



WCUSC INDOOR REC. LEAGUE U-07 COED 2010 SCHEDULE

DATE	TIME	FIELD	TEAMS	DATE	TIME	FIELD	TEAMS	
01/17	5:30 PM	ACAC	U07101 & U07102	02/21	6:50 PM	ACAC	U07102 v. U07103	
	6:10 PM	ACAC	U07103 & U07104		02/28	5:30 PM	ACAC	U07106 v. U07105
	6:50 PM	ACAC	U07105 & U07106			6:10 PM	ACAC	U07103 v. U07104
01/24	5:30 PM	ACAC	U07106 v. U07104	6:50 PM		ACAC	U07102 v. U07101	
	6:10 PM	ACAC	U07102 v. U07105	03/07	5:30 PM	ACAC	U07105 v. U07102	
	6:50 PM	ACAC	U07103 v. U07101		6:10 PM	ACAC	U07101 v. U07103	
01/31	5:30 PM	ACAC	U07102 v. U07106		6:50 PM	ACAC	U07104 v. U07106	
	6:10 PM	ACAC	U07101 v. U07104	03/14	5:30 PM	ACAC	U07105 v. U07103	
	6:50 PM	ACAC	U07103 v. U07105		6:10 PM	ACAC	U07106 v. U07102	
02/07	NO GAMES				6:50 PM	ACAC	U07104 v. U07101	
02/14	5:30 PM	ACAC	U07105 v. U07101	03/21	5:30 PM	ACAC	U07103 v. U07106	
	6:10 PM	ACAC	U07104 v. U07102		6:10 PM	ACAC	U07101 v. U07105	
	6:50 PM	ACAC	U07106 v. U07103		6:50 PM	ACAC	U07102 v. U07104	
02/21	5:30 PM	ACAC	U07104 v. U07105					
	6:10 PM	ACAC	U07101 v. U07106					

ACAC (1130 McDermott Drive, West Chester)

LEAGUE RULES (FIFA rules will be used with the following modifications):

1. Game Lengths: Games are thirty-four (34) minutes in length with a running clock. There will be a two (2) minute break sixteen (16) minutes into the game.
2. Number of Players: Six (6) players on the field (including goalkeeper).
3. Player Equipment: Players must wear non-marking sneakers or indoor soccer shoes at ACAC. All players must wear shinguards.
4. Game Ball Size: Three (3)
5. Opening kick may travel backwards.
6. All arena walls & netting is in play unless otherwise noted. Any balls going out of bounds either at the team benches or over the nets will result in an indirect free kick for the opposing team.
7. All restarts are *indirect* and must be taken within five (5) seconds of possession.
8. Defending players must be five (5) yards away from any restart.
9. No offside fouls.
10. The goalkeeper cannot throw, punt or drop kick a ball directly over the mid-field line without touching a player, wall or the ground. The goalkeeper must place the ball on the ground in order for the ball to be able to go directly over the mid-field line.
11. The goalkeeper must distribute the ball within five (5) seconds of possession.
12. Player substitutions are "on the fly." Players substituting onto the field must wait to enter the field until the player is within two (2) yards of the bench area.
13. Boarding is not permitted, and may result in a player sent to the penalty box or ejected from the match.
14. Slide tackles are not permitted, and may result in a player being sent to the penalty box.

GAME KICK-OFF: It is very important that games are kept on time as there are only a few minutes between games. There is no need for a coin toss as the teams should simply defend the goal closest to their bench. At the half-time break, there is also no need to have the teams change direction as there is no advantage indoors. Referees should blow their whistle one (1) minute before the official start of the game to alert teams to get ready for the game, then blow their whistle & ask the coaches to have their starting line-up on the field thirty (30) seconds before the start of the game.

LEAGUE MERCY RULE: If a goal differential reaches five (5) goals, then the team that is behind can play with an additional player on the field. If the score differential drops down to four (4) goals or less, then the team is to remove the extra player.

Schedule Release Date: 01/08/10

WCUSC IRL Web Site: www.wcusc.org/indoor

