

## ***Major Differences Between IFAB and Rising Stars Indoor Soccer***

### **Law I – The Field of Play**

Field dimensions, markings, and goal sizes are different

Free kick mark is an additional mark at the top of the penalty arc

### **Law II – The Ball**

Size 4 ball for u12 and younger

Size 5 ball for older age groups

### **Law III – The Players**

Number of players:

-u8 small field 7v7

-u8 large field 9v9

-u10 large field 8v8

-u12 and up 7v7

Minimum number of players to start or continue a match is 5,  
except for u8 on the large field, which is 6

Unlimited substitutions for field players may be made during play

Goalkeeper substitutions can only take place at a stoppage with the referee's permission

If the goal differential reaches 10, the trailing team may add a player until the goal differential reaches 5

### **Law IV – The Players' Equipment**

No outdoor cleats

U10 and lower - The goalkeeper must wear protective headgear

### **Law V – The Referee**

Same as IFAB

### **Law VI – The Other Match Officials**

Usually there is no assistant referee nor other match officials. However, other officials may be appointed for a match.

### **Law VII – The Duration of the Match**

Two halves of 25 minutes

Halftime is 2 minutes

### **Law VIII – The Start and Restart of Play**

Home team kicks-offs in the first half. Visiting team kicks-off in the second half.

Teams do not change sides after halftime.

If the ball hits any part of the roof structure, the opposing team gets a free kick directly under where the ball hit the roof unless:

- the ball hits over the goal area after being kicked by the attacking team. In this case, the free kick is taken from anywhere in the goal area.
- the ball hits over the penalty area after being kicked by the defending team. In this case, the free kick is taken from the free kick mark.

### **Law IX – The Ball In and Out of Play**

Ball is also out of play when it hits the roof or items attached to the roof.

### **Law X – Determining the Outcome of the Match**

Same as IFAB

### **Law XI - Offside**

Offside is not called in Rising Stars indoor soccer.

### **Law XII – Fouls and Misconduct**

Any foul in the penalty area committed by the defending team that under IFAB Law would have been an indirect free kick will result with a direct free kick from the free kick mark, including:

The goalkeeper taking more than 5 seconds to release the ball from his/her hands;

Goalkeeper punting the ball (instead of drop kick or throw);

Slide tackling, (challenging an opponent with the ball,) except for the goalkeeper in his/her own penalty area;

Attacking players who are in the goal area before a teammate plays the ball into the goal area, and interferes with play or an opponent or gains an advantage by being in that position;

In u12 and younger, intentionally heading the ball.

Cautions result in the team playing short for 3 minutes. Team returns to full strength if their opponents score a goal, except if both team have received a caution on the same play, in which case both teams play short for the 3 full minutes.

Send-offs result in players being sent off and their team playing short for a full 5 minutes

DOGS-F and DOGS-H are cautions, not send-offs.

### **Law XIII – Free Kicks**

All free kicks are direct.

Opponents must be 10 feet from the ball.

Teams have 5 seconds (unless opponents infringe) to take a free kick, or the opponents get the free kick.

### **Law XIV – The Penalty Kick**

Except for the player taking the penalty kick and the goalkeeper, all players must be behind the ball and at least 10 feet from it.

### **Law XV – The Throw-in**

Players have 5 seconds to take a throw-in, or the opponent gets the throw-in.

Throw-ins that do not enter the field of play result in a re-throw, (same as IFAB).

### **Law XVI – The Goal Kick**

Same as IFAB

### **Law XVII – The Corner Kick**

Same as IFAB, except a player from the team opposing the kicker must be at least 10 feet from the ball until it is played.