

# LEXINGTON SPORTING CLUB INDOOR 1



## 3025 BLAKE JAMES DR

### U8 and Under Youth League Rules

Note: FIFA rules apply if not modified within. Rules are subject to change at any time.

#### Players

- All players must be registered and paid in full in the Lexington Sporting Club Indoor system and included on the team roster.
- Minimum roster size: 6 players.

#### Field Dimensions

- Dimensions: 90' x 60'.

#### Game Duration

- The game consists of two 20-minute halves with a 2-minute halftime.
- The ball must cross the goal line before the timer goes off for it to count as a goal.

#### Overtime

- No overtime period.

#### Mercy Rule

- If a team is winning by 10 goals at any point, the referee will stop keeping score, and that will be the final score posted in the league schedule. The game will continue until the final buzzer.

#### Format

- 4v4 without goalkeepers.

#### Gender

- Separate male and female divisions.
- Minimum roster size: 6 players for U8 and under; 8 players for U9 and above.

## **Substitutions**

- Substitute players from outside the league are NOT allowed.
- Only registered participants from the same division can substitute in if there aren't enough players to field a team.

## **Ball**

- Size: 3. The home team provides the correct size soccer ball.

## **Home Team**

- The home team is listed first on the schedule and will wear the lighter color.

## **Equipment**

- All field players must wear:
  - Shirt with sleeves
  - Shorts
  - Soccer socks
  - Shin guards
  - Correct footwear
- Teams must wear colors that distinguish them from each other and the match official.

## **Free Kicks**

- The opposing team must be 5 yards away on free kicks.

## **Opposing Team Goal Kicks**

- Opposing players must be behind the red line at halfway during goal kicks.

## **Penalty Kicks**

- All players must be behind the halfway line while the penalty kick is taken from the halfway line.

## **Re-starts**

- Kick-ins for any out-of-bounds play from the sidelines.

## **Heading**

- Heading is not allowed.

## **Slide Tackles**

- No slide-tackling is allowed. Any slide tackle will be treated as a foul, resulting in a direct kick for the opposing team.

## **Clocks**

- The clock will continue to run during injuries to keep games on time.

## **Offside**

- There is no offside.

## **Qualifying Playing Areas**

- If a ball strikes a qualifying playing area (e.g., divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for the non-offending team.
- If the restart occurs inside the penalty box, it will be taken from the edge of the penalty box.
- The ball is in play at all other times unless it strikes any part of the netting or wall.

## **Player Ejection (Yellow/Red Card)**

- Referees have the authority to eject a player for continual disobedience or serious incidents.
  - Red Card: Suspension for the remainder of the game and the next game, no exceptions.
  - Yellow Card: Player may remain on the field.
  - Second Yellow Card: Player suspended for the remainder of the game and the next game, with no substitution allowed.

## **Denial of an Obvious Goal Scoring Opportunity (DOGSO)**

- Subject to the referee's discretion.

## **Sportsmanship**

- Players, coaches, and spectators must display good sportsmanship. Abuse of referees will not be tolerated and can lead to disqualification.

## **Referee**

- Each match is controlled by a referee with full authority to enforce the Laws of the Game.

## **League Point System**

- Scoring:
  - Win: 3 points

- Tie: 1 point
- Loss: 0 points
- Forfeits are recorded as a 4-0 loss for the forfeiting team.
- Double forfeits will be recorded as 0-0.
- Tiebreakers at season's end:
  1. Head-to-head results
  2. Goal differential
  3. Goals scored
  4. Goals allowed

## **LEXINGTON SPORTING CLUB INDOOR 1**



### **3025 BLAKE JAMES DR**

#### **U9/U10 Youth League Rules**

Note: FIFA rules apply if not modified within. Rules are subject to change at any time.

#### **Players**

- All players must be registered and paid in full in the Lexington Sporting Club Indoor system and included on the team roster.

#### **Field Dimensions**

- Dimensions: 114' x 97'.

#### **Game Duration**

- The game consists of two 20-minute halves with a 2-minute halftime.
- The ball must cross the goal line before the timer goes off for it to count as a goal.

## Overtime

- No overtime period.

## Mercy Rule

- If a team is winning by 10 goals at any point, the referee will stop keeping score, and that will be the final score posted in the league schedule. The game will continue until the final buzzer.

## Format

- 6v6 including goalkeepers.

## Gender

- This league consists of separate male and female leagues.

## Substitutions

- Substitute players from outside the league are NOT allowed.
- Only registered participants from the same division can substitute in if there aren't enough players to field a team.

## Ball

- Size: 4. The home team provides the correct size soccer ball.

## Home Team

- The home team is listed first on the schedule and will wear the lighter color.

## Equipment

- All field players must wear:
  - Shirt with sleeves
  - Shorts
  - Soccer socks
  - Shin guards
  - Correct footwear
- It is not the referee's responsibility to monitor player equipment. Coaches and players are responsible for their own equipment.
- Teams must wear colors that distinguish them from each other and the match official.

## Free Kicks

- The opposing team must be 5 yards away on free kicks.

## Opposing Team Goal Kicks

- Opposing players must be behind the red line at halfway during goal kicks.

## Penalty Kicks

- All players must be behind the halfway line while the penalty kick is taken from the halfway line.

## Re-starts

- Kick-ins for any out-of-bounds play from the sidelines.

## Heading

- Heading is not allowed for U12 and under.

## Slide Tackles

- No slide-tackling is allowed. Any slide tackle will be treated as a foul, resulting in a direct kick for the opposing team.

## Clocks

- The clock will continue to run during injuries to keep games on time.

## Offside

- There is no offside.

## Qualifying Playing Areas

- If a ball strikes a qualifying playing area (e.g., divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for the non-offending team.
- If the restart occurs inside the penalty box, it will be taken from the edge of the penalty box.
- The ball is in play at all other times unless it strikes any part of the netting or wall.

## Player Ejection (Yellow/Red Card)

- Referees have the authority to eject a player for continual disobedience or serious incidents.
  - **Red Card:** Suspension for the remainder of the game and the next game, no exceptions.
  - **Yellow Card:** Player may remain on the field.

- **Second Yellow Card:** Player suspended for the remainder of the game and the next game, with no substitution allowed.

### **Denial of an Obvious Goal Scoring Opportunity (DOGSO)**

- Subject to the referee's discretion.

### **Sportsmanship**

- Players, coaches, and spectators must display good sportsmanship. Abuse of referees will not be tolerated and can lead to disqualification.

### **Referee**

- Each match is controlled by a referee with full authority to enforce the Laws of the Game.

### **League Point System**

- **Scoring:**
  - Win: 3 points
  - Tie: 1 point
  - Loss: 0 points
- Forfeits are recorded as a 4-0 loss for the forfeiting team.
- Double forfeits will be recorded as 0-0.
- Tiebreakers at season's end:
  1. Head-to-head results
  2. Goal differential
  3. Goals scored
  4. Goals allowed

## **LEXINGTON SPORTING CLUB INDOOR 1**



# 3025 BLAKE JAMES DR

## U11/U12 Youth League Rules

Note: FIFA rules apply if not modified within. Rules are subject to change at any time.

### Players

- All players must be registered and paid in full in LSC Indoor's system and included on the team roster.
- The minimum roster size is 8 players.

### Field Dimensions

- Dimensions: 114' x 97'.

### Game Duration

- The game consists of two 20-minute halves with a 2-minute halftime.
- The ball must cross the goal line before the timer goes off for it to count as a goal.

### Overtime

- No overtime period.

### Mercy Rule

- If a team is winning by 10 goals at any point, the referee will stop keeping score, and that will be the final score posted in the league schedule. The game will continue until the final buzzer.

### Format

- 6v6 including goalkeepers.

### Gender

- This league consists of separate male and female leagues.

### Substitutions

- Substitute players from outside the league are NOT allowed.
- Only registered participants from the same division can substitute in if there aren't enough players to field a team.

### Ball

- Size: 4. The home team provides the correct size soccer ball.



## **Home Team**

- The home team is listed first on the schedule and will wear the lighter color.

## **Equipment**

- All field players must wear:
  - Shirt with sleeves
  - Shorts
  - Soccer socks
  - Shin guards
  - Correct footwear
- It is not the referee's responsibility to monitor player equipment. Coaches and players are responsible for their own equipment.
- Teams must wear colors that distinguish them from each other and the match official.

## **Free Kicks**

- The opposing team must be 5 yards away on free kicks.

## **Opposing Team Goal Kicks**

- Opposing players must be behind the white line at halfway during goal kicks.

## **Penalty Kicks**

- All players must be behind the halfway line while the penalty kick is taken from the white dot inside the red circle.

## **Re-starts**

- Kick-ins for any out-of-bounds play from the sidelines.

## **Heading**

- Heading is not allowed for U12 and under.

## **Slide Tackles**

- No slide-tackling is allowed. Any slide tackle will be treated as a foul, resulting in a direct kick for the opposing team.

## **Clocks**

- The clock will continue to run during injuries to keep games on time.

### Offside

- There is no offside.

### Qualifying Playing Areas

- If a ball strikes a qualifying playing area (e.g., divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for the non-offending team.
- If the restart occurs inside the penalty box, it will be taken from the edge of the penalty box.
- The ball is in play at all other times unless it strikes any part of the netting or wall.

### Player Ejection (Yellow/Red Card)

- Referees have the authority to eject a player for continual disobedience or serious incidents.
  - **Red Card:** Suspension for the remainder of the game and the next game, no exceptions.
  - **Yellow Card:** Player may remain on the field.
  - **Second Yellow Card:** Player suspended for the remainder of the game and the next game, with no substitution allowed.

### Denial of an Obvious Goal Scoring Opportunity (DOGSO)

- Subject to the referee's discretion.

### Sportsmanship

- Players, coaches, and spectators must display good sportsmanship. Abuse of referees will not be tolerated and can lead to disqualification.

### Referee

- Each match is controlled by a referee with full authority to enforce the Laws of the Game.

### League Point System

- **Scoring:**
  - Win: 3 points
  - Tie: 1 point
  - Loss: 0 points
- Forfeits are recorded as a 4-0 loss for the forfeiting team.

- Double forfeits will be recorded as 0-0.
- Tiebreakers at season's end:
  1. Head-to-head results
  2. Goal differential
  3. Goals scored
  4. Goals allowed

## **LEXINGTON SPORTING CLUB INDOOR 1**



### **3025 BLAKE JAMES DR**

#### **U13/U14 Youth League Rules**

Note: FIFA rules apply if not modified within. Rules are subject to change at any time.

#### **Players**

- All players must be registered and paid in full in Lexington Sporting Club Indoor's system and included on the team roster.
- The minimum roster size is 8 players.

#### **Field Dimensions**

- Dimensions: 114' x 97'.

#### **Game Duration**

- The game consists of two 20-minute halves with a 2-minute halftime.
- The ball must cross the goal line before the timer goes off for it to count as a goal.

#### **Overtime**

- No overtime period.

## **Mercy Rule**

- If a team is winning by 10 goals at any point, the referee will stop keeping score, and that will be the final score posted in the league schedule. The game will continue until the final buzzer.

## **Format**

- 6v6 including goalkeepers.

## **Gender**

- This league consists of separate male and female leagues.

## **Substitutions**

- Substitute players from outside the league are NOT allowed.
- Only registered participants from the same division can substitute in if there aren't enough players to field a team.

## **Ball**

- Size: 5. The home team provides the correct size soccer ball.

## **Home Team**

- The home team is listed first on the schedule and will wear the lighter color.

## **Equipment**

- All field players must wear:
  - Shirt with sleeves
  - Shorts
  - Soccer socks
  - Shin guards
  - Correct footwear
- It is not the referee's responsibility to monitor player equipment. Coaches and players are responsible for their own equipment.
- Teams must wear colors that distinguish them from each other and the match official.

## **Free Kicks**

- The opposing team must be 5 yards away on free kicks.

## Penalty Kicks

- All players must be behind the halfway line while the penalty kick is taken from the white dot inside the red circle.

## Kick-ins

- Kick-ins will be used for any out-of-bounds play from the sidelines.

## Heading

- Heading is allowed.

## Slide Tackles

- No slide-tackling is allowed. Any slide tackle will be treated as a foul, resulting in a direct kick for the opposing team.

## Clocks

- The clock will continue to run during injuries to keep games on time.

## Offside

- There is no offside.

## Qualifying Playing Areas

- If a ball strikes a qualifying playing area (e.g., divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for the non-offending team.
- If the restart occurs inside the penalty box, it will be taken from the edge of the penalty box.
- The ball is in play at all other times unless it strikes any part of the netting or wall.

## Player Ejection (Yellow/Red Card)

- Referees have the authority to eject a player for continual disobedience or serious incidents.
  - **Red Card:** Suspension for the remainder of the game and the next game, no exceptions.
  - **Yellow Card:** Player may remain on the field.
  - **Second Yellow Card:** Player suspended for the remainder of the game and the next game, with no substitution allowed.

## Denial of an Obvious Goal Scoring Opportunity (DOGSO)

- Subject to the referee's discretion.

## Sportsmanship

- Players, coaches, and spectators must display good sportsmanship. Abuse of referees will not be tolerated and can lead to disqualification.

### **Referee**

- Each match is controlled by a referee with full authority to enforce the Laws of the Game.

### **League Point System**

- **Scoring:**
  - Win: 3 points
  - Tie: 1 point
  - Loss: 0 points
- Forfeits are recorded as a 4-0 loss for the forfeiting team.
- Double forfeits will be recorded as 0-0.
- Tiebreakers at season's end:
  1. Head-to-head results
  2. Goal differential
  3. Goals scored
  4. Goals allowed

## **LEXINGTON SPORTING CLUB INDOOR 1**



**3025 BLAKE JAMES DR**

**U15/U18 Youth League Rules**

Note: FIFA rules apply if not modified within. Rules are subject to change at any time.

### **Players**

- All players must be registered and paid in full in Lexington Sporting Club Indoor's system and included on the team roster.
- The minimum roster size is 8 players.

### **Field Dimensions**

- Dimensions: 114' x 97'.

### **Game Duration**

- The game consists of two 20-minute halves with a 2-minute halftime.
- The ball must cross the goal line before the timer goes off for it to count as a goal.

### **Overtime**

- No overtime period.

### **Mercy Rule**

- If a team is winning by 10 goals at any point, the referee will stop keeping score, and that will be the final score posted in the league schedule. The game will continue until the final buzzer.

### **Format**

- 6v6 including goalkeepers.

### **Gender**

- This league consists of separate male and female leagues.

### **Substitutions**

- Substitute players from outside the league are NOT allowed.
- Only registered participants from the same division can substitute in if there aren't enough players to field a team.

### **Ball**

- Size: 5. The home team provides the correct size soccer ball.

### **Home Team**

- The home team is listed first on the schedule and will wear the lighter color.

### **Equipment**

- All field players must wear:

- Shirt with sleeves
- Shorts
- Soccer socks
- Shin guards
- Correct footwear
- It is not the referee's responsibility to monitor player equipment. Coaches and players are responsible for their own equipment.
- Teams must wear colors that distinguish them from each other and the match official.

### **Free Kicks**

- The opposing team must be 5 yards away on free kicks.

### **Penalty Kicks**

- All players must be behind the halfway line while the penalty kick is taken from the white dot inside the red circle.

### **Kick-ins**

- Kick-ins will be used for any out-of-bounds play from the sidelines.

### **Heading**

- Heading is allowed.

### **Slide Tackles**

- No slide-tackling is allowed. Any slide tackle will be treated as a foul, resulting in a direct kick for the opposing team.

### **Clocks**

- The clock will continue to run during injuries to keep games on time.

### **Offside**

- There is no offside.

### **Substitutions**

- Substitutions will be allowed at any stoppage during the game, regardless of which team has possession on the inbounds play.



- The clock will continue to run during substitutions. Players must leave the field as quickly as possible and not interfere with the run of play.

### Qualifying Playing Areas

- If a ball strikes a qualifying playing area (e.g., divider curtains, ceiling, ceiling fans), play is stopped and restarted with an indirect kick for the non-offending team.
- If the restart occurs inside the penalty box, it will be taken from the edge of the penalty box.
- The ball is in play at all other times, including when it rebounds off a match official, goalpost, crossbar, or corner flag post and remains in the field of play.
- If the ball strikes any part of the netting or wall, it is considered out of bounds, and the out-of-bounds rules apply.
- The yellow lines represent the outer lines (both sideline and end lines), while the white lines represent the interior lines on the field.

### Player Ejection (Yellow/Red Card)

- Referees have the right to eject a player for continual disobedience or for incidents that warrant sending the player off.
  - **Red Card:** Suspension for the remainder of the game and the next game, no exceptions.
  - **Yellow Card:** Players can remain on the field for their first yellow card.
  - **Second Yellow Card:** A second yellow card to the same player results in suspension for the remainder of the game, with no substitution (resulting in the team playing a man down), and the player is suspended for the next game.
  - **Red Card:** A red card results in suspension for the remainder of the game, with no substitution (resulting in the team playing a man down) and the player is suspended for the next game.

### Denial of an Obvious Goal Scoring Opportunity (DOGSO)

- Subject to the referee's discretion.

### Sportsmanship

- Players, coaches, and spectators are always expected to display good sportsmanship. Abuse of referees will not be tolerated. Any such conduct will disqualify the responsible team from the event.

### Referee

- Each match is controlled by a referee who has full authority to enforce the Laws of the Game.

### League Point System

- **Scoring:**
  - Win: 3 points
  - Tie: 1 point
  - Loss: 0 points
- Forfeits are recorded as a 4-0 loss for the forfeiting team.
- Double forfeits will be recorded as 0-0.
- Tiebreakers at season's end:
  1. Head-to-head results
  2. Goal differential
  3. Goals scored
  4. Goals allowed