

Camp Jordan Arena Rules

NO GUM IN THE ARENA

1. Coaches are responsible for their players' and fans' conduct while participating in league play at Camp Jordan Arena. Coaches must be 21 years or older and must complete an online background check and a 25-minute Concussion training course in accordance with the Law.
2. Coaches, assistant coaches, and/or parents are subject to the same off court conduct as players.
 3. Abuse or vandalism of Camp Jordan property will NOT be tolerated.
 4. Use of alcoholic beverages is STRICTLY PROHIBITED at Camp Jordan Park.
 5. Smoking or use of tobacco products is PROHIBITED EXCEPT in designated areas.
6. ENTER and EXIT Camp Jordan Arena by way of MAIN lobby doors. All doors designated as Emergency Exits only are to always remain closed. (EXCEPT in the case of an EMERGENCY)
7. No pets allowed in the Arena.
8. Arena closure dates: Dec. 24th-25th and Dec. 31st-Jan. 1st.
9. Players should not be dropped off and left at the arena without adult supervision.
10. All coaches must have all of their required risk management documents submitted and on file with league officials before their team is allowed to play their first game. No Adults are allowed in the player's technical area (sideline) without having completed all the risk management requirements.
11. No unregistered players/ minors are allowed in the player's technical area (sideline).

East Ridge Futbol Club Indoor Soccer League Rules

1. Off court warm-ups pertaining to use of a soccer ball is prohibited.
2. Soccer balls will be provided by the league. DO NOT bring a ball to the Arena.
 3. Shin guards will be always worn under socks while on the court.
 4. No jewelry will be allowed on the court.
 5. No food, drinks, or gum chewing in players' area.
 6. Duration of matches will be determined by availability of playing time.
 7. Matches that end in a tie will remain tied.
 8. Players receiving nineteen points or three (3) red cards during a season will have his/her playing privileges revoked for the remainder of the playing season for the team that he/she received the cards.

For details see "19-Point System" in the Large Court Rules.

9. Coaches/teams will not be allowed to pick up players to play. NO GUEST PLAYING IS ALLOWED.
10. No players may switch or be moved to another team during the Indoor Season. Exception: In rare situations, the Indoor Committee can allow a player to switch to another team.
11. A player MAY be rostered on more than two teams. Players playing on two teams must register and pay to play on two teams. Where a player is registered to play on two teams in the same division, the player must specify to the scorekeeper and referees which team they will be playing for should their team play each other. A Player may not switch teams during any game.
 - a) A player registered to play on two teams during the End of Season Tournament must choose which team they will be playing for (if the teams play each other) prior to that game. No switching will be permitted during that game. They are allowed to play for each of their teams until they lose or win out.
12. Teams will not be allowed to play an *ineligible or unregistered player. The result of this will end in a forfeit of game(s). The coach can be expelled from the league.
13. On completion of regular league play, a single elimination tournament to include all teams will be held to determine league champions.
14. The Indoor Committee reserves the right to reorganize teams and leagues at any time to ensure fair play and competitiveness of the league.
 15. There will be no score keeping for the U6 team brackets on the small court.
 16. Any coach or assistant coach that is ejected shall sit out the next scheduled game.
17. A coach who receives a card for dissent, language, irresponsible behavior or any reason other than an illegal substitution, gives up a penalty/shootout kick to the opposing team. On the large court, this will be a penalty/shootout from the mark.

On the small court, this will be an indirect freekick from the mark. The defending team can still build a wall.

*An INELIGIBLE PLAYER is a player not registered and/or not on that team roster. An ineligible Player is also defined as a player removed from play due to suspicion of concussion until they are cleared to play by a doctor or other medical professional, in writing.

Administrative

- A. The decision of the referee shall be final. There will be no arguing with the referee.
- B. The official East Ridge Futbol Club Indoor rule book shall be posted on the East Ridge Parks and Recreation website. Any changes during the season will take effect when published on the website. Changes may be made without notice at the discretion of the City of East Ridge or the East Ridge Futbol Club.
 - C. The team and coach are responsible for the actions of their fans.
- D. If a team plays a non-registered player(s) or a player(s) not on that team's official roster, the game will

automatically be a forfeit. Repeated offences shall be cause for coach, team manager and/or team disqualification and barred from participation for the rest of the season or longer.

E. League standings will be determined by Record, Head to Head, Goal Differential, then Goal Score in that order. Forfeited games will be scored as 3-0 loss for the forfeited team.

F. The basic premise for all rules shall be player safety and sportsmanship.

G. An adult who receives a red card shall leave the arena or the game shall be suspended. A youth player who receives a red card may be allowed to stay in the team area if no other adult supervision is available.

H. All judgments by referees are final. No appeals. However, clarification of any rule may be brought in writing to the attention of the Director of Referees blldog70@aol.com

I. Tiebreaker for tournament games. A time of five minutes will be put on the scoreboard: When overtime is started it will be the players that last on the field at the end of regulation play. Each team shall remove one player for each minute of play until a team scores (Sudden death). Should a winner not be determined, after a two-minute break the clock will be set once again for five minutes? The same players left in the game shall continue to play, pulling additional players every minute until each team has one player and a keeper on the field, at this point play will continue until a winner is determined. Should a player become injured during the overtime play, the coach may substitute the injured player with the last player that left the field of play. The opposing coach will also have the same option due to fatigue of his players to make the substitution fair. Each player has 5 seconds to leave the field of play. Penalty: A blue card may be awarded to the offending team if the leaving player touches the ball or fails to leave the court in the specified time (5 seconds).

J. The Over 30 adult league must always play at least one female player. If no female player is available that team must play one player down. Team may play more than one female player. Female player must be at least 19 years of age prior to August 1st of the year in which the season begins.

Large Court Rules

B. Large Court

The following shall apply to the large court only:

Law I - The Field of Play

The field of play will be as marked by the ERFC.

Law II - The Ball

The game ball shall be a Futsal Ball for all youth age groups. Adults will play with a standard size 5 ball. The ball shall be considered the property of East Ridge Futbol Club. No personally owned balls will be allowed in the arena.

Law III - Number of Players

The number of players shall be as follows:

U12- 7v7

No intentional heading for u12. Restart is a direct free kick for the opposing team. If heading foul is called in penalty area, the ball is spotted at the penalty mark, but defense can build a wall.

U14 through U30- 6v6

O30 – 7v7

A team must have a minimum of two less than the normal playing strength for that age group. A team will forfeit the game to the opposing team if the team has less than the required number of players at the scheduled start time, unless determined by unusual circumstances by the referees or board member.

All players and bench personnel shall be listed on the official team roster. If the official roster is not presented prior to the scheduled game start time, the game may start, and the teams will be allowed to play. The official roster must be presented before the completion of the game. If no roster is presented by the end of the game the team will forfeit the game.

Substitutions can be made at any time during the game without the referee's permission. The leaving player must be at his/her team door prior to the sub entering the field of play. If the leaving and entering players are on the field of play at the same time neither player may play the ball, interfere with play, or gain an advantage from his/her position.

Penalty at discretion of the referee: Blue card. Second Team Offense Caution Yellow Card for Persistent Infringement.

Law IV - Players Equipment

Footwear should be a non-marring shoe manufactured for indoor wear. No outdoor cleats.

All players shall have professional printed numbers, except for goal keepers' jerseys and the under 6 age groups, by the 3rd week of the season. Jerseys numbers shall be the same as listed on the official score sheet.

Law V & VI - Referees and Assistant Referees

The indoor assignor shall establish the number and duties of referees.

The referees will normally be a head referee and a referee. Both shall have equal authority to signal and punish fouls. The head referee shall have responsibility for all administrative parts of the game. Games may start with only one referee at the discretion of the referee or the assignor.

Law VII - The duration of the game

The game shall consist of two equal halves of 20 minutes each unless otherwise determined by the Indoor Committee.

The half time shall be long enough for the teams to make substitutions and get water, but shall not exceed five minutes. The half time is not a coaching opportunity. If in the opinion of the referee, one or more teams are taking too much time, a blue card may be given to the team, and they shall play down a player for two minutes. The player to sit out shall be the choice of the coach.

Note: Teams will not change ends at Halftime.

The game time shall not stop except for serious injury based on the referees decision and game conditions.

Time may be extended to take a penalty kick or a penalty shootout if the sixth foul occurred prior to

expiration of time.

Law VIII - The start and restart of play.

Teams not ready to play at the scheduled game time with the minimum amount of players shall forfeit the game. No grace periods. Unless determined unusual circumstances by the referees or indoor director.

The team listed, as visitors shall kick off for the 1st half from the end of the field of play in front of the visitors end and the home team for the 2nd half. A kickoff may be taken in any direction.

Restart of play that calls for a drop-ball shall be restarted with a direct free kick at the appropriate spot if a team had possession of the ball at the time play was stopped. If no team had possession, then the team defending the scoreboard end shall have a direct kick at the center spot.

Failure of a team to place the ball in play within 5 seconds after the referee indicates restart shall result in a turnover to the opponent.

All restarts shall be by direct kick. There shall be no dropped balls.

Law IX - The Ball in and Out of Play

A ball is out of play when it crosses the touchline, goal line or touches any netting or any part of the building other than the walls that constitutes the touch and goal lines. Restart shall be by direct free kick at the spot where the ball went out of play. Exception: A ball going over the goal line last touched by a defender will restart with a direct free kick for the attacking team from the corner kick spot.

A ball hitting the ceiling or any structure above the playing area shall be out of play. Restart shall be at the center spot of the nearest line. (Two red lines and the half-line)

Law X - Offside

There shall be no offside.

A player is guilty of a three-line violation if the ball passes over three lines (two red lines and the half line) in the air toward opponent's goal line without touching another player or the perimeter wall. Penalty: Direct free kick from the center of the red line the ball first crossed (this is not considered a foul).

Law XI - Fouls and Misconduct

No Slide-Tackling of any kind. (A slide away from and not endangering another player shall be permitted.) Penalty: Free kick from place of infraction and the person who commits the foul may receive a Blue Card for the first offence and a caution may be given to ANY player committing a second slide tackle in the same game.

No spitting of any kind anywhere but the trash cans. Penalty: may receive a caution or sendoff at the discretion of the referee.

The keeper having possession of the ball in his/her hands shall release the ball into play within eight (8) seconds. Penalty: kick shall be taken from the spot at the top of the penalty arc; defending team may set a wall.

Any player receiving a time penalty must serve the full time. The time penalty starts when the player leaves the field of play or the ball is returned to play, whichever is later. A maximum of two-time penalties per team may be served at one time. If a team has two (2) players serving time penalties and a third player receives a time penalty, the third player MUST be substituted for and not reenter until his/her time

penalty has expired. At the expiration of one of the other two players' penalty time the substitute for 3rd player will serve the time penalty.

A player serving a time penalty who commits a red card foul going off or off the field of play, the team plays down a player the rest of the match.

All foul and/or abusive language or gestures directed toward players, coaches, fans, or referee, shall be punished by showing the Red Card and sending off the player.

A penalty/shootout shall be awarded when a team's foul count reaches six at any time during the game.

The count shall be restarted at three after the awarding of the first penalty/shootout, and after any subsequent penalty/shootouts: Kicks shall be given at foul counts of six, nine, twelve and every three fouls thereafter. The count is not reset at the end of any period. The following shall not count as a foul toward a penalty/shootout: three-line violation, encroachment, double touch, handling, delay of game, giving a card (blue, yellow or red) that was not a foul involving another player, intentional back pass to keeper in his hands, second possession by the keeper, or ball in and out of touch.

A player cannot use both hands on the wall to shield the ball. Both hands on the wall for more than protecting themselves from running into it shall result in a free kick to the opposing team. It will not count on the foul count.

A penalty/shootout shall be awarded for a foul that denies an obvious goal-scoring opportunity as described in Law 12 sending-off offenses. Exception: if the foul occurs in the penalty area and then a penalty kick shall be awarded. If a penalty/shootout or P/K is awarded, the foul does not count toward the foul count. A direct kick foul (PK) in the penalty area does not add to the team foul count.

The referee shall issue a Blue Card, Caution, and/or Send-off, for any offence listed in the laws of the game and amended here. These punishments shall carry the additional penalties:

Blue Card - 2 minutes time penalty

Caution (Yellow Card) - 4-minute time penalty

Send-off (Red Card) - ejected from rest of game and the team's next scheduled game.

A player receiving a red card due to a sending-off offense, as defined in the Laws of the Game, the player shall sit out the next scheduled game for that team. Persons sent-off for fighting may be suspended from all play for the remainder of the indoor season.

At the discretion of the referee, a two-minute time penalty (Blue Card) may be assessed to any player deemed guilty of unfair play or unacceptable behavior, which does not warrant a caution.

The goalkeeper must serve all misconduct (caution) penalties and the referee shall give that team time to make the change of the keeper. (However the game should not be delayed with time wasting).

The 19-point system shall be in effect for all players.

- a) Players shall be given one point for each blue card received.
- b) Players shall be given two points for each yellow card received.
- c) Players shall be given five points for each red card received.
- d) If a player received two yellow cards that result in a red card in a match the player will receive four total points for that match.

- e) Point totals include all cards received from indoor participation.
- f) Players that accumulate nine points must sit out one game
- g) Players that accumulate fourteen points must sit out one game
- h) Players that accumulate nineteen points shall be suspended from play for the remainder of the 2025-2026 indoor season, on the team he/she was playing on when the points were accumulated.
- i) Players that receive a red card must sit out the remainder of that game and the next scheduled game for the team he/she was playing on when the sendoff was received.
- j) If in receiving a red card the player has accumulated nine or more points, the player shall sit out two games (one game for receiving the red card and one game for accumulating nine or more points). If in receiving the red card the player has accumulated fourteen or more points, the player shall sit out two games (one game for receiving the red card and one game for accumulating fourteen or more points).
- k) A coach who receives a card for dissent, language, irresponsible behavior or any reason other than an illegal substitution, gives up a penalty/shootout kick to the opposing team. On the large court, this will be a penalty/shootout from the mark.

Law XII - Free Kicks

When a player is taking a free kick all opposing players must be at least ten (10) feet from the ball until the ball is returned to play.

Any free kick awarded to the attacking team for a foul committed in their opponents penalty area shall be taken at the top of the penalty arc.

Law XIII - The Penalty Kick

Penalty kicks shall be taken from the spot at the top of the penalty arc. All players except the keeper and the person taking the penalty kick shall be behind the half-line and shall not be part of the play. The kicker shall not touch, kick, or play the ball more than once. The result shall be a goal or if the kick fails a goal kick. The shot is considered over when the initial energy is expended.

The penalty/shootout shall be awarded as specified in Law XII changes listed above. The ball shall be placed on the red dot in the center of the red line nearest to the offending team's goal. Prior to the restart all players of both teams except the kicker and the defending goalkeeper shall be behind the half-line.

The keeper shall remain on the goal line until the referee sounds the whistle for the restart. Upon the Referee sounding the whistle for the restart the ball is live and play resumes. If time expires prior to the taking of the penalty/shootout or there is not at least six (6) seconds left to play when the ball is ready for play, the referee shall extend time not more than six (6) seconds for the shootout to be taken.

Teams are not to swap goalies should a penalty kick or penalty/shootout is awarded to the opposing team.

Law XIV - The Throw-In

There shall be no throw-ins. When the ball passes over the touchline or touches the netting at the touchline the ball shall be placed in play by the appropriate team with a free kick by placing the ball on the line next to the wall where the ball went out (they have 5 seconds to put the ball in play).

Law XV - The Goal Kick

If the ball was last touched by an offensive team's player and touches the netting over the goal line or goes out of play over the goal line, the ball shall be placed back in play by the defensive player as a goal kick. Goal Keepers cannot punt or drop-kick the ball. Infraction of this law will result in a restart to the opposing team at the center spot on the midfield line.

Exception: Goal Keepers for the Adult U30 and O30 leagues are allowed to Punt.

Law XVI - The Corner Kick

If the ball was last touched by the defensive team player and touches the netting over the goal line or goes out of play over the goal line, the ball shall be placed back in play by the offensive player as a corner kick.

Small Court Rules

A. Small Court

The following changes and/or additions shall apply to the small court only:

Law I - The Field of Play

The field of play will be as marked by the ERFC.

From the corner of each side of the goal, extending out 1 foot onto the field of play is an orange semi-circle, which is an attack free zone. No attacking player shall enter the zone. Penalty: indirect free kick for the defending team.

A White Goalie Box will be painted out from each side of the goal.

Law II - The Ball

The ball size shall be a #3 Futsal Ball

The ball shall be considered the property of East Ridge Futbol Club. No personally owned balls will be allowed in the arena.

Law III - Number of players

U8 and younger – 5 v 5

U10 – 4 v 4

A team must have a minimum of two less than the normal playing strength for that age group. A team will forfeit the game to the opposing team if the team has less than the required number of players at the scheduled start time, unless unusual circumstances are determined by the referees or indoor director. All players and bench personnel shall be listed on the official score sheet. If the official score sheet is not filled out at the scheduled game start time, the game may start, and the teams will be allowed to play. The official score sheet is to be completely filled out and given to the scorer as soon as possible. Every effort will be made by the referees to have the games start on time. Only persons on the official score sheet will be allowed in the team bench area.

Substitutions can be made at any time during the game without the referee's permission. The leaving player must be at his/her team door prior to the sub entering the field of play. If the leaving and entering players are on the field of play at the same time neither player may play the ball, interfere with play, or gain an advantage from his/her position.

Penalty at discretion of the referee: Blue card. Second Team Offense Caution Yellow Card for Persistent Infringement.

Law IV - Players Equipment

All players shall have professional printed numbers, except for goal keepers' jerseys and the under 6 age groups, by the 3rd week of the season. Failure to do so will result in the play(s) not being allowed to play.

Law V - Duration of the Game

The game shall consist of two halves. Each half shall be 20 minutes with a 1 minute half-time unless otherwise determined by ERFC.

Law VI - The Start of Play

Teams not ready to play at the scheduled game time shall forfeit the game. No grace periods. Unless determined unusual circumstances occurred by the referees or indoor director. The team listed as visitor shall kick off for the 1st half from the visitor's end of the field and the home team for the 2nd half.

Kickoff is an indirect free kick. A goal may not be scored on the kickoff as the entire ball is not in the attacking half of the field.

Law VII - The Ball in and Out of Play

A ball is out of play when it touches any netting or any part of the building other than the walls that constitutes the touch and goal lines or crosses the touch and goal lines. Restart shall be on the touchline nearest where the ball went out.

All kickoffs, penalty kicks, restarts, or goal kicks should be played only on the ground as either a forward, side, or back pass. All restart kicks that travel above the side walls from one's defensive side of the court to the opposing team's defensive end will be blown dead. The ball will then be placed at the top of the goalkeeper box for the opposing team to put the ball back into play with the above rules applying. This is our effort to ensure no player is hit from the chest area up by the futsal ball and to also help further teach foot skills to these young rising players.

Law VIII – Offside

No attacker shall enter the red arc in front of his/her opponent's goal. Penalty: indirect free kick for the defending team.

Law IX - Fouls and Misconduct

No slide tackling of any kind. Penalty: indirect free kick from place of infraction.

When the keeper receives the ball in his/her hand, the keeper shall not punt or dropkick the ball. The keeper shall return the ball to play with a throw to another player. The thrown ball must touch the wall, floor or another player before it crosses the half-line. Penalty: opposing team indirect kick from the center spot of the half-line.

If the keeper doesn't pick the ball up with his/her hands and plays the ball with his/her feet as any other defender, he/she may pass the ball past the half-line.

Attacking players may not score on the opposing team from their defensive half. The entire ball must be in the attacking half of the field upon taking a shot on goal. Penalty: Goal kick. Note: A deflection by a defensive player does not negate a shot from past the half-line.

A player cannot use both hands on the wall to shield the ball. Both hands on the wall for more than protecting themselves from running into it shall be a free kick to the opposing team. Cards may be given at the discretion of the Referee. All cards will incur time penalties as follows and the individual will serve his full time with no exceptions:

Blue Card - 2 minutes

Yellow Card - 4 minutes

Red Card – Send-off for rest of game and the next game

A coach who receives a card for dissent, language, irresponsible behavior or any reason other than an illegal substitution, gives up a penalty/shootout kick to the opposing team. On the small court, this will be an indirect freekick from the mark. The defending team can still build a wall.

Law X- Free Kicks

All free kicks shall be indirect kicks.

Law XI - Throw-In

When the ball crosses the touch line and goes out of play and would result in a throw-in, the ball shall be returned to play by a free indirect kick taken from the line parallel to the wall at the spot the ball passed over the wall or touched the netting.

Law XII - The Goal Kick

If the ball was last touched by an offensive team's player and touches the netting over the goal line or goes out of play over the goal line, the ball shall be placed back in play by the defensive player as a goal kick. Opposing team behind the half on goal kicks
No intentional heading, IFK for the opposing team for infraction.

On goal kicks and when the keeper has the ball in hand, the opposing team is to move back to the half line. The keeper can elect for a quick restart though.

Updated 1/9/2026