick

- a. A goal kick may be taken from any point inside the penalty area
- b. The ball is in play once it is kicked and is outside of the penalty area
- c. A goal may be scored directly from a goal kick, but not into the kicker's own goal

- d. In lieu of a goal kick, the keeper may touch the ball to the ground, or bounce it, and then throw or kick the ball

17. Corner Kick

- a. The ball is placed on the corner dot or at the end of the line

18. Rule Clarifications

a. *2 – The Ball*

- i. Rubber is not an accepted material, and felt-covered balls are not appropriate for artificial-turf surfaces
- ii. Kick-off time will not be delayed to add air or otherwise adjust a ball not properly prepared in advance by the away team

b. *5 – The Referee*

i. The Number of Referees

1. When a crew of two (2) Referees works a match, both Referees shall function as a team with equal authority shared between the two

c. *Decisions of the Referee*

- i. Doubtful means that there is doubt as to whether or not an offense occurred. In this situation, the Referee errs in favor of allowing play to continue, rather than stopping play.
- ii. Trifling means that an offense did occur but has had an insignificant effect on the balance of play or the safety of players. For example, a player might deliberately attempt to handle the ball, but in doing so, touch it only so slightly with the tip of his/her finger that the ball's path is not changed. In this situation, the Referee(s) allows play to continue and does not penalize the offense, because to do so would introduce an unnecessary stoppage in play.

d. *Application of the “Advantage” Clause*

- i. The Referee shall make such decisions within the context of the match, considering such factors experience level of the players, and not apply the “advantage” clause blindly in situations when play is becoming violent or reckless

e. *11 – Fouls and Misconduct*

i. Tackling

1. The fact the a player has played the ball in the course of a tackle is irrelevant if the player has carelessly, recklessly, or with excessive force, committed any prohibited actions in the course of his/her challenge
2. It is entirely possible for a player to be guilty of a foul even though he/she made contact with the ball before making contact with the opponent, if the player's challenge was unfair or dangerous in nature
3. EXAMPLE: A player tackles the ball away from an opponent from behind. his/her foot first touches the ball, but then follows through after touching the ball by kicking into the ankles of the opponent. The player may be judged as guilty of a foul because his/her challenge was careless or reckless, even though he/she “got” the ball.

ii. Deliberate Handling of the Ball

1. The offense known as “handling the ball” involves deliberate contact with the ball by a player's hand or arm (including fingertips, upper arm, or outer shoulder)

2. "Deliberate contact" means that the player could have avoided the touch but chose not to, that the player's arms were not in a normal playing position at the time, or that the player deliberately continued an initially accidental contact for the purpose of gaining an unfair advantage
3. Moving hands or arms instinctively to protect the body when suddenly faced with a fast approaching ball does not constitute deliberate contact unless there is subsequent action to direct the ball once contact is made
4. Likewise, placing hands or arms to protect the body at a free kick or similar restart is not likely to produce an infringement unless there is subsequent action to direct or control the ball. The fact that a player may benefit from the ball contacting the hand does not transform the otherwise accidental event into an infringement. A player infringes the Law regarding handling the ball even if direct contact is avoided by holding something in the hand (clothing, shinguard, etc.).
5. The rule of thumb for Referees is that deliberate handling occurs if the player plays the ball, but not if the ball plays the player. The Referee should punish only deliberate handling of the ball, meaning only those actions when the player (and not the goalkeeper within his/her own penalty area) strikes or propels the ball with his/her hand or arm (shoulder to tip of fingers).
6. Any use of the shoulder in playing the ball is considered as using the hand. This can mean that even though the player leaves his/her hand/arm close to his/her body, he may have moved the body so as to strike or propel the ball with the arm or hand, and the Referee must watch for actions of that sort. Propelling the ball forward using the front part of the shoulder is considered handling, even when the main area of contact between ball and body is the chest.
 - a. (this text was adapted from the USSF's Advice to Referees on the Laws of the Game)

iii. *Goalkeeper Possession*

1. The goalkeeper is considered to be in possession of the ball by controlling it with any part of his/her hand or arms.
2. Bouncing the ball is not considered a release of possession.
3. Due to the nature of indoor soccer and the high frequency of shots in close proximity to goalkeepers, officials will err on the side of caution when enforcing the goalkeeper possession rule.

iv. *Challenges Against the Goalkeeper*

1. It is not an offense, in and of itself, to challenge for the ball when the goalkeeper is attempting to handle it unless the player carelessly, recklessly, or with excessive force commits any of the prohibited actions. For example, the Referee may permit a controlled poke at the ball with the foot, but will not tolerate a reckless attempt to kick it with power at the same time that the goalkeeper is reaching for it. The latter shall be viewed as either dangerous play (if no contact is made with the opponent), or kicking an opponent

v. *Dangerous Play*

1. Dangerous play occurs when a player commits an act that either puts an opponent or him/herself in unfair danger, or when a player unfairly denies the opponent a chance to play the ball by putting himself in a dangerous situation. Some acts, such as attempting a “high kick” or “playing the ball while on the ground” are not in of themselves illegal
2. These acts are considered dangerous play only when, in the opinion of the Referee, they cause unfair danger or unfairly prevent an opponent from playing the ball
3. The Referee only stops play when an offense that fits these criteria has occurred
4. Rule Clarification as of 2015-16: If a player plays the ball while on the ground and is within 2 yards of an opponent, the act will be considered dangerous and an automatic foul

vi. *Sliding Tackle and Playing from the Ground*

1. A sliding tackle is generally considered to be an attempt to play the ball that involves a launching of the body forward, foot-first, plus contact with the ground of any part of the body other than the feet. Simply lunging toward the ball from a static position is not considered sliding and/or playing from the ground
2. In general, playing the ball from the ground is not considered dangerous unless the act prevents the opponent from making a fair challenge for the ball. The decision as to whether a situation involving a player on the ground is considered dangerous is made solely at the discretion of the Referee
 - a. Rule Clarification as of 2015-16: If a player’s knee touches the ground while lunging for a ball, and is within 2 yards of an opponent, the act will be considered dangerous and will be called as a foul
3. If any player slides within 2 yards of an opponent, OR, lunges within 2 yards of an opponent, and their knee subsequently touches the ground, the act will be considered an automatic foul
4. If the player’s act occurs more than 2 yards from any opponent, and the official does not deem that a dangerous act has been committed, the official will tell the players to “play on.”
5. Officials should take into consideration the close proximity of players in the indoor game, and err on the side of the caution if there is doubt as to the danger that a player on the ground creates.

vii. *Impeding the Progress of an Opponent (“Obstruction”)*

1. “Impeding the progress of an opponent” is the official term given to the offense formerly known as “obstruction.”
2. The new wording for the name of this offense helps to distinguish the legal act of shielding the ball from an opponent using his/her body, which is not an offense when a player is within playing distance of the ball, from the illegal act of using one’s body to merely block an opponent from getting to the ball without actually attempting to play or control it. Only the latter is considered to be “impeding the progress of an opponent.”

3. It is important for players, coaches, and spectators to distinguish the difference between shielding and impeding, and to understand that a player within playing distance of the ball (usually about 1-2 yards) is permitted to shield the ball as long as he does not commit an offense (i.e., holding or pushing an opponent) in doing so
- f. Amount of Time Permitted to Restart Play
 - i. A team has six (6) seconds to get the ball back into play
 1. It is the Referee's discretion as to when the "time" begins
 - g. *Placing Hands Upon the Dasher Boards*
 - i. Merely allowing one's hands to make contact with the dasher boards is not, in and of itself, an offense. The Referee shall only consider this an offense if the player in question gains an advantage in doing so by using the arms to block the opponent from challenging for the ball, or by using the boards to gain unfair leverage against an opponent
 - ii. The declaration by a player that he/she was placing his/her hands on the boards merely in anticipation of a challenge from an opponent is irrelevant. But in situations where a player places his/her hands on the boards as a necessary reflex for self-protection when moving quickly towards them, the Referee shall only consider this an offense if they continue to maintain contact in an unfair manner
 - h. *Limited Contact Outside Lines and Corners of Field*
 - i. New Guideline as of 2016-17: A new "Limited Contact" rule is officially in place for the 2016-17 Season for the areas of the field designated as outside of the yellow lines and in the corners of the field
 1. this is NOT a no-contact rule, but merely a guideline to encourage players to show caution toward their opponents near the boards and in the corners.
 - ii. Officials will be asked to call a direct-kick foul for any competitive or aggressive contact outside the yellow lines and in the corners. In some situations, officials will be allowed to stop play and warn players that play too aggressively near the boards. The proper restart for a stoppage of play where no "foul" occurs is a drop-ball to the team that was in possession of the play prior to the stoppage.
 - i. Disciplinary Actions
 - i. No Referee Discretion in Applying Time-Penalties
 1. The 2-minute time-penalty will occur for all cautionable offenses
 - j. Obvious Goal Scoring Opportunity
 - i. Giving consideration to the smaller size of the goals and other factors unique to indoor soccer, the instructions and illustrations given in the Laws of the Game for judging an "obvious" goal-scoring opportunity may not always be directly applicable to incidents occurring in a FFSP indoor match. In general, in FFSP indoor soccer matches, the Referee(s) will typically demand a stricter set of circumstances to be present before showing the red card to a player and expelling him for the unlawful denial of an obvious goalscoring opportunity. For example, an attacker's chance to go forward to goal one-on-one with the goalkeeper may not necessarily be considered an obvious goal-scoring opportunity in every situation, although an opportunity to shoot toward an entirely unattended goal most likely would

- ii. The Referee will also consider such factors as the perceived intent of the offender, the score of the match and other circumstances in determining whether or not an expulsion is appropriate.
- k. Free Kick
 - i. Direct Free Kick or Indirect Free Kick?
 - 1. HELPFUL HINT
 - a. All restarts are taken as direct kicks. However, many players ask the Referee whether the restart is a direct or indirect free kick. There are both Direct and Indirect-offenses, just as in any USSF sanctioned outdoor match. For convenience and clarity purposes, it has been chosen to make all restarts direct.
 - b. The only difference between a “direct” and “indirect offense” is that a restart for an indirect offense committed in one’s own penalty area is a direct free kick from the top of the penalty arc, as opposed to a penalty kick (which is awarded for a direct offense).
 - c. For clarification on what a Direct and Indirect-offense are, please see Rule 11 under Fouls & Misconduct.