



WINTER 5v5 INDOOR LEAGUE RULES



All games will be played under The FIFA Futsal Laws of the Game & the United Futsal Laws of the Game, as modified by Colorado Rapids Youth Soccer unless otherwise stated in these rules of competition. Winter League rules may be modified should extraordinary circumstances require it, or as deemed necessary by the League Manager. No protests will be accepted or considered.

Age Group	Format	Ball Size	Max Roster Size	Length of Period	Half-time	Buffer Time	Minimum # Players
9U-12U	5 v 5	Size 4	12	2 x 20 min	5 min.	10 min.	4

****Age groups may be combined/mixed and coed per the discretion of the League Manager to complete brackets for scheduling.****

I. Laws of the Game

Player Safety:

The safety of all players is paramount to us. The referee will use his/her discretion to maintain a safe and healthy environment. In keeping the spirit of the game, general FIFA Laws of the game will be enforced. However, the following behavior will not be tolerated and may result in disciplinary actions:

- Slide Tackling or Playing on the Ground: Leaving your feet or playing while on the ground is not permitted. However, goalkeepers are allowed to play the ball while on the ground providing that they are inside the GK area and are not creating a dangerous play. A foul will be awarded against any player that leaves their feet.
- Boarding: pushing, charging or crowding an opponent into the perimeter wall. What might be league in the middle of the field may be considered boarding if it runs an opponent into the wall.
- Spitting: spitting of any kind on the turf is not permitted and may result in the referee asking the player to be substituted.

Number of Players:

Each team plays with a maximum number of field players (5) including a designated goalkeeper on the field. A team can play with a minimum of three players and a goalkeeper but will forfeit if it then loses a player; for example, to injury or dismissal.

Goalkeeper:

A team must have a designated goalkeeper on the field at all times. The goalkeeper must wear a jersey color that is different from all other field players and from the referee. A team may NEVER have more than one goalkeeper on the field at one time. The goalkeeper may play the ball with his hands within his own penalty area, if the ball is not deliberately passed to him by a teammate's foot pass. The goalkeeper may distribute the ball by rolling or throwing the ball from his/her hands. The goalkeeper may drop the ball to his/her own feet and kick or dribble the ball.

Substitution:

During the game unlimited substitutions of players may be made, provided that the player substituted for is within the touch line in front of his team's bench or off the field before the replacement steps onto the field. Neither the substitute entering the field nor the player leaving may play the ball while the other is on the field. If either substituting player plays the ball, a timed penalty is given to the player that plays the ball.



II. Schedule

All teams are guaranteed a minimum of five (5) games, weather permitting. The bracket size for each age group will determine group formats. Single-age brackets will be standard, while combined-age brackets may occur based on registration numbers. The league manager will determine brackets.

- **4-Team Group:** 3-Game round-robin group stage. Semi-final games will be 1st vs 4th and 2nd vs 3rd. With a Consolation game and Championship game.

“Knock-Out” Rounds of Competition (Semi-finals & Championships)

- There are no overtime periods.
- In case of a tie after regulation, time kicks from the penalty mark will be conducted to determine the winner.
- Penalty kicks will also be used to determine winners for consolation games

II. Scoring and Point System

Points Allotted per Result

- **WIN:** Six (6) points for a win.
- **DRAW:** Three (3) points for a tie.
- **LOSS:** No (zero) points for a loss.

Additional Point Opportunities

- **One (1)** point per goal scored (Up to 3 points maximum regardless of score).
- **One (1)** point for a shutout except for 0-0.
- **Minus ONE (-1)** points for any **RED** card issued to **PLAYERS** or **COACHES**.
- **Minus TWO (-2)** points for forfeiture or abandonment of a game.

Let Us Play Point Deductions

- **Minus ONE (-1)** points for any **DISMISSAL** issued to a **SPECTATOR**. (Let Us Play Violation)
*Coaches **MUST** identify the spectator and claim team responsibility in case of a violation. Failure to do so will result in a forfeit of the match.*

In the event that two or more teams are tied in points at the end of the preliminary games, the following tie-breakers shall be applied in the order given until a winner is determined:

1. Head to Head (if all teams played a balanced schedule)
2. Goal Differential
3. Goals For
4. Goals Against
5. Most Shutouts
6. Best Disciplinary Record (Least amount of yellow & red cards combined)
7. Penalty Kicks

Match Forfeits and Terminated Game

- **A minimum of four (4) players constitutes enough for a game.** Games should start at the given start time. If the team does not have four (4) players present, there will be a maximum of five (5) minutes grace period before awarding the game to the opponent.
- A forfeit will be scored 3-0.
- Games terminated for reasons like violent or uncontrollable situations, will not be replayed.



- The decision as to the score of such games and whether the Director will make teams advance after receiving reports from game officials. The decision of the Director will be final and is binding on all parties. Further disciplinary actions may be taken.

VII. Equipment and Uniform

Equipment Expectations

- All players must wear shin guards covered by socks.
- Cleats or indoor shoes are permitted
- Bibs will be assigned to teams in the case that the team does not have a predetermined uniform
- The home team will be assigned bibs if there is a color conflict
- **NO JEWELRY - One Warning Policy!**
 - Earrings and any other wristwear or jewelry must be removed, with no exceptions.
 - Taping of earrings is prohibited.
 - More than one request to remove jewelry may result in a caution (Yellow Card)
- Splints, casts, and braces that are not dangerous and/or have been sufficiently padded/protected with suitable soft material may be worn as approved by the referee.

Referees will request a player to fix or remove any dangerous equipment. Any player asked to remove or correct dangerous equipment will not be allowed to participate in the game until corrected to the referee's satisfaction. If the player is asked multiple times, they may be issued a caution (yellow).

V. “Let Us Play” Campaign | Sideline Conduct

The sidelines of every youth soccer game are lined with parents and spectators wanting their team to succeed. Fans communicate in many ways, from chanting and cheering to clapping and yelling. Bad sideline behavior is typically rooted in good intention, fueled by emotion, unsupported by education, and has a negative impact on the development environment this is carefully and deliberately cultivated. As a Club, we are committed to a positive player experience of learning and individual growth of our athletes.

[CLICK HERE TO LEARN MORE ABOUT THE “LET US PLAY” CAMPAIGN](#)

In all Colorado Rapids programming, parents, coaches, and CRYSC staff are committed to fostering an environment where players grow in confidence as masters of their own on-the-field decision-making. To honor this commitment, all parents, coaches, and spectators are encouraged to take the ‘Let Us Play!’ Pledge prior to the league.

1. I pledge to let players do the thinking and provide encouragement to my team.
2. I pledge to hold my spectators accountable to positive cheering and a high standard of civility and sportsmanship.
3. ***I pledge to abide by Rapids Youth Soccer sideline behavior guidelines and accept my team may face point deductions & removal from the event for inappropriate sideline behaviors.***

The Colorado Rapids Youth Soccer Club takes matters of coach, player, and spectator behavior seriously and will hold all persons accountable through a report to their club’s leadership.

Behaviors Considered As “Unsportsmanlike or Inappropriate Behavior”

Cautions and dismissals of players, coaches, and spectators are subject to any action that, in the opinion of any member of the referee team, has violated the Let Us Play guidelines. The following list provides guidance but is not exclusive to any additional actions that may occur that are deemed inappropriate.

1. Approaching the referee at any time before, during, or after a match.
2. Verbal abuse directed at the referee, players, or coaches involved in the match.



3. Any use of foul language directed at the referee, players, or coaches involved in the match.
4. Unruly or disrespectful behavior between opposing fan sections.
5. Any physical altercations of any kind. (Immediate Red Card Dismissal)
6. Any use of controlled substances or alcohol near the field of play.
7. [CLICK HERE TO VIEW THE CSA CODE OF CONDUCT](#)

Repeated behaviors from the list above that result in Two Yellows would result in a Red Card. In the event of this circumstance, a team would be deducted only the (-2) points from the Red Card

****ALL TEAMS HAVE AGREED TO THE LET US PLAY PLEDGE IN THEIR LEAGUE APPLICATIONS****

VIII. Referee-Specific Rules & Information

General Rules and Guidelines

- All games will be have a referee
- Referees will complete each team's safety/equipment check-in before all games.
- Any questions regarding player eligibility will be handled by referees & League Staff.

Referee Disrespect Disclaimer

- A referee can stop a game for inappropriate sideline behavior from coaches, spectators, or athletes at any time and provide a verbal warning.
- After the first infraction, **ANY** ensuing infraction is a means for game termination and a 3-0 loss given to the team who has committed the infraction.
- Referees must submit a complete incident report for the League Manager containing any information about game incidents involving players, coaches, spectator misconduct, injuries, etc.

XVII. On-Site Logistical Information

Location: Westminster Soccer Center

- **Address:** [6051 W 95th Ave, Westminster, CO 80031](#)
- Please respect other drivers on the road and do your part to help mitigate traffic.
- When entering and leaving, please be aware of signage and traffic flow to keep car lines moving quickly.

XVIII. General League Information

Any situation not covered in the above rules will be resolved by the Regional Technical Director or their designated representative at Westminster Indoor Center. For more information on league rules and regulations, please contact

Michael Balogun

Regional Technical Director

Email: Michael.Balogun@RapidsYouthSoccer.org