



## FPIS League Rules

- One Referee officiates each game. The decisions of the Referee are **FINAL**.
- Play Referees' time over timer.
- Team can bring new players up until week 3. Roster closes week 4.
- Max 10 players per team.
- If team has an ineligible player (not in the age group of the League), team automatically loses the game. 2nd time; team is out of the League.
- Up to 10 minutes of wait time for team to arrive (grace period). If team does not have 5 players, team automatically loses the game.
- Team must sign in on the sign-up sheet every game night.
- Each team plays 6 secured games (plus semifinal or final).
- A game consists of 25-minute halves (which may be extended to 30 minutes in case of penalties).
- Halftime is 5 minutes.
- A tie in the semifinals and finals will result in a 5 minute extra time. If still tied, penalties will determine the game.
- 5v5 (substitutes allowed on field).
- Each team may substitute players freely.
- If team is requesting a substitution, the player leaving cannot play the ball. If the player plays the ball, automatic yellow card.
- Any fighting or act of violence is an automatic red card and you must leave field.

- If you receive a yellow card, out of game for 2 minutes (sideline).
- Away team kicks off.
- No slide tackling allowed.
- All free kicks are indirect.
- Keep your distance on kick-ins and corner kicks.
- If ball gets kicked to ceiling, vents, lights, ball goes to the goalkeeper of the opposing team that last touched the ball.
- Must be on opposition side (past midfield line) to score.
- A hand ball is an automatic yellow card; unless it is considered unintentional by the Referee.
- In the case of a penalty, the player has a one on one with the goalkeeper starting from the midfield line and has 3-4 seconds to shoot. Goalkeeper can come out of the area and approach the player.
- If the goalkeeper touches the ball outside of its area, automatic penalty.
- Goalkeeper can only hold the ball for 5 seconds. (If over 5 seconds, ball goes to the opposing teams' goalkeeper.
- Goal kicks have to be played on the floor.
- If possible, come with uniforms (same color for team as well as numbers).
- Only 1st and 2nd place are determined.
- Win = 3 points, Loss = 0 points, Draw = 1 Point
- Results are updated daily on the Fair Play Indoor Soccer website under League Fixtures.