

**MAJOR INDOOR SOCCER LEAGUE**



1987-88  
**RULE BOOK**  
&  
**SCHEDULE**

***CELEBRATING TEN SEASONS***

# WHAT QUENCHES THE ULTIMATE THIRST?



**THIRST AID**  
**FOR THAT DEEP DOWN  
BODY THIRST.**

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**&**  
**SCHEDULE**

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**CELEBRATING TEN SEASONS**

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**Editors: James Budish, Herb Silva**

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**MAJOR INDOOR SOCCER LEAGUE**

## **Preface**

The rules of the Major Indoor Soccer League have been refined and developed throughout the ten-year history of the League. Combining the principles of outdoor soccer with concepts pioneered in other professional team sports, the MISL has created an original, crowd-pleasing, fast-paced, exciting new game. Dasherboards, unlimited free-substitution and time-penalties resulting in power-play opportunities originate from ice hockey, while the cumulative or six foul rule finds its roots in basketball.

The publication of this rule book provides the reader with a comprehensive understanding of the MISL game. The *MISL Rule Book* should not be confused with other rule books describing different types of indoor soccer.

We anticipate that the availability of the *MISL Rule Book* will not only increase the understanding and knowledge of MISL indoor soccer, but will also enhance enjoyment for spectators and participants of this tremendously entertaining sport.

Bill Kentling  
Commissioner

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## 1987-88 MISL CLUB DIRECTORY

### Eastern Division

#### **Baltimore Blast**

Civic Arena  
201 W. Baltimore Street  
Baltimore, MD 21201  
(301) 528-0100  
TWX 710-234-1600  
Arena: Baltimore Arena  
(12,506)  
GM: Dan Counce  
Coach: Kenny Cooper  
Assistant: Jim Pollihan  
Trainer: Dave Douglas  
PR: Drew Forrester

#### **Chicago Sting**

Presidential Plaza  
8600 West Bryn Mawr  
# 220 N  
Chicago, IL 60631  
(312) 693-7000  
Telex: 25-6100  
Arena: Rosemont Horizon  
(14,618)  
GM: Kenny Stern  
Coach: Erich Geyer  
Assistant: Gary Hindley  
Trainer: Angelo Moca  
PR: Corrine Zartler

#### **Cleveland Force**

34555 Chagrin Boulevard  
Moreland Hills, OH 44022  
(216) 247-9106  
TWX: 810-427-9106  
Arena: Richfield Coliseum  
(17,213)  
GM: Paul Garofolo  
Coach: Timo Liekoski  
Assistants: Jay Hoffman  
John Baretta  
Trainer: Aaron Galpert  
PR: Tim Rogers

#### **Dallas Sidekicks**

6116 N. Central Expressway  
Suite 1212  
Dallas, TX 75206  
(214) 361-KICK  
TWX: 910-860-5580  
Arena: Reunion Arena  
(16,824)  
GM: Kent Russell  
Coach: Gordon Jago  
Assistant: Keith Weller  
Trainer: Steve Smith  
PR: Meg O'Connell

#### **Minnesota Strikers**

8100 Cedar Avenue South  
Suite 115  
Bloomington, MN 55420  
(612) 854-3616  
Telex: 29-1132  
Arena: Met Center (15,409)  
GM: Tim Robbie  
Coach: Alan Merrick  
Assistant: Bruce Miller  
Trainer: Gary Smith  
PR: Fudge Brown

## 1987-88 MISL CLUB DIRECTORY

### Western Division

#### **Kansas City Comets**

Kemper Arena  
1800 Genessee Street  
Kansas City, MO 64102  
(816) 421-7770

TWX 910-771-0041  
Arena: Kemper Arena  
(15,800)

GM: Tim Leiweke  
Coach: Dave Clements  
Assistant: Niki Nikolic  
Trainer: Doug Wiesner  
PR: Tim Bryant

#### **Los Angelesazers**

The Forum  
P.O. Box 10  
Inglewood, CA 90306  
(213) 419-3179

TWX: 910-328-6133  
Arena: The Forum (15,893)

GM: Jim Buss  
Coach: Keith Tozer  
Assistant: Mike Mahoney  
Trainer: Scott Morrison  
PR: Hank Groschadl

#### **San Diego Sockers**

San Diego Sports Arena  
3500 Sports Arena Blvd.  
San Diego, CA 92110  
(619) 224-4625  
Telex: 69-7910

Arena: San Diego Sports  
Arena (12,948)

GM: Randy Bernstein  
Coach: Ron Newman  
Assistant: Johan Aarnio  
Trainer: Bill Taylor  
PR: Mike Highfill

#### **St. Louis Steamers**

2126 N. Kirkwood  
St. Louis, MO 63122  
(314) 821-1111

Telex: 42-4095  
Arena: The Arena (17,666)

GM: Mike Sanger  
Coach: Tony Glavin  
Assistant: Neil Cohen  
Trainer: Jim Wright  
PR: Joan Lonergan

#### **Tacoma Stars**

CS 2267-1119 A Street  
Tacoma, WA 98401  
(206) 627-8474

TWX: 910-441-2627  
Arena: Tacoma Dome  
(20,284)

GM: John Best  
Coach: Alan Hinton  
Assistants: Steve Buttle  
Tony Chursky  
Trainer: Bruce Snell  
PR: Brian Flajole

#### **Wichita Wings**

114 S. Broadway  
Wichita, KS 67202  
(316) 262-3545

TWX: 910-741-0007  
Arena: Kansas Coliseum  
(9,681)

GM: Roy Turner  
Coach: Charlie Cooke  
Assistant: Norman Piper  
Trainer: Wayne Fuller  
PR: Pam Sherer

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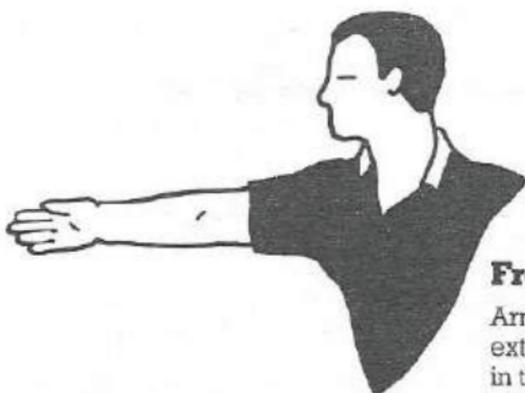
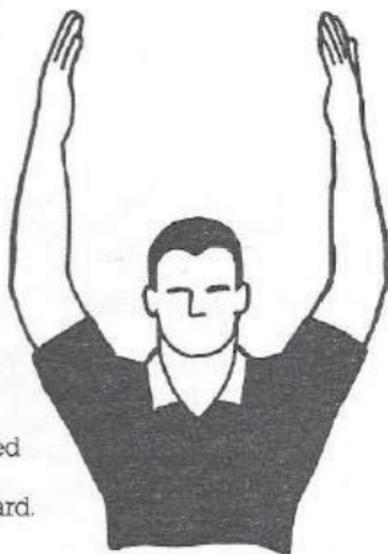
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## Official Signals

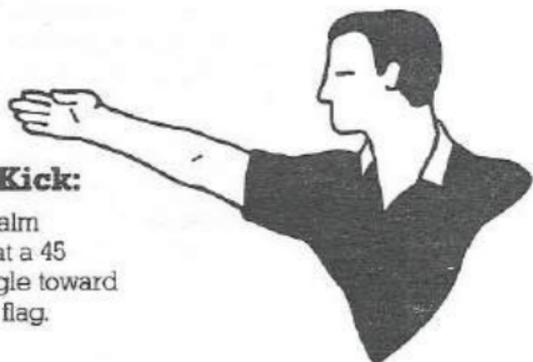
### Goal:

Both arms extended above head with palms facing inboard.



### Free Kick:

Arm and hand extended horizontally in the direction the kick is to be taken.



### Corner Kick:

Arm and palm extended at a 45 degree angle toward the corner flag.



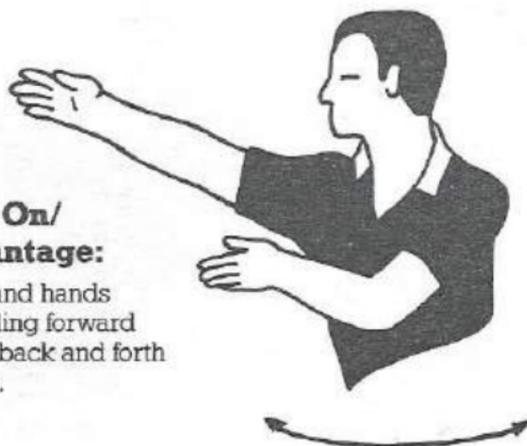
**Disallowed Goal:**

Both arms swung laterally across the body with palms down.



**Time Out:**

Arms crossed above head.



**Play On/  
Advantage:**

Arms and hands extending forward with a back and forth motion.

**Team Warning:**

One arm extended above head with fist clenched.



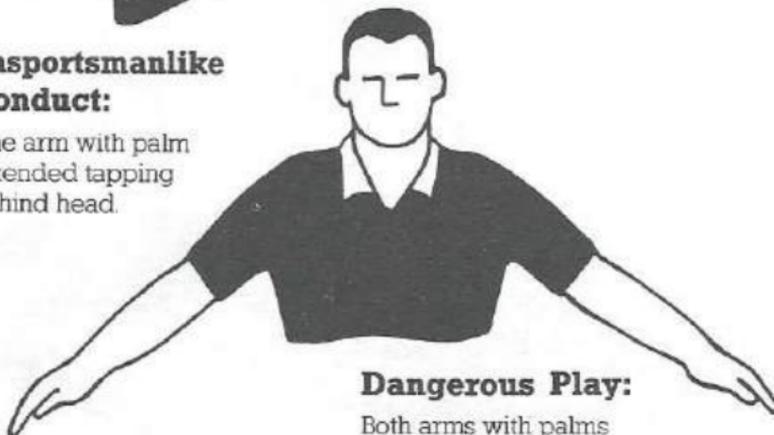
**Penalty/Caution/  
Ejection:**

One arm extended above head holding the appropriately colored card.



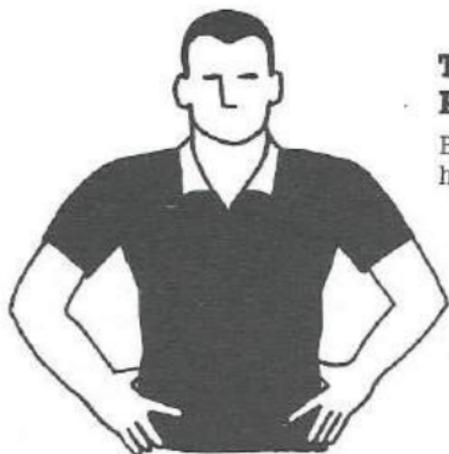
**Unsportsmanlike  
Conduct:**

One arm with palm extended tapping behind head.



**Dangerous Play:**

Both arms with palms down extended out, down and to the side at a 45 degree angle.



**Three Line  
Pass:**

Both hands placed on  
hips.

**Illegal  
Procedure:**

(Goalkeeping  
restriction violations,  
6th foul penalty,  
propelling ball into  
the stands, etc.)

Rotating clenched fists  
around one another  
in front of chest.



**Obstruction:**

Fists tapping chest.





**Kicking:**

One leg with back and forth kicking motion.



**Tripping:**

Striking motion to one leg below the knee.



**Jumping:**

One fist with pumping motion above head.



**Charging:**

One hand holding opposite shoulder with back and forth motion.

**Holding:**

One hand clasping the wrist of the other hand in front of the chest with a tugging motion.



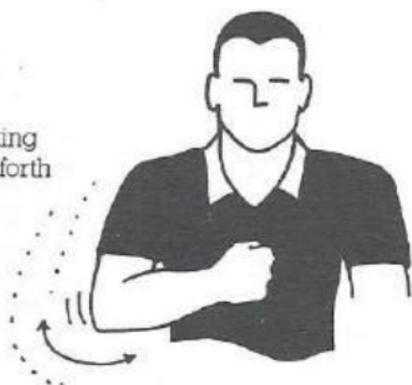
**Pushing:**

Both hands extending out from the chest pushing back and forth.



**Striking /  
Elbowing:**

One fist with striking  
motion back and forth  
to front.



**Hand Ball:**

One palm stroking  
the other arm from  
hand to elbow.

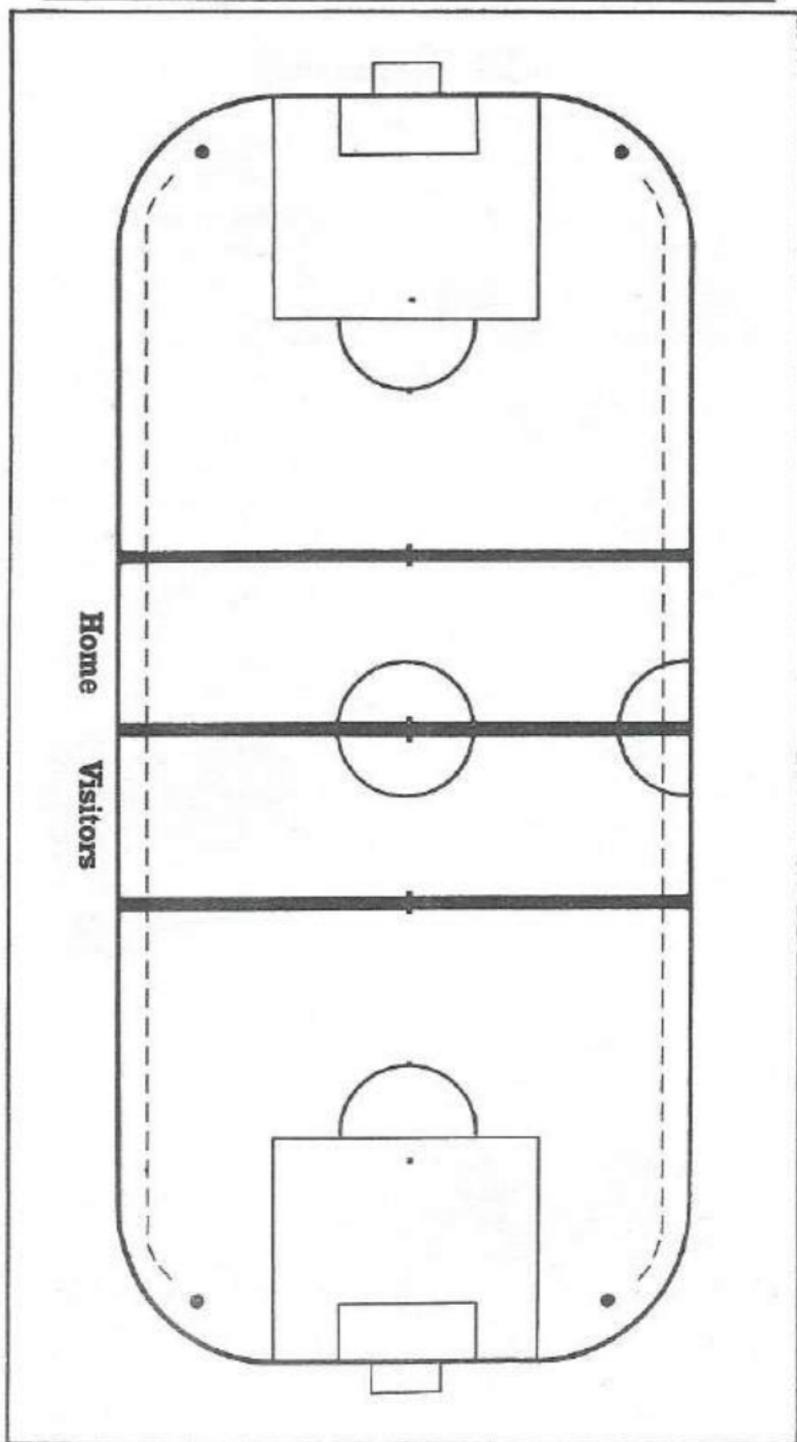
**Boarding:**

Pounding the closed  
fist of one hand into  
the open palm of the  
other hand.



## MISL Referees

5. Gino Dippolito
6. Bill Maxwell
7. Ermanno Ritschl
8. Julio Salas
9. Marty Templin
10. Esse Baharmast
11. Joe Manfre
12. Majid Abotalebi
13. Manuel Ortiz, Sr.
14. Kelly Mock
15. Brian Hall
16. Kevin Crowley
17. Joe Rudy
18. Feliks Fuksman
19. Ali Saheli
20. Bobby Bribiesca
21. Kevin Terry
22. Herb Silva
23. Rob Hintze
25. Al Kleinaitis
26. Alan Shepherd
27. Steve Siomos
29. Terry Campbell
30. Tom Gordon
31. Casey Frankewicz
32. Larry Donovan
33. Vladimir Halupa
34. Raul Dominguez
35. Luis Macias
36. Hamid Hoodeh
37. Manuel Ortiz, Jr.
38. Gary Shugarts
40. Willy Van Doijeweert
41. George Noujaim
42. Nabil Noujaim
43. Terry Dixon
44. Frank Flehn
45. Jeff Kerber
46. Ken Pratt
47. Mike Bazakos
48. Chris Georgopolous
49. Zlatan Lausch
50. Karl Boeck





## Rule 1 – The Field of Play

**1.1. Dimensions:** The length of the field of play shall not be more than 210 feet, nor less than 175 feet, and its width not more than 100 feet, nor less than 75 feet.

**1.2. Marking:** The field of play shall be marked with distinctive lines, not more than five inches (5") in width. The boundary lines, touchline and goal line shall be enclosed by a perimeter wall which shall be part of the playing surface. A half way line shall be marked out across the field of play. The center of the field of play shall be indicated by a nine inch (9") circle and a ten foot (10') radius shall be marked around it. A red line marking shall be placed across the field thirty feet (30') into each half of the field measured from the halfway line. Both red line markings shall extend vertically to the top of the perimeter wall. A nine inch (9") circular mark shall be at the center of each red line.

**1.3. Goal Area:** At each end of the field of play two (2) lines shall be drawn at right angles to the goal line on the outside of each goalpost. They shall be measured two feet (2') from the inside of each goalpost. These shall extend into the field of play for a distance of five feet (5') and shall be joined by a line sixteen feet (16') in length drawn parallel with the goal line. The area enclosed by these lines and the goal line shall be called the Goal Area.

**1.4. Penalty Area:** At each end of the field of play two (2) lines shall be drawn at right angles to the goal line outside of each goalpost. They shall be measured nine feet (9') from the inside of each goalpost. These shall extend into the field of play for a distance of twenty-five feet (25') and shall be joined by a line drawn parallel with the goal line. This line shall be thirty feet (30') in length. The area enclosed by these lines and the goal line and the area inside the goal shall be called the Penalty Area.

**1.5. Touchline:** A touchline shall be placed three feet (3') inside the perimeter wall on each side of the playing area. It shall be marked parallel to the perimeter wall by a series of lines a minimum of three feet (3') and a maximum of six feet (6') in length with a one foot (1') space between each going from corner mark to corner mark.

**1.6. Corner Mark:** A corner mark shall be placed at the intersection of the touchlines and the undrawn extension of the goal area lines. The line from the goal area to the touchline is not to be marked, but rather sighted for position only. A nine inch (9") circular mark is used to mark the placement of the ball for a corner kick. A corner flag, the top of which shall be raised to a height of three feet (3') above the perimeter wall, shall be placed at the point along the perimeter wall where the undrawn extension of the goal area lines would make contact with the perimeter wall.

**1.7. Goals:** The goals shall be placed on the center of each goal line within the perimeter wall and shall consist of two (2) upright posts, equidistant from the corner flags and twelve feet (12') apart (inside measurement), joined by a horizontal crossbar, the lower edge of which shall be six feet six inches (6'6") from the surface of the carpet. The width and depth of the goalposts and crossbars shall not exceed five inches (5"). The goalposts and crossbar shall have the same width. Nets shall be attached to the posts, crossbars and to the ground behind the goals. They should be appropriately supported and be so placed as to allow the goalkeeper ample room. The depth of the goal net shall be a minimum of five feet (5').

**1.8. Goal Lights:** Red and green goal lights must be electronically coordinated with the arena scoreboard so that the:

- (a) Green light is activated automatically at the expiration of time, and/or when time is stopped at the Referee's whistle.
- (b) Red light cannot be activated once the green light is lighted.
- (c) Red light must be able to be activated and stay lighted prior to the expiration of each quarter signalling a goal before the green light.

**1.9. Penalty Kick Mark/Arc:** A nine inch (9") circular mark shall be made within each penalty area twenty-four feet (24') from the midpoint of the goal line, measured along an undrawn line at right angles thereto. These shall be the penalty kick marks. From each penalty kick mark an arc of a circle, having a radius of ten feet (10') shall be drawn outside the penalty area. A nine inch (9") circular mark shall be placed at the top of each arc.

**1.10. Referee Crease:** In the neutral zone, inside the field of play at the halfway line, a semicircle having a radius of ten feet (10') shall be drawn from a point at the perimeter wall. The Assistant Referee shall stand at the halfway line outside the field of play adjacent to the Referee Crease.

**1.11. Player Benches:** Player benches for each team must be placed on the opposite side of the field from the penalty boxes, timekeeper and position of the Assistant Referee. Player benches must be separated from each other by a suitable partition of plexiglass and bench areas must be protected from spectator areas by suitable plexiglass partitions at the rear and to the sides of each bench. Both player benches shall have identical measurements and two (2) doors which shall be equidistant from the halfway line.

**1.12. Penalty Boxes:** Penalty boxes for each team shall be adjacent to the Assistant Referee on the side of the field opposite the team benches. Penalty boxes shall be protected from spectator areas by suitable plexiglass partitions.

**1.13. Carpet:** An artificial playing surface (carpet) shall be affixed to the surface of the playing field. The Referees are directed to stop play if, in their opinion, the condition of the carpet creates a situation which is dangerous to the players or is deemed critical to the position of the players or ball thus creating an unfair advantage to a player or a team. If play is stopped to attend to carpet problems, play shall be restarted in accordance with Section 8.5.

**1.14. Broken Plexiglass:** Referees shall stop play immediately should the plexiglass be shattered while the ball is in play. Play shall be restarted in accordance with Section 8.5.

## **Rule 2 - The Ball**

**2.1. Approved Ball Specifications:** The ball to be used is the MISL approved ball which shall meet the following specifications: The ball shall be spherical and the outer casing shall be leather or other approved materials. No material shall be used in its construction which might prove dangerous to the players. The circumference of the ball shall not exceed twenty-eight inches (28") and shall not be less than twenty-seven inches (27"). The weight of the ball at the start of the game shall not be more than sixteen (16) ounces nor less than fourteen (14) ounces. The pressure shall be equal to 9.0-10.5 lb./sq. inch.

**2.2. Ball Change:** The ball shall not be changed during the game unless authorized by the Referee.

**2.3. Property:** The ball used in any game shall be considered the property of the Club in whose arena the game is played, and at the end of play it must be returned to the Referee.

**2.4. Defective Ball:** If the ball bursts or becomes deflated during the course of the match, the game shall be stopped and restarted in accordance with Section 8.5. If the ball bursts or becomes deflated during a stoppage of the game (a place kick, goal kick, corner kick, kick-in, free kick, penalty kick, or drop ball) the game shall be restarted accordingly by retaking the appropriate restart.

### **Rule 3 – Number of Players**

**3.1. Teams:** A game shall be played by two (2) teams, each consisting of not more than six (6) nor less than four (4) players on the field, one of whom shall be the goalkeeper. The Home team and the Visiting team shall each dress fourteen (14) players. If multiple time penalties are being served, there shall be a minimum of four (4) players per team, including the goalkeeper, on the field of play.

**3.2. Official Line-up:** Not later than fifteen (15) minutes prior to the commencement of the game the official line-up shall be submitted to the Referees by each team. Starters names shall be designated. These players must be on the field of play at the start of the game. Referees shall report non-compliance to the League.

**3.3. Substitutes:** All team bench personnel and players listed on the Official Line-up shall be subject to the authority and jurisdiction of the Referee.

**3.4. Unlimited Substitution:** During the game substitutions may be made at any time on an unlimited basis, provided the player substituted for is within the touchline at his own bench area, or off the field of play within his own bench area, before the substitution is made. Notwithstanding the above, neither the player entering the field nor the departing player may participate in play during a period of time when they are simultaneously on the field. Violation of this Section shall be dealt with in accordance with Section 3.13a. If play is stopped to assess a time penalty, play shall be restarted in accordance with Rule 13.

**3.5. Goalkeeper Substitution:** Any teammate may change place with the goalkeeper, provided that the Referee is informed before the change is made and the change is made at a guaranteed substitution occasion as set forth in Section 3.6.

**3.6. Guaranteed Substitution:** The restart of play will be delayed to allow completion of substitution(s) on the following occasions:

- (a) After a goal has been scored.
- (b) After a time penalty has been awarded.

- (c) On an injury time-out.
- (d) When the ball is out of play, and it crossed the goal line or touchline over the perimeter wall.
- (e) At any unusual stoppage acknowledged by a Referee.
- (f) After a team time out, official time out, or Referee's time out.
- (g) Prior to the start of the 2nd, 3rd, 4th quarters, and any overtime period.
- (h) If a team fails to take a restart within five (5) seconds of having been signalled to do so.

If play is inadvertently restarted with too many players on the field after any guaranteed substitution occasion, no penalty shall be assessed.

**3.7. Timed Substitutions:** During guaranteed substitution occasions, teams shall be allowed thirty (30) seconds to complete all player substitutions. A warning shall be issued to the offending team for its first violation under this Section. A Team time penalty shall be assessed to the offending team for each violation thereafter.

**3.8. Last Substitution:** The defensive team on a restart, after a guaranteed substitution, shall make the last line change (player substitution) within the thirty (30) second time frame. The team taking the restart shall not be permitted to make any player substitutions after the defensive team has completed its line changes. The Referee shall signal for the last substitution.

**3.9. Injured Goalkeeper:** If play is suspended more than one (1) time as a result of the team's trainer being signaled to enter the field of play by the Referee to attend a particular injured goalkeeper, that injured goalkeeper must be removed from the field of play and shall not be permitted to again rejoin play until the next guaranteed substitution.

**3.10. Goalkeeper Warm-up:** In cases where a team's trainer enters the field of play after being requested to do so by the Referee to attend to an injured goalkeeper, another goalkeeper from that team may warm up with a practice ball in close proximity to his Club's bench. Once the trainer leaves the field, the goalkeeper's warm-up must conclude.

**3.11. Injured Player:** In cases where either team's trainer is requested onto the field by the Referee to attend an injured player, excluding the goalkeeper (Section 3.9), that player may not again rejoin play until the next official stoppage in play at which time substitutions are guaranteed. Only an injured player shall be substituted. However, the opposing team may substitute a player for each injured player substituted on a one-for-one

basis. Referees are advised to stop play only after the team having an injured player on the field of play has gained possession of the ball, the position of the injured player on the field of play is critical to the playing of the game or, in the opinion of the Referee, the injury is deemed critical in nature.

Section 3.11 shall not apply to penalized players who need the assistance of a trainer unless, in the opinions of the Referee and the trainer/doctor, the player can return to play following the conclusion of his penalty time.

**3.12. Substitution on Free Kick:** Play shall not be delayed for substitution purposes. Substitutions may be made provided the player substituted for is within the touchline at his own bench area, or off the field of play within his own bench area before the substitution is made. Notwithstanding the above, if both players are simultaneously on the field and within the touchline area of their bench, and either player participates in play (seeks to gain an unfair advantage), this shall constitute a substitution violation. If either player is outside of the touchline, such positioning, in and of itself, shall constitute "participation in play" and a penalty shall be issued.

**3.13. Time Penalties for Substitution Violations:** For any of the following offenses the offending team's coach shall designate a player to serve a Team time penalty and the game shall be restarted by a free-kick in accordance with Rule 13, to be taken by a player of the opposing team, from the place where the ball was when play was stopped:

- (a) Excess number of players;
- (b) Playing without a goalkeeper;
- (c) Illegal substitution of a goalkeeper;
- (d) Illegal substitution of an injured player;
- (e) Delay of substitution after 30 second warning;

**3.14. Team Captain:** A captain shall be appointed by each team and he alone shall have the privilege of discussing with the Referees any questions relating to interpretation of the Rules which may arise during the progress of the game. In the event of a dispute or problem, the Referee will inform the team captain of the decision and each captain will advise his coach. He must be properly identified by wearing an official arm band to be furnished by the club. No goalkeeper or playing coach/manager shall be permitted to act as captain. Only when invited by the Referee shall the captain have the privilege of discussing any point relating to interpretation of the Rules. A protest or complaint about a penalty is NOT a matter "relating to interpretation of the Rules" and a penalty shall be imposed against any captain or other player making such protest/complaint.

## **Rule 4 – Players' Equipment**

**4.1. Usual Equipment:** The equipment of a player is a shirt, shorts, socks and indoor soccer footwear. Numbers shall be required to appear on the front of the shorts and on the front and back of the shirt.

**4.2. Footwear:** A player's footwear must conform to the following standards: Flat soled shoes or other footwear designed for artificial surface must be worn. No footwear with less than thirty (30) molded mini-studs shall be permitted. A player who loses a shoe during the normal course of play may continue to participate until the next stoppage in play at which substitutions are guaranteed. Under no circumstances may a player leave the bench without shoes to participate.

**4.3. Goalkeeper:** The goalkeeper shall wear colors which distinguish him from field players and from the Referees. Any field player who replaces the goalkeeper must wear a goalkeeper jersey. The goalkeeper may wear protective headgear if approved by the League.

**4.4. Dangerous Equipment:** Players shall not be permitted to wear necklaces, chains, or bracelets at any time during the playing of the game. Rings shall not be worn, however if a player is unable to remove a ring, he shall be required to properly tape the ring to his finger to ensure that it does not present a danger to him or other players. Any cast worn must be properly padded to the satisfaction of the Referee. If a Referee finds that a player is wearing articles not permitted by the Rules and/or which may constitute a danger to him or other players, he shall order the player to properly pad or remove the dangerous articles. If he fails to carry out the Referee's instruction, the player shall not be permitted to participate.

**4.5. Infringement:** For any infringement of Section 4.4, the player at fault shall be sent off the field of play to adjust his equipment and he shall not return without first reporting to a Referee, who shall be satisfied that the player's equipment is in order. The player shall only enter at a guaranteed substitution. An Unsportsmanlike Conduct penalty shall be assessed to the offender who enters the game in breach of the conditions of this Section having failed to carry out the equipment adjustment as ordered by a Referee. If a Referee stops the game to administer the time penalty, the game shall be restarted by a free-kick taken by a player of the opposing side in accordance with Rule 13.

## Rule 5 – Referees

**5.1. Referees' Authority:** A three (3) man system will be used to officiate in which the two (2) officials on the floor shall each be called "Referee" while the third official off the floor shall be called the "Assistant Referee". Both "Referees" shall have the powers and authority granted under this Rulebook and the Assistant Referee shall perform the duties under Rule 6. Their authority and the exercise of the powers granted to them by the Official Rule Book commence when they enter the field of play. The Referees are responsible for the record of the game, the control of the timekeeper and allowing the full or agreed time, adding time lost through accident or other cause. When referenced anywhere in these Rules, the word "Referee" shall refer to both Referees on the field of play and for purposes herein the male gender shall refer to both male and female.

**5.2. Powers:** The Referees' power of penalizing extends to offenses committed when play has been temporarily suspended or when the ball is out of play. Referees' decisions on points of fact connected with play shall be final so far as the result of the game is concerned. They shall:

- (a) *Enforce the Rules:* Should a player commit two (2) infractions of a different nature, the Referee shall penalize the more serious offense.
- (b) *Advantage:* Refrain from penalizing in cases where they are satisfied that by so doing, they would give an advantage to the offending team.
- (c) *Discretionary Power:* The Referees have discretionary power to stop the game for any infringement of the Rules and to suspend or terminate the game by reason of the elements, interference by spectators, or other cause should they deem such stoppage necessary. In such cases, a detailed report shall be submitted to the League.
- (d) *Caution:* From the time they enter the field of play, caution any player or non-playing team personnel guilty of misconduct or ungentlemanly behavior and, if he persists, eject him from further participation in the game. In such cases the Referee shall report the offender to the League.
- (e) *Illegal Entry:* Allow no person other than the players and Assistant Referee to enter the field of play without permission.
- (f) *Injury Stoppage:* Stop the game if in their opinion, a player has been injured; have the player(s) removed as soon as possible from the field of play and immediately resume the game. Referees shall be advised to stop play only in accordance with Section 3.11.

**6.2. Reserve Official:** A Reserve Official shall assist the Assistant Referee in keeping a record of the game. He shall require that the arena's scoreboard foul count conforms with the Assistant Referee's official record.

**6.3. Timekeeper:** The timekeeper shall act as the official timekeeper for the game and shall be equipped with an appropriate stopwatch. The timekeeper shall assist the Referees by operating the official clock and scoreboard.

**6.4. Goal Judges:** A goal judge shall be positioned at each end of the field. He shall indicate when a goal has been scored in accordance with Section 10.1 by means of activating the red goal light or by use of a flag. The decision of the Referee shall supersede.

**6.5. Penalty Box Attendants:** A penalty box attendant shall be seated in each penalty box. He shall assist in the administration of time penalties in cooperation with the Referees and Assistant Referee.

## **Rule 7 – Duration of the Game:**

**7.1. Duration:** The duration of a regulation game shall be four (4) quarters of fifteen (15) minutes each for a total of sixty (60) minutes, subject to the following:

- (a) *Ball in Play:* The clock will be stopped when the ball is out of play as indicated by either of the Referees or Assistant Referee and the ball shall not be deemed in play until it has travelled half the distance of its own circumference (circa 14 inches). For free kicks by the defensive team originating in their own penalty area, the ball shall not be in play until it has left the penalty area.
- (b) *Play Extension:* Play shall be extended to permit the taking of a penalty kick if a penalty kick infraction occurred immediately prior to the expiration of time.
- (c) *Clock Malfunction:* If the ball is put into play at the direction of the Referee and the clock malfunctions, the Referees, specifically the AR, must estimate the amount of time elapsed during play. Whenever possible, the AR should use a stopwatch to properly count the elapsed time. The time the ball is in play must be elapsed from the official time on the arena scoreboard. Play cannot be restarted by putting the time lost back on the clock.

**7.2. Intervals Between Periods:** A three (3) minute time interval shall be provided between the first and second quarters, third and fourth quarters and between any overtime periods. There shall be a fifteen (15) minute half-time intermission. With

thirty (30) seconds remaining in each of the above described intervals (i.e., after 2:30 has elapsed between quarters and 14:30 at haltime), the arena horn/buzzer will be sounded to advise teams to immediately prepare to start the game as soon as the clock is reset following the second horn/buzzer signalling the end of the interval.

**7.3. Time Outs:** Each team shall be allowed a single one-minute time out per half, requested only by a player legally on the field of play. A player shall request a time out by making the "T" sign with both hands. Such requests for time out may only be made to the Referees on the field of play (not the Assistant Referee) at a normal stoppage when that team is either in possession of the ball on the ensuing restart or when the ball is in possession of the goalkeeper (in both hands or one foot on the ball unchallenged) within his penalty area.

- (a) *Overtime Time Out:* If a team shall not have used its second half time out, such team shall be allowed a single one-minute time out during the overtime.
- (b) *Inappropriate Request:* If a goalkeeper signals or requests a time out at an inappropriate time, the Referee shall stop play and award a free-kick to the opposing team at the point where the goalkeeper signaled inappropriately for a time-out subject to exclusions in Rule 13.
- (c) *Official Time Out:* During each quarter and any overtime period the Referee shall stop play at the first recognized stoppage in play where substitutions are guaranteed following the seven (7) minute mark of such quarter/period (when 8:00 or less is shown on the scoreboard clock). This shall be a one-minute time out not charged against either team. Referees shall not, however, stop play at the first recognized guaranteed substitution occasion after the seven minute mark if either team is playing on a powerplay. In such situations, the official time out shall be taken at the next guaranteed substitution after the conclusion of the powerplay.
- (d) *Referee Time Out:* The Referees may call a Referee Time Out during any unusual penalty situation for purposes of sorting out time penalties and clarifying the circumstances to the Public Address Announcer. During such time out all players must return to the vicinity of the player benches and no player including the team captain shall be permitted in the area of the Referee Crease. A Bench penalty shall be assessed to the team whose players violate the provisions of this Section.

- (e) *Restart after Goalkeeper Request for Time Out:* Any appropriate time out request made by a goalkeeper in his penalty area shall be restarted with a free kick awarded to the requesting team at the penalty kick mark.

**7.4. Overtime Period:** If the score is tied at the end of the fourth quarter, an overtime period for the purpose of determining a winner according to the following procedure will be conducted:

- (a) *Coin Toss:* At the beginning of the first overtime period, the visiting team captain shall call the coin toss. The team winning the toss shall have the option of choice of goals or the kickoff. Teams shall change ends and alternate possession at the beginning of each overtime period thereafter.
- (b) *Overtime Duration:* The overtime period shall be fifteen (15) minutes. It shall be a sudden death period with the team which scores first declared the winner. If a winner has not been decided in the first overtime period, additional fifteen (15) minute sudden death overtime periods shall be played until a winner is declared.

## **Rule 8 – The Start of Play**

**8.1. Beginning the Game:** The home team shall decide the choice of ends and the kick off shall be made by the visiting team. After the Referee has given a signal, the game shall be started by a player taking a place-kick (i.e., a kick at the ball while it is stationary in the center of the field of play into his opponent's half of the field) and every player of the team opposing that of the kicker shall remain not less than ten feet (10') from the ball and in their own half of the field until the ball is in play. It shall not be deemed in play until it has travelled half the distance of its circumference (circa 14"). The kicker shall not play the ball a second time until it has been touched by another player. Playing the ball twice includes instances where a player taking the place-kick plays the ball off the perimeter wall to himself, before it has been touched by another player. A goal can be scored directly from a kick off.

**8.2. After a Goal Has Been Scored,** the game shall be restarted in like manner (Section 8.1) by the opposing team.

**8.3. After the End of Each Quarter,** when restarting play, ends shall be changed and the kick off shall be taken by a player of the opposite team to that of the player who kicked off the previous quarter.

**8.4. Punishment:** For an infringement of this Rule, the kick off shall be retaken, except in the case of the kicker playing the ball again before it has been touched by another player. For this offense, a free kick shall be taken by a player of the opposing team.

**8.5. Drop Ball Restart:** When restarting the game after a stoppage of play for any cause not mentioned elsewhere in these Rules, the Referee shall drop the ball at the place where it was when play was stopped and it shall be deemed in play when it has touched the ground. When restarting the game after a stoppage of play which occurred while the ball was inside the penalty area the Referee shall drop the ball at the top of the penalty restraining arc. Once the ball has touched the ground, a player may play the ball twice (or more) in succession. Under no circumstances can the ball be dropped in the penalty area. A player shall not play the ball until it has touched the ground. If this Section is not complied with, the Referee shall again drop the ball.

In any situation where either team has clear possession of the ball when play was stopped for any cause not mentioned in the rules, the team with possession shall retain possession on the resulting restart and a drop-ball shall not be used to restart play.

**8.6. Five Second Play Requirement:** Failure by a team to put the ball into play within five (5) seconds as signalled by the Referee shall result in possession turnover to the opponent which shall become a guaranteed substitution occasion.

## **Rule 9 – Ball In and Out of Play**

**9.1. Ball In Play:** The ball is in play at all times from the start of the game to the finish, including:

- (a) If it rebounds from a goalpost, crossbar, corner flag post or perimeter wall into the field.
- (b) If it rebounds off a Referee when he is on the field of play.
- (c) In the event of a supposed infringement of the Rules until a decision has been made by the Referee.

**9.2. Ball Out of Play:** The ball is out of play:

- (a) When it has wholly crossed the perimeter wall.
- (b) When it has made contact with any part of the building superstructure above the field of play. For such contact, a free kick will be awarded to the opposing team at the center of the nearest red line.

- (c) When the game has been stopped by one of the Referees.
- (d) In situations where the ball becomes lodged between sections of glass or the perimeter wall, it shall be considered to have been inadvertently put out of play and the Referee shall restart play in accordance with Section 8.5.

## **Rule 10 – Method of Scoring**

**10.1. Legal Goal:** Except as otherwise provided by the Laws, a goal is scored when the whole of the ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking side, except in the case of a goalkeeper who was within his own penalty area when he legally propelled the ball. The team scoring the greater number of goals during the game shall be the winner.

**10.2. Outside Interference:** A goal cannot, in any case, be allowed if the ball has been touched and/or prevented by some outside agent from passing over the goal line. If this happens in the normal course of play, other than at the taking of a penalty kick (see Section 14.10), the game shall be restarted in accordance with Section 8.5.

## **Rule 11 – Three Line Violation**

**11.1. Definition:** A player is guilty of a three line violation when he passes (or last touches) the ball across three lines (two red lines and center line) in the air towards his opponent's goal line, without touching another player, the perimeter wall or a Referee on the field of play between the red lines.

**11.2. Punishment:** If a three line pass is declared, the Referee shall award a free kick, which shall be taken by a player of the opposing team on the center point of the first red line that the ball crossed.

## **Rule 12 – Fouls/Misconduct/Penalties**

**12.1. Fouls:** A player who intentionally commits any of the following offenses shall be penalized by the Referee awarding a free kick to be taken by the opposing team from the point of the infraction, subject to exclusions in Rule 13.

- (a) Kicks or attempts to kick an opponent;
- (b) Trips an opponent, i.e., throwing or attempting to throw him by use of legs or by stooping in front of or behind him;
- (c) Jumps at an opponent;
- (d) Charges an opponent from behind unless the latter is shielding the ball in a legal manner;
- (e) Charges an opponent in a violent or dangerous manner. If a player deliberately turns his back to an opponent when he is about to be tackled, he may be charged but not in a dangerous manner;
- (f) Strikes, elbows or attempts to strike or elbow an opponent; or spits at him;
- (g) Holds an opponent;
- (h) Pushes an opponent;
- (i) Handles the ball, i.e., carries, strikes or propels the ball with his arm (this does not apply to a goalkeeper in his own penalty area);
- (j) Boarding, propelling an opponent into the perimeter wall. A time penalty must also be assessed for boarding;
- (k) Playing in a dangerous manner;
- (l) Charging fairly at an improper time, i.e., with the shoulder, when the ball is not within playing distance of the players concerned;
- (m) When not playing the ball, intentionally obstructing an opponent, i.e., running between the opponent and the ball, or interposing the body so as to form an obstacle to an opponent. If a player covers up the ball without touching it in an endeavor not to have it played by an opponent, he obstructs but does not infringe the Rules because he is already in possession of the ball and covers it for tactical reasons (i.e. shielding);
- (n) Charging the goalkeeper except when he is outside the penalty area.

**12.2. Goalkeeping Restrictions:** The following infractions shall cause the Referee to stop play and award a free kick to the opponents at the top of the restraining arc:

- (a) *Hand to Hand:* A goalkeeper, having had control of the ball in his hands and having released it from his hands to be played either by himself or a teammate, shall not handle the ball again until it has been touched or played by an opponent, unless a stoppage of play occurs. If a goalkeeper bounces the ball while in his possession, it shall be an infraction.
- (b) *Passback:* If a defender passes the ball back to his goalkeeper from any other zone of the playing field except the passer's own defensive zone (between his red line and goal line), the goalkeeper shall not handle the ball. This includes instances where a team makes a series of passes or a player dribbles the ball back to the goalkeeper across the red line into the defensive zone.
- (c) *5-Second Distribution:* A goalkeeper, with possession of the ball within the penalty area, must distribute the ball outside of the penalty area or to another player within five (5) seconds of having received the ball within the penalty area. Possession shall be defined as control with hand or foot.
- (d) *Illegal Procedure - Handling:* A goalkeeper who attains possession of the ball outside of the penalty area shall not handle the ball inside of the penalty area prior to the ball being touched by another player or prior to a stoppage in play.

Additionally, the following restrictions shall apply:

- (e) *10-Second Advance:* For a goalkeeper who retains possession or control of the ball outside of his team's penalty area for a period greater than ten (10) seconds without attempting to distribute or advance the ball and play in a normal and usual manner, the Referee shall stop play and award a free kick to the opponents in accordance with Rule 13.

- (f) *Handball Outside Area*: Intentional handballs committed by the goalkeeper outside of the penalty area shall be interpreted to be "severe in nature" (Section 12.6) and a time penalty must be awarded against the goalkeeper who, in the opinion of the Referee, intentionally handles the ball in a deliberate attempt to break up a play or save a shot at goal outside of the penalty area regardless of the position of his body. Situations whereby the goalkeeper first handles the ball legally within the penalty area but the momentum of his actions carries him outside the penalty area while handling the ball shall not be deemed "severe in nature" and a time penalty shall not be awarded.
- (g) *Goalkeeper Striking*: If during play, the goalkeeper either intentionally strikes an opponent by throwing the ball violently at him or pushes him with the ball while holding it, the Referee shall caution or eject as appropriate and award a penalty kick if the offense was initiated from within the penalty area.

### **12.3. Goalkeeper Privileges:**

- (a) *Goalkeeper Time Penalties*: Any time penalties assessed against the goalkeeper may be served by another member of his team. All time penalties so served shall be charged against the goalkeeper. This includes instances whereby the goalkeeper has been substituted by a field player wearing the unnumbered goalkeeper's jersey. A goalkeeper using the privilege set forth in this section may only participate in play as a goalkeeper during the course of the time penalty.
- (b) *Obstructing Goalkeeper*: If a player intentionally obstructs the opposing goalkeeper in an attempt to prevent him from putting the ball into play, the Referee shall award a free kick.
- (c) *Charging Goalkeeper*: In cases of body contact in the goal area between an attacking player and the opposing goalkeeper not in possession of the ball, the Referee shall stop the game if, in his opinion, the action of the attacking player was intentional, and award a free kick.
- (d) *Inadvertent Fouls*: Fouls which are committed against the goalkeeper but are, in the opinion of the Referee, inadvertent in nature shall be punishable by the awarding of a free kick against the offending team.

- (e) *Endangering the Goalkeeper:* A player who intentionally commits a foul against the goalkeeper which in the opinion of the Referee, falls short of serious foul play but nevertheless endangers the goalkeeper beyond what is considered to be normal hazard of play shall be cautioned for Ungentlemanly Conduct.
- (f) *Violent Charge of Goalkeeper/Serious Foul Play:* The player who intentionally charges the goalkeeper in a violent manner or intentionally kicks the goalkeeper while he is in full possession of the ball shall be ejected for "serious foul play."

**12.4. Time Penalties:** Penalties to players after the start of the game shall be divided into the following categories:

Team Time Penalties	- 2 minutes
Penal Time Penalties	- 2 minutes
Unsportsmanlike Conduct Time Penalties	- 2 minutes
Cautionable Time Penalties	- 2 minutes
Ejectionable Time Penalties	- 5 minutes

After the start of the game when play is not in progress and an offense is committed by any player, the same time penalty shall apply as though play were actually in progress.

- (a) *Blue/Yellow/Red Cards:* Team, Penal and Unsportsmanlike Conduct Time Penalties shall be indicated by the Referee showing a blue card. Cautionable Time Penalties shall be indicated by a yellow card. Ejectionable Time Penalties shall be indicated by a red card.
- (b) *Delayed Penalty:* The Referee is not required to stop the game to administer a caution or time penalty. He may, if he chooses, apply the advantage. If he does apply the advantage, he shall penalize the player when play stops.
- (c) *Powerplay Goal:* If a team is reduced to a lesser number of players on the field of play than its opponent by virtue of players serving penalties, and such team is scored upon (not as the result of a penalty kick or shootout) by its opponent, then the player having the least amount of unexpired time penalty shall return to the field of play. Only one penalized player serving an unexpired time penalty may return after the opponent scores a goal.
- (d) *Expiration of Penalty:* A player whose time penalty has expired must leave the penalty box subject to other restrictions in this Section.

- (e) *Misconduct by Non-Players:* Misconduct penalties (Cautions or Ejections as set forth in Sections 12.8 and 12.9) shall be considered administrative in nature and shall be reported to the League. No time penalty shall be served. If the misconduct of a non-player warrants an ejection, the non-player shall be sent off the field of play.
- (f) *Equal Number of Penalties Elapsing:* In situations where one player from each team is serving a penalty or an equal number of time penalties is being elapsed and a goal is scored, no player shall be released upon the scoring of a goal, and the goal shall be of no consequence in the later releasing of a player unless his full time has been served. No time penalty shall be voided in such cases.
- (g) *Penalty Kick/Shootout Exclusion:* If a penalized player is in the penalty box for a foul which led to the awarding of a penalty kick or shootout, then that player shall be released if the penalty kick or shootout is scored directly.
- (h) *Least Remaining Time Released:* When a goal is scored, not as a result of a penalty kick or shootout while a team is short-handed by virtue of two players serving penalties, the player having the least amount of remaining penalty time shall be released.
- (i) *Multiple Penalties:* A maximum of two (2) penalties shall count down simultaneously. If a player is penalized while two (2) players on his team are serving penalties, the penalty time of the third, fourth, etc., player shall not commence until the first penalty time of either penalized player has elapsed.
- (j) *Minimum Number Players on Field:* There must always be a minimum of four (4) players on the field of play. If a team has two (2) players serving time penalties and a third player of the team receives a penalty, the third player must go to the penalty box. He must, however, be replaced by a substitute since four (4) players must be on the playing field at all times. If the offended team scores a powerplay goal, the opposing player with the least amount of unexpired time penalty shall be released. The penalty time for the third player in the penalty box shall not be started until a time penalty has expired.

- (k) *Return to Play/Restriction:* When any team has three (3) or more players serving time penalties at the same time and a substitute for the third offender is on the field of play, the first player whose time penalty has expired may not return to the field until play has been stopped in accordance with these Rules. Such substitution may only be made during one of the guaranteed substitution occasions described in Section 3.6, provided, that a player or players shall be permitted to return to play in the order of the expiration of their penalties when by reason of the expiration of their penalties the penalized team is entitled to have more than four players on the field. If penalties of two players of the same team will expire at the same time the captain of that team will designate to the Referee before the start of any such penalties which of such players will return to play first and the Referee will instruct the Assistant Referee and Penalty Box Attendant accordingly.
- (l) *Ejected Coach Restrictions:* An ejected coach may not from the time of his ejection until the conclusion of the game, have any communication with his team's players in the arena area, exclusive of his team's dressing room. This prohibition shall include any type of communication whether the same be through gesticulations, radio, electronic device or otherwise. The Referee shall report any action to the contrary to the League.
- (m) *Authorized Penalty Box Exit:* A player shall not leave the penalty box unless released at one of the specific allowable occasions listed below:
- (1) The expiration of his time penalty provided that the player does not place too many players on his team on the field as when multiple penalties reduce a team to four (4) field players (three or more players in the penalty box);
  - (2) During a time out or end of quarter to consult with his team. He shall return before play is restarted;
  - (3) A power-play goal scored against his team.
- (n) *Misconduct Following Conclusion:* Should any player or non-player team personnel exhibit misconduct at the conclusion of the game which, in the opinion of the Referee, warrants the issuance of a yellow or red card, the Referee shall not display the appropriate card but shall submit a report to the League. The Referee should make certain that the guilty party has been advised that a formal misconduct report will be filed with the League.

**12.5. Team Time Penalties:** A two minute "Team" time penalty will be served by a player designated by the coach for any of the following offenses. The player chosen shall not be charged with the penalty for purposes of counting time penalties leading to automatic caution or ejection.

- (a) *Illegal Substitutions:* For any infringement set forth in Section 3.13.
- (b) *Leaving Bench for Confrontation:* If players leave the bench to join a fracas, melee or confrontation with players or referees.
- (c) *Cumulative Foul Count:* Upon a team's sixth (6th) non-time penalty foul and each multiple of six (6) fouls thereafter (12th, 18th, 24th, etc.) in a quarter or the over-time period.
  - (1) Non-time penalty fouls listed in Section 12.1 shall be counted in ascertaining the total number of fouls incurred by a team.
  - (2) Such foul count shall be displayed on the arena's scoreboard or in a similar manner so as to be visible to the players' benches and the spectators.
  - (3) At the start of each quarter or the over-time period, each team's foul count will start from zero (0).
  - (4) The Assistant Referee and Reserve Official shall record the number of non-time penalty fouls per team during the course of each quarter and the over-time period and signal to the Referees when a penalty is appropriate.
- (d) *Referee Crease Violation:* In situations whereby players from either team congregate in the area of the Referee Crease for purposes of disputing or dissenting the decisions of the Referees, the Referees shall assess a Team penalty against the offending team. This shall not prohibit Referees from assessing penalties to individual players.
- (e) *Bench Misconduct:* Bench misconduct shall be defined as physical or verbal abuse of the Referee where the offender is not identifiable. For any subsequent team violation after being warned for Bench misconduct, the Referee shall assess a Team time penalty against the offending team. This shall not prohibit Referees from assessing penalties to individual players or non playing team personnel.
- (f) *Team Warnings:* The "warnings" noted above indicate that subsequent team violations shall result in a Team penalty which shall be "ceremonial" in nature, delivered at the Referee Crease and announced by the Public Address Announcer.

**12.6. Penal Time Penalties:** A two-minute "penal" time penalty may be assessed at the Referee's discretion against a player guilty of severe, tactical or blatant penal offenses listed in Section 12.1. A penalty must always be awarded for boarding, elbowing and striking. A "Penal" category time penalty may only be assessed if the infraction occurred while the ball was in play. Only a foul which warrants a "Penal" category time penalty shall result in a penalty kick if such time penalty occurs in the defending team's penalty area.

**12.7. Unsportsmanlike Conduct Time Penalties:** For any of the following offenses a free kick shall be awarded to the opposing team:

- (a) *Referee's Discretion:* At the discretion of the Referee, a penalty may be assessed to any player deemed guilty of Unsportsmanlike Conduct which does not warrant a caution.
- (b) *Cumulative Caution/Ejection:* The awarding of a second Unsportsmanlike Conduct penalty to a player shall require an automatic caution. A third such penalty shall require automatic ejection.
- (c) *Encroachment:* If a Referee requests compliance with Section 13.6 (Encroachment) and the player refuses or if a defending player within ten (10) feet intentionally interferes with the taking of a free-kick, he shall be assessed an Unsportsmanlike Conduct penalty.
- (d) *Referees' Crease Violation:* The Referee Crease will allow the Referees to issue time penalties, etc., without interference. For any infringement of the Rules pertaining to this area, the offending player may be assessed an Unsportsmanlike conduct penalty.
- (e) *Equipment Adjustment:* A player who reenters the game having failed to carry out the equipment adjustment as ordered by the Referee shall be assessed an Unsportsmanlike Conduct penalty.
- (f) *Delaying Restart of Game:* Players of the offending team shall not engage in tactics which delay the restart of the game or otherwise waste time immediately following the Referee's whistle to stop play. A player shall be deemed to be engaging in delaying tactics or wasting time if, in the opinion of the Referee, he intentionally touches the ball which causes a delay in the restart of play. For any violation, the offending player shall be assessed an Unsportsmanlike Conduct penalty.
- (g) *Leaning on Shoulder:* If a player leans on the shoulder of another player of his own team in order to head the ball, the Referee shall assess an Unsportsmanlike Conduct penalty.

- (h) *Gesticulating*: When a free kick is being taken, if any player dances about or gesticulates in a way to distract his opponent, he shall be assessed an Unsportsmanlike Conduct penalty.
- (i) *Penalty Kick Infringement*: Players guilty of infringement during the taking of a penalty kick (as determined in Rule 14) shall be assessed an Unsportsmanlike Conduct penalty.
- (j) *Intentionally Playing the Ball Over the Perimeter Wall*: A player who, in the opinion of the Referee, intentionally plays the ball over the perimeter wall after a stoppage in play shall be assessed an Unsportsmanlike Conduct penalty.

**12.8. Cautionable Time Penalties:** A player shall be cautioned if:

- (1) He persistently infringes the Rules.
- (2) He dissents, by word or action, any Referee's decision.
- (3) He is guilty of Ungentlemanly Conduct.

For any of these offenses, in addition to the caution, a free kick shall also be awarded to the opposing team. Whenever a caution is issued a player must serve a two-minute time penalty.

- (a) *Caution After Time Penalty*: A penalized player must proceed immediately to the penalty box. Any penalized player or teammate who challenges or disputes the Referee's ruling shall be assessed a caution and an additional time penalty.
- (b) *Cumulative Penalty Caution*: If a player receives a second Penal time penalty and has not been cautioned for either Penal time penalty, he shall be cautioned. A player who receives a second Unsportsmanlike Conduct penalty shall be cautioned.
- (c) *Second Penal During Delayed*: If the offending player is guilty of a second penal time penalty offense while playing under the delayed blue card advantage signal, that player must be cautioned and a second time penalty assessed.
- (d) *Exit During a Delayed Penalty*: Offending players who leave the field of play during a delayed blue card are guilty of Ungentlemanly Conduct and shall be cautioned and penalized with an additional two minutes.
- (e) *Serious Penal Offense*: If any of the fouls listed in Section 12.1 are deemed by the Referee to be of a serious nature, he shall caution the offender, assess a two minute penalty to be served by the offender and award a free kick to the opponents.

- (f) *Unauthorized Penalty Box Exit:* A player may never leave the penalty box before the expiration of his time penalty except at a time out or between periods. A player who intentionally exits the penalty box prematurely shall receive a caution and an additional two-minute time penalty.

**12.9. Ejectionable Time Penalties:** A player shall be sent off the field of play (i.e. ejected ) if in the opinion of the Referee:

- (1) He is guilty of violent conduct or serious foul play;
  - (2) He uses foul or abusive language/behavior;
  - (3) He persists in misconduct after having received a caution (i.e. second yellow card).
  - (4) He receives a third Penal category time penalty or third Unsportsmanlike Conduct time penalty. If a play is stopped for a player to be ejected for an offense without a separate breach of the Rules having been committed, the game shall be resumed by a free kick awarded to the opposing team.
- (a) *Duration of Ejectionable Penalty:* When a player is ejected for any offense listed in Section 12.9, a five (5) minute time penalty shall be assessed to the offender which will be served by another player from his team designated by the coach. A player who has been ejected after the game has started shall not return to the game. He must retire to the dressing room.
- (b) *Leaving Penalty Box:* If a player serving a time penalty leaves the penalty box to engage in dissent or confrontation, his actions shall be deemed violent conduct for which he shall be ejected.
- (c) *Simultaneous Ejections:* In situations involving two (2) or more simultaneous ejectionable time penalties, equal numbers of ejectionable time penalties shall negate each other (on a one for one basis). This rule shall only apply to those situations when players on opposing teams have been issued simultaneous ejections.
- (d) *Maximum Time/Single Incident:* Irrespective of the number or nature of penalties assessed for a single incident, no player or substitute for an ejected player shall serve more than the maximum of a five-minute time penalty. A single incident shall be defined as occurring from the original stoppage of play and continuing until play is restarted.
- (e) *Violent Charge of Goalkeeper/Serious Foul Play:* A player who intentionally charges the goalkeeper in a violent and dangerous manner or intentionally kicks the goalkeeper while he is in full possession of the ball shall be ejected for serious foul play.

- (f) *Unseemly Behavior:* Spitting at officials or other persons, or similar unseemly behavior, shall be considered to be violent conduct.
- (g) *Second Cautionable:* When a Referee is about to caution a player and, before he has done so, the player commits another offense which merits a caution, the player shall be ejected.
- (h) *Delay of Restart After Ejection:* If a Referee ejects a player, the restart shall not be taken until he has left the field.
- (i) *Physical Contact with Game Official:* Any player or non-playing team personnel who touches/bumps or physically contacts a game official in dissent of a Referee's call shall be considered guilty of Violent Conduct and shall be ejected.

**12.10. Delayed Time Penalty:** In instances where the Referee would want to penalize a player for an infraction by means of a two-minute time penalty while at the same time wishing to apply the advantage clause of Rule 5, the Referee will acknowledge the foul and signal that the advantage is being continued by raising a blue card above his head and maintaining that signal until such time as:

- (a) *Opponent Possession:* The offending team gains possession of the ball, upon which the Referee shall signal the foul by means of a whistle and appropriately penalize the offending player. Play shall be restarted with the free kick from the approximate point of the original foul. Possession shall be defined as a player having clear control of the ball for more than one (1) second.
- (b) *Goal:* A goal is scored during the blue card advantage, upon which the offending player's penalty offense will be recorded and action taken accordingly (i.e., Caution for second penal offense, etc.). No time penalty will be served if a goal is scored by the offended team.
- (c) *Stoppage:* The Referee stops play by whistling any other stoppage (i.e., foul by either team or ball out of play). The offending player guilty of the foul which initiated the blue card shall be penalized. Play shall be restarted appropriately for the infraction which caused play to be stopped, unless the foul which initiated the delayed blue card would have resulted in a penalty kick or shootout, in which case play shall be restarted accordingly.

**12.11. Shootout Attempt During Game:** For any time penalty, play shall be restarted appropriately for the infraction or as listed elsewhere in the Rules except as set forth below for a shootout attempt during the game.

- (a) *Reasons for Shootout:* The Referee shall award a shootout attempt against the offending team if, in his opinion:
- (1) A player on the defending team in his defensive half of the field and outside the penalty area, intentionally commits, from behind, one of the fouls listed in Section 12.1 which prevents an attacking player who had a reasonable goal scoring opportunity from completing such scoring opportunity. A reasonable goal scoring opportunity shall be defined as a player having control of the ball with one (1) player on the defending team between the attacking player with the ball and the goal; or
  - (2) The last player on the defending team (between the attacking player with the ball and the goal) in his defensive half of the field of play and outside the penalty area, intentionally commits, from in front or behind, one of the fouls listed in Section 12.1 which prevented the attacking player from completing his reasonable goal scoring opportunity.
  - (3) A Shootout attempt may be awarded after a delayed blue card has been issued (Rule 12.10) if the offended team did not realize a reasonable goal scoring opportunity. In situations where the offended team completed a reasonable goal scoring opportunity during the delayed blue card no shoot out attempt shall be awarded.
- (b) *Application:* The application of the shootout shall be as follows:
- (1) Prior to the shootout, the penalized player shall be in the penalty box. All other players must be off the field and on the player benches except the attacking player taking the shootout and the defending goalkeeper.
  - (2) The ball shall be placed at the center of the red line nearest the attacking goal.
  - (3) The player shall have five (5) seconds to score a goal regardless of the number of times the ball is played off any side or end wall or glass, goalkeeper or any combination thereof, including the player taking the attempt.
  - (4) The goalkeeper shall be restricted to goalkeeping privileges within the penalty area. Any foul (Section 12.1) committed by the goalkeeper, regardless of position, shall be penalized by a penalty kick which must be taken by the player fouled unless there is injury. A teammate of the goalkeeper shall not, however,

- serve the resulting penalty to the goalkeeper although the penalty will be recorded against the goalkeeper. Any technical infraction by the goalkeeper shall end the shootout attempt.
- (5) The goalkeeper shall have at least one (1) one foot on the goal line and may not move until after the Referee signals the shootout attempt to begin.
  - (6) The game clock shall be stopped during the shootout.
  - (7) If the shootout attempt is successful, the player causing the shootout shall return to play regardless of other penalties being served.
  - (8) During the shootout attempt, all Rules shall apply including but not limited to the awarding of time penalties. Any foul by the offensive player shall count toward the cumulative 6th foul time penalty.
- (c) *Unsuccessful Shootout Attempt* If the shootout attempt is unsuccessful, the ball will be spotted at the center of the red line nearest the penalized team's goal and play shall be restarted by the taking of a free kick by the team having taken the shootout attempt. The penalized player shall serve the appropriate time penalty.

## **Rule 13 – Free Kicks**

**13.1. Free Kick Regulations:** When play has been stopped for a foul listed in Section 12.1 or for an infraction listed elsewhere in the Rules, play shall be restarted with a "free" kick taken by a player of the opposing team. When a player is taking a free kick all of the opposing players shall be at least ten feet (10') from the ball until it is in play. The ball must be stationary when a free kick is taken and the kicker shall have five (5) seconds within which to play the ball after being signalled to do so by the Referee. Failure to put the ball into play within five (5) seconds of the Referee's signal will result in the restart being "turned-over" to the opponent. Such a turnover will be a guaranteed substitution occasion. The ball shall be in play when it has traveled half its own circumference (approximately 14"). Under no circumstances may the player taking any free kick play the ball again before it has been touched by another player. Playing the ball twice includes playing the ball on the rebound off the perimeter wall, before it has been touched by another player. A goal may be scored directly against either team from such a kick.

- (a) *Location:* Free kicks shall be taken from the point of infraction subject to exclusions listed herein or elsewhere in the Rules. The Referee may allow a free kick to be taken from within a three foot (3') radius of the point of infraction unless, in his opinion, a team gains an unfair advantage in which case the kick shall be retaken.
- (b) *Free Kick in Defensive Goal Area:* Notwithstanding any other reference in these Rules to the point from which a free kick is to be taken, a free kick awarded to the defending team, within its own goal area, may be taken from any point within that half of the goal area in which the free kick has been awarded.
- (c) *Free Kicks Originating in Penalty Area:* When a player is taking a free kick in his own penalty area, all opposing players shall remain outside the penalty area until the ball has been kicked out of the penalty area, and shall be at least ten feet (10') from the ball while the kick is being taken. The ball shall be in play after it has travelled half its circumference (circa 14") and is beyond the penalty area. The goalkeeper shall not receive the ball into his hands until it has first passed outside his penalty area. If the ball is not kicked directly into play or, if the kicker touches the ball again before it has left the penalty area, the kick shall be retaken.
- (d) *Free Kick in Attacking Penalty Area:* Any free kick awarded to the attacking team for a foul or for an infraction which occurred in its opponents' penalty area shall be taken at the top of the restraining arc unless a penalty kick has been awarded.
- (e) *Penalty Kick:* The restart for an infraction warranting a penalty kick shall be taken in accordance with Rule 14.
- (f) *Shootout:* The restart for any infraction warranting a shootout shall be taken in accordance with Section 12.11.
- (g) *Infraction Off the Field:* If play is stopped for an infraction which occurred off the field (e.g. Team Misconduct), the game shall be restarted with a free kick taken by a player of the opposing team from the place where the ball was when play was stopped subject to exclusions in Rule 13.
- (h) *Substitution Violation:* If play is stopped for a substitution violation listed in Section 3.13., play shall be restarted with a free kick taken by a player of the opposing team from the place where the ball was when play was stopped subject to exclusions in Rule 13.
- (i) If, in the opinion of the Referee, a player intentionally propelled the ball over the perimeter wall during play, he shall award a free kick to the opponent at the top of the offending team's penalty restraining arc.

**13.2. Encroachment:** If a player of the opposing side encroaches into the penalty area or within ten feet (10') of the ball before a free kick is taken, and a player on the attacking team requests compliance with Section 13.1, the Referee shall delay the taking of the kick until the player complies. If upon the request of the Referee that player does not comply by retiring to the proper distance, he shall be assessed an Unsportsmanlike Conduct penalty. If a defending player within ten feet (10') intentionally interferes with the taking of a free kick, he shall be assessed an Unsportsmanlike Conduct penalty.

**13.3. Gesticulation/Unsportsmanlike Conduct:** If, when a free kick is being taken, any player gesticulates in a way to distract his opponent(s), he shall receive an Unsportsmanlike Conduct penalty.

**13.4. Violation/Kicker:** If the kicker, after taking the free kick, plays the ball a second time before it has been touched by another player, a free kick shall be taken by a player of the opposing team from the spot where the infringement occurred. If the kicker delays the taking of the free kick for a period longer than five (5) seconds after having been signalled by the Referee to commence the taking of the free kick that team shall lose possession of the restart.

## **Rule 14 – Penalty Kick**

**14.1. Definition:** Should a player of the defending team commit one of the fouls listed in Section 12.1 which warrants a time penalty per Section 12.6 within his own penalty area or in the goal (i.e. the area behind the goal line bounded by the net), he shall be penalized by a penalty kick (i.e., a free kick from the penalty spot taken by an opponent against the goalkeeper without interference by other players). A penalty kick can be awarded irrespective of the position of the ball, if in play, at the time an offense is committed.

**14.2. Penalty Expiration Exclusion:** If the penalty kick results in a goal scored, the offending player shall be released from serving his time penalty regardless of the number, nature, or sequence of other penalties.

**14.3. Player Positions During Penalty Kick:** The Referee shall not whistle for a penalty kick to be taken until the players are positioned in accordance with the following: All players, with the exception of the player taking the kick and the opposing goalkeeper, shall be on the field of play but outside the penalty area, and at least ten feet (10') from the penalty mark. The opposing goalkeeper must stand (without moving his feet) on his own goal line, between the goal posts, until the ball is kicked. Players shall not be permitted to stand on the

restraining arc and shall not interfere with the kicker, including the kicker's approach to the ball from outside the restraining arc. Any such interference with the kicker shall result in an Unsportsmanlike Conduct penalty.

**14.4. Ball In Play:** The player taking the kick must kick the ball forward. The ball shall be deemed in play directly after it is kicked forward half the distance of its circumference (approximately 14").

**14.5. Violation/Goalkeeper:** If, after having given the signal for a penalty kick to be taken, the Referee sees that the goalkeeper is not in his right place on the goal line, he shall, nevertheless, allow the kick to proceed. It shall be retaken if a goal is not scored. If, after the Referee has given the signal for a penalty kick to be taken and before the ball has been kicked, the goalkeeper moves his feet, the Referee shall, nevertheless, allow the kick to proceed. It shall be retaken if a goal is not scored.

**14.6. Violation/Defending Team:** For any infringement of this Rule by the defending team, the kick shall be retaken if a goal has not resulted. If, after the Referee has whistled for the penalty kick to be taken but before the ball is in play, a player of the defending team encroaches into the penalty area or within ten feet (10') of the penalty mark, the Referee shall allow the kick to proceed. It shall be retaken if a goal is not scored. The player shall be penalized with an Unsportsmanlike Conduct penalty.

**14.7. Violation/Attacking Teammate of Kicker:** If, after the Referee has given the signal for a penalty kick to be taken and before the ball is in play, a teammate of the kicker encroaches into the penalty area or within ten feet (10') of the penalty mark, the Referee shall, nevertheless, allow the kick to proceed. If a goal is scored, it shall be disallowed and the kick retaken. The player concerned shall be assessed an Unsportsmanlike Conduct penalty. If, in the circumstances described above, the ball rebounds into play from the goalkeeper, the crossbar, goalpost, perimeter wall, or corner flagpost, the Referee shall assess the player an Unsportsmanlike Conduct penalty and award a free kick to the opposing team.

**14.8. Violation/Kicker:** Should a player taking a penalty kick commit an offense against the Rules, (i.e., feigning or pretending he is going to kick the ball) so that the goalkeeper moves before the kick is taken; this is an act of Unsportsmanlike Conduct. Therefore, the kick, if already taken, shall be retaken if a goal is scored. If the player does not score or he is guilty of Unsportsmanlike Conduct committed after the ball is in play, the player concerned shall be assessed an Unsportsmanlike Conduct penalty. A player of the opposing team shall take a free kick.

**14.9. Violation/Both Teams Simultaneously:** If after the Referee has given the signal for a penalty kick to be taken, a player from each team encroaches into the penalty area or within ten (10') feet of the penalty mark, the kick, if taken, shall be retaken. The players concerned shall be penalized with an Unsportsmanlike Conduct penalty.

**14.10. Outside Interference:** If after the kick has been taken, the ball is stopped in its course toward goal by an outside agent, the kick shall be retaken. If after the kick has been taken, the ball rebounds into play from the goalkeeper the crossbar, goalpost, perimeter wall, or corner flagpost and is then stopped in its course by an outside agent, the Referee shall stop play and restart by dropping the ball in accordance with Section 8.5.

**14.11. Penalty Kick in Extended Play:** Play shall be extended at the end of any period to allow a penalty kick to be taken or retaken. The extension shall last until the penalty kick has been completed, i.e., until the Referee has decided whether or not a goal is scored:

- (a) Direct from the penalty kick.
- (b) Having rebounded from either goal post or the crossbar directly into goal, or
- (c) Having touched or been played by the goalkeeper.

The period shall terminate immediately after the ball ceases its momentum toward the goal. The provisions of all foregoing paragraphs shall apply in the usual way except that no players other than the kicker and the opposing goalkeeper shall be allowed on the field. In the circumstances described in paragraphs 14.8 and 14.10, the game shall terminate immediately after the ball rebounds from the goalkeeper, crossbar, goalpost, perimeter wall, or corner flagpost.

## **Rule 15 – Restarts – Ball Over Perimeter Wall**

**15.1. Kick-In:** When the whole of the ball passes over the perimeter wall along the touchline, it shall be kicked in from the point on the touchline where it crossed the perimeter wall before exiting the field.

If, in the opinion of the Referee, a player has intentionally propelled the ball over the perimeter wall, the Referee shall award a free kick to the opposing team to be taken at the top of the penalty kick restraining arc of the team which intentionally played the ball over the perimeter wall. The ball may be kicked in any direction by a player of the team opposite to that of the player who has last touched it. The ball shall be in play immediately after it has travelled half of its circumference. A goal may be scored directly from such a kick.

**15.2. Goal Kick:** When the whole of the ball passes over the end perimeter wall between the corner flagposts (excluding that portion between the goalposts and under the crossbar) having last been played by a player of the attacking team, play shall be restarted with a free kick. The kick is taken by a player on the opposing team from any point within that half of the goal area on the side where the ball left the field. The ball is not in play until it has left the penalty area. A goal may be scored directly from such a kick.

- (a) *Ball in Play:* If the ball is not kicked beyond the penalty area, i.e., directly into play, the kick shall be retaken. When a goal kick has been taken and the player who has kicked the ball touches it again before it has left the penalty area, the kick must be retaken.
- (b) *Player Positions:* Players of the team opposing that of the player taking the goal kick shall remain outside the penalty area until the ball has been kicked out of the penalty area.
- (c) *Violations/Kicker:* If a player taking a goal kick plays the ball a second time after it has passed outside the penalty area, but before it has been touched by another player, a free kick shall be awarded to the opposing team.

**15.3. Corner Kick:** When the whole of the ball having last been played by one of the defending team passes over the end perimeter wall between the corner flagposts, excluding when a legal goal is scored, a member of the attacking team shall take a corner kick. A goal may be scored directly from such a kick.

- (a) *Placement:* The whole of the ball shall be placed on the corner mark at the nearest corner flagpost, and it shall be kicked from that position.
- (b) *Whistle:* A whistle signalled by the Referee is mandatory for the taking of a corner kick after the guaranteed substitution is completed.

## Major Indoor Soccer League 1987-88 Schedule

All times shown are local and subject to change.

Game #	Visitor	Home	Time
<b>Wed. Nov. 4</b>			
1	Dallas	Tacoma	7:35
<b>Fri. Nov. 6</b>			
2	St. Louis	Kansas City	8:05
<b>Sat. Nov. 7</b>			
3	Cleveland	Minnesota	2:05
4	Chicago	Dallas	7:35
5	San Diego	Wichita	7:35
6	Tacoma	Los Angeles	1:35
<b>Tue. Nov. 10</b>			
7	Baltimore	Cleveland	8:05
<b>Wed. Nov. 11</b>			
8	Kansas City	Tacoma	7:35
<b>Thur. Nov. 12</b>			
9	Wichita	Dallas	7:35
<b>Fri. Nov. 13</b>			
10	Dallas	St. Louis	7:35
11	Kansas City	Los Angeles	7:35
<b>Sat. Nov. 14</b>			
12	Cleveland	Baltimore	7:35
13	Chicago	Minnesota	7:35
14	St. Louis	Wichita	7:35
15	Kansas City	San Diego	7:35
16	Los Angeles	Tacoma	7:35
<b>Tue. Nov. 17</b>			
17	Dallas	Baltimore	7:35
18	Tacoma	Minnesota	7:35
<b>Wed. Nov. 18</b>			
19	Dallas	Cleveland	8:05
20	Tacoma	St. Louis	7:35
21	San Diego	Los Angeles	7:35

M.I.S.L. Schedule

Game #	Visitor		Home		Time
<b>Fri. Nov. 20</b>					
22	Tacoma	—	Baltimore	—	8:05
23	Kansas City	—	Cleveland	—	8:05
24	St. Louis	—	Chicago	—	7:35
25	San Diego	—	Dallas	—	7:35
26	Los Angeles	—	Wichita	—	7:35
<b>Sat. Nov. 21</b>					
27	Minnesota	—	Los Angeles	—	7:35
<b>Sun. Nov. 22</b>					
28	Minnesota	—	San Diego	—	6:05
<b>Wed. Nov. 25</b>					
29	Dallas	—	Kansas City	—	8:05
30	Baltimore	—	St. Louis	—	7:35
31	San Diego	—	Wichita	—	7:35
32	Minnesota	—	Tacoma	—	7:35
<b>Fri. Nov. 27</b>					
33	Baltimore	—	Chicago	—	7:35
34	Los Angeles	—	St. Louis	—	7:35
35	Minnesota	—	Kansas City	—	8:05
36	Wichita	—	San Diego	—	7:35
<b>Sat. Nov. 28</b>					
37	Chicago	—	Cleveland	—	8:05
38	Baltimore	—	Dallas	—	7:35
39	Wichita	—	Tacoma	—	7:35
<b>Sun. Nov. 29</b>					
40	St. Louis	—	Minnesota	—	2:05
41	San Diego	—	Kansas City	—	2:05
<b>Wed. Dec. 2</b>					
42	Los Angeles	—	Dallas	—	7:35
43	Wichita	—	Kansas City	—	7:35
44	St. Louis	—	Tacoma	—	7:35
<b>Thur. Dec. 3</b>					
45	Cleveland	—	Baltimore	—	7:35
<b>Fri. Dec 4</b>					
46	San Diego	—	Cleveland	—	8:05
47	Dallas	—	Chicago	—	7:35
48	Wichita	—	St. Louis	—	7:35
49	Tacoma	—	Kansas City	—	8:05

*M.I.S.L. Schedule*

Game #	Visitor		Home		Time
<b>Sat. Dec. 5</b>					
50	San Diego	—	Baltimore	—	7:35
51	St. Louis	—	Wichita	—	7:35
<b>Sun. Dec. 6</b>					
52	Tacoma	—	Cleveland	—	6:35
53	Minnesota	—	Chicago	—	1:35
54	Kansas City	—	Dallas	—	4:05
<b>Wed. Dec. 9</b>					
55	St. Louis	—	Minnesota	—	7:35
56	Wichita	—	Baltimore	—	7:35
57	Cleveland	—	Los Angeles	—	7:35
<b>Fri. Dec. 11</b>					
58	Chicago	—	St. Louis	—	7:35
59	Baltimore	—	Wichita	—	7:35
60	Cleveland	—	San Diego	—	7:35
61	Los Angeles	—	Tacoma	—	7:35
<b>Sat. Dec. 12</b>					
62	San Diego	—	Dallas	—	7:35
63	Baltimore	—	Kansas City	—	8:05
64	Chicago	—	Los Angeles	—	7:35
65	Cleveland	—	Tacoma	—	7:35
<b>Tue. Dec. 15</b>					
66	Minnesota	—	Baltimore	—	7:35
67	Chicago	—	San Diego	—	7:35
<b>Wed. Dec. 16</b>					
68	Los Angeles	—	Cleveland	—	8:05
69	Wichita	—	Kansas City	—	7:35
<b>Fri. Dec. 18</b>					
70	San Diego	—	Minnesota	—	7:35
71	Kansas City	—	St. Louis	—	7:35
72	Dallas	—	Wichita	—	7:35
73	Chicago	—	Tacoma	—	7:35
<b>Sat. Dec. 19</b>					
74	Los Angeles	—	Baltimore	—	7:35
75	Minnesota	—	Cleveland	—	8:05
76	Kansas City	—	Chicago	—	7:35
77	Wichita	—	Dallas	—	7:35
78	San Diego	—	Tacoma	—	7:35

M.I.S.L. Schedule

Game #	Visitor		Home		Time
<b>Sat. Dec. 26</b>					
79	Tacoma	—	Minnesota	—	7:35
80	Los Angeles	—	St. Louis	—	7:35
81	Chicago	—	Kansas City	—	8:05
82	Baltimore	—	Wichita	—	7:35
83	Dallas	—	San Diego	—	7:35
<b>Sun. Dec. 27</b>					
84	Wichita	—	Cleveland	—	8:05
85	Minnesota	—	Chicago	—	7:35
86	Dallas	—	Los Angeles	—	6:05
<b>Tue. Dec. 29</b>					
87	Minnesota	—	Baltimore	—	7:35
88	Cleveland	—	Chicago	—	7:35
89	San Diego	—	Wichita	—	7:35
<b>Wed. Dec. 30</b>					
90	Los Angeles	—	Minnesota	—	7:35
91	Cleveland	—	Dallas	—	7:35
92	St. Louis	—	Tacoma	—	7:35
<b>Fri. Jan. 1</b>					
93	Baltimore	—	Minnesota	—	7:35
<b>Sat. Jan. 2</b>					
94	Chicago	—	Cleveland	—	8:05
95	Baltimore	—	Dallas	—	7:35
96	Kansas City	—	Wichita	—	2:35
97	St. Louis	—	San Diego	—	7:35
98	Los Angeles	—	Tacoma	—	7:35
<b>Sun. Jan. 3</b>					
99	Minnesota	—	Cleveland	—	6:35
100	St. Louis	—	Los Angeles	—	6:05
<b>Tue. Jan. 5</b>					
101	San Diego	—	Chicago	—	7:35
102	Dallas	—	Minnesota	—	7:35
<b>Wed. Jan. 6</b>					
103	San Diego	—	St. Louis	—	7:35
104	Baltimore	—	Kansas City	—	7:35
105	Wichita	—	Tacoma	—	7:35

*M.I.S.L. Schedule*

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Game #	Visitor		Home		Time
<b>Fri. Jan. 8</b>					
106	Chicago	—	Baltimore	—	8:05
107	San Diego	—	Minnesota	—	7:35
108	St. Louis	—	Dallas	—	7:35
109	Tacoma	—	Kansas City	—	8:05
110	Cleveland	—	Wichita	—	7:35
<b>Sat. Jan. 9</b>					
111	Minnesota	—	Cleveland	—	8:05
112	Los Angeles	—	San Diego	—	7:35
<b>Sun. Jan. 10</b>					
113	Tacoma	—	St. Louis	—	6:05
<b>Tue. Jan. 12</b>					
114	Chicago	—	Minnesota	—	7:35
115	Tacoma	—	Wichita	—	7:35
116	Baltimore	—	San Diego	—	7:35
<b>Wed. Jan. 13</b>					
117	Chicago	—	Kansas City	—	7:35
<b>Fri. Jan. 15</b>					
118	Dallas	—	Chicago	—	7:35
119	Wichita	—	Minnesota	—	7:35
120	Cleveland	—	St. Louis	—	8:05
121	Tacoma	—	San Diego	—	7:35
122	Baltimore	—	Los Angeles	—	7:35
<b>Sat. Jan. 16</b>					
123	St. Louis	—	Kansas City	—	8:05
124	Baltimore	—	Tacoma	—	7:35
<b>Sun. Jan. 17</b>					
125	Wichita	—	Chicago	—	7:35
126	Cleveland	—	Dallas	—	4:05
<b>Wed. Jan. 20</b>					
127	Kansas City	—	Minnesota	—	7:35
128	San Diego	—	Los Angeles	—	7:35
<b>Thur. Jan. 21</b>					
129	Baltimore	—	Dallas	—	7:35
<b>Fri. Jan. 22</b>					
130	Dallas	—	Cleveland	—	8:05
131	Minnesota	—	Chicago	—	7:35

MISL Schedule

Game #	Visitor		Home		Time
<b>Sat. Jan. 23</b>					
132	Kansas City	—	Baltimore	—	7:35
133	Chicago	—	Wichita	—	7:35
134	St. Louis	—	San Diego	—	7:35
135	Tacoma	—	Los Angeles	—	7:35
<b>Sun. Jan. 24</b>					
136	Kansas City	—	Cleveland	—	6:35
137	Minnesota	—	Dallas	—	4:05
138	St. Louis	—	Los Angeles	—	6:05
<b>Tue. Jan. 26</b>					
139	Dallas	—	Minnesota	—	7:35
<b>Wed. Jan. 27</b>					
140	Cleveland	—	Baltimore	—	7:35
141	Minnesota	—	St. Louis	—	7:35
142	Wichita	—	Kansas City	—	7:35
<b>Thur. Jan. 28</b>					
143	Los Angeles	—	Cleveland	—	8:05
<b>Fri. Jan. 29</b>					
144	Los Angeles	—	Baltimore	—	8:05
145	Kansas City	—	St. Louis	—	7:35
146	Minnesota	—	Wichita	—	7:35
147	Dallas	—	Tacoma	—	7:35
<b>Sat. Jan. 30</b>					
148	Dallas	—	Chicago	—	7:35
149	Cleveland	—	Kansas City	—	8:05
150	San Diego	—	Tacoma	—	7:35
<b>Tue. Feb. 2</b>					
151	Cleveland	—	Chicago	—	7:35
152	Baltimore	—	Minnesota	—	7:35
153	Los Angeles	—	San Diego	—	7:35
<b>Wed. Feb. 3</b>					
154	Minnesota	—	Baltimore	—	7:35
155	Cleveland	—	St. Louis	—	7:35
<b>Fri. Feb. 5</b>					
156	Dallas	—	Baltimore	—	8:05
157	Cleveland	—	Minnesota	—	7:35
158	Chicago	—	St. Louis	—	7:35
159	Los Angeles	—	Kansas City	—	8:05
160	Wichita	—	Tacoma	—	7:05

M.I.S.L. Schedule

Game #	Visitor		Home		Time
<b>Sat. Feb. 6</b>					
161	Tacoma	—	San Diego	—	7:35
<b>Sun. Feb. 7</b>					
162	Baltimore	—	Cleveland	—	6:35
163	Chicago	—	Dallas	—	4:05
164	St. Louis	—	Kansas City	—	2:05
165	Wichita	—	Los Angeles	—	1:35
<b>Tue. Feb. 9</b>					
166	Baltimore	—	Chicago	—	7:35
<b>Wed. Feb. 10</b>					
167	Tacoma	—	Baltimore	—	7:35
168	Minnesota	—	Dallas	—	7:35
169	Wichita	—	San Diego	—	7:35
<b>Thur. Feb. 11</b>					
170	St. Louis	—	Cleveland	—	8:05
<b>Fri. Feb. 12</b>					
171	Tacoma	—	Chicago	—	7:35
172	San Diego	—	St. Louis	—	7:35
173	Dallas	—	Wichita	—	8:05
174	Kansas City	—	Los Angeles	—	7:35
<b>Sat. Feb. 13</b>					
175	Chicago	—	Baltimore	—	7:35
176	Tacoma	—	Cleveland	—	8:05
<b>Sun. Feb. 14</b>					
177	Cleveland	—	Minnesota	—	6:35
178	St. Louis	—	Dallas	—	4:05
179	Los Angeles	—	Wichita	—	2:35
180	Kansas City	—	San Diego	—	6:05
<b>Wed. Feb. 17</b>					
181	<b>All-Star Game in Tacoma</b>				TBA
<b>Fri. Feb. 19</b>					
182	San Diego	—	Baltimore	—	8:05
183	Dallas	—	Minnesota	—	7:35
184	Los Angeles	—	St. Louis	—	7:35
185	Kansas City	—	Wichita	—	7:35
186	Chicago	—	Tacoma	—	7:35
<b>Sat. Feb. 20</b>					
187	Cleveland	—	Dallas	—	7:35
188	Los Angeles	—	Kansas City	—	8:05

*M.I.S.L. Schedule*

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Game #	Visitor		Home		Time
<b>Sun. Feb. 21</b>					
189	St. Louis	___	Baltimore	___	2:05
190	San Diego	___	Cleveland	___	7:05
191	Chicago	___	Minnesota	___	2:05
192	Tacoma	___	Wichita	___	2:35
<b>Tue. Feb. 23</b>					
193	San Diego	___	Chicago	___	7:35
194	Baltimore	___	Dallas	___	7:35
<b>Wed. Feb. 24</b>					
195	Kansas City	___	St. Louis	___	7:35
196	Los Angeles	___	Tacoma	___	7:35
<b>Thur. Feb. 25</b>					
197	Wichita	___	Los Angeles	___	7:35
<b>Fri. Feb. 26</b>					
198	Baltimore	___	Minnesota	___	8:05
199	Chicago	___	Dallas	___	7:35
200	Cleveland	___	Kansas City	___	8:05
201	Wichita	___	San Diego	___	7:35
202	St. Louis	___	Tacoma	___	7:35
<b>Sat. Feb. 27</b>					
203	Dallas	___	Baltimore	___	7:35
204	Cleveland	___	Chicago	___	7:35
205	Los Angeles	___	Minnesota	___	7:35
<b>Sun. Feb. 28</b>					
206	Tacoma	___	Kansas City	___	2:05
207	St. Louis	___	San Diego	___	6:05
<b>Tue. March 1</b>					
208	Los Angeles	___	Chicago	___	7:35
209	Tacoma	___	Dallas	___	7:35
210	St. Louis	___	Wichita	___	7:35
<b>Wed. March 2</b>					
211	Minnesota	___	Kansas City	___	7:35
212	Cleveland	___	San Diego	___	7:35
<b>Thur. March 3</b>					
213	Wichita	___	Baltimore	___	7:35
214	Cleveland	___	Los Angeles	___	7:35
<b>Fri. March 4</b>					
215	Tacoma	___	St. Louis	___	7:35
216	San Diego	___	Kansas City	___	8:05

*M.I.S.L. Schedule*

Game #	Visitor		Home		Time
<b>Sat. March 5</b>					
217	Los Angeles	—	Dallas	—	7:35
218	Chicago	—	Wichita	—	7:35
<b>Sun. March 6</b>					
219	Minnesota	—	Baltimore	—	2:05
220	St. Louis	—	Kansas City	—	2:05
221	San Diego	—	Los Angeles	—	6:05
222	Cleveland	—	Tacoma	—	7:35
<b>Tue. March 8</b>					
223	Baltimore	—	Chicago	—	7:35
224	Tacoma	—	Los Angeles	—	7:35
<b>Wed. March 9</b>					
225	Minnesota	—	Dallas	—	7:35
226	Wichita	—	St. Louis	—	7:35
227	Tacoma	—	San Diego	—	7:35
<b>Thur. March 10</b>					
228	Baltimore	—	Cleveland	—	8:05
<b>Fri. March 11</b>					
229	Wichita	—	Chicago	—	7:35
230	Kansas City	—	Minnesota	—	7:35
231	Los Angeles	—	St. Louis	—	8:05
<b>Sat. March 12</b>					
232	Chicago	—	Baltimore	—	8:05
233	St. Louis	—	Cleveland	—	8:05
234	Dallas	—	San Diego	—	7:35
<b>Sun. March 13</b>					
235	Wichita	—	Minnesota	—	2:05
236	Dallas	—	Los Angeles	—	1:35
237	Kansas City	—	Tacoma	—	7:35
<b>Tue. March 15</b>					
238	San Diego	—	Wichita	—	7:35
239	Kansas City	—	Los Angeles	—	7:35
<b>Wed. March 16</b>					
240	Chicago	—	Cleveland	—	8:05
241	Baltimore	—	Tacoma	—	7:35
<b>Thur. March 17</b>					
242	Kansas City	—	San Diego	—	7:35

M.I.S.L. Schedule

Game #	Visitor		Home		Time
<b>Fri. March 18</b>					
243	Cleveland	—	Chicago	—	8:05
244	Wichita	—	St. Louis	—	7:35
245	Baltimore	—	Los Angeles	—	7:35
246	Minnesota	—	Tacoma	—	7:35
<b>Sat. March 19</b>					
247	Kansas City	—	Dallas	—	7:35
248	Cleveland	—	Wichita	—	7:35
249	Baltimore	—	San Diego	—	7:35
<b>Sun. March 20</b>					
250	Los Angeles	—	Chicago	—	1:35
251	Tacoma	—	Dallas	—	4:05
252	Minnesota	—	St. Louis	—	2:05
<b>Tue. March 22</b>					
253	Los Angeles	—	Wichita	—	7:35
<b>Wed. March 23</b>					
254	Cleveland	—	Dallas	—	7:35
255	Tacoma	—	Kansas City	—	7:35
256	Chicago	—	San Diego	—	7:35
<b>Thur. March 24</b>					
257	Minnesota	—	Cleveland	—	8:05
258	Chicago	—	Los Angeles	—	7:35
<b>Fri. March 25</b>					
259	Baltimore	—	St. Louis	—	7:35
260	Wichita	—	Kansas City	—	8:05
<b>Sat. March 26</b>					
261	Chicago	—	Cleveland	—	8:05
262	Kansas City	—	Wichita	—	7:35
263	Los Angeles	—	San Diego	—	7:35
<b>Sun. March 27</b>					
264	Dallas	—	St. Louis	—	2:05
265	San Diego	—	Los Angeles	—	6:05
<b>Tue. March 29</b>					
266	Minnesota	—	Wichita	—	7:35
<b>Wed. March 30</b>					
267	Dallas	—	Cleveland	—	8:05
268	San Diego	—	Tacoma	—	7:35
<b>Thur. March 31</b>					
269	St. Louis	—	Baltimore	—	7:35
270	Kansas City	—	Chicago	—	7:35

*M.I.S.L. Schedule*

Game #	Visitor		Home		Time
<b>Fri. April 1</b>					
271	St. Louis	—	Wichita	—	7:35
272	Minnesota	—	Los Angeles	—	7:05
<b>Sat. April 2</b>					
273	Kansas City	—	Baltimore	—	7:35
274	Wichita	—	Cleveland	—	8:05
275	Dallas	—	Chicago	—	1:35
276	Minnesota	—	San Diego	—	7:35
277	Tacoma	—	Los Angeles	—	7:35
<b>Tue. April 5</b>					
278	Baltimore	—	Chicago	—	7:35
279	Dallas	—	Minnesota	—	7:35
280	Kansas City	—	St. Louis	—	7:35
<b>Wed. April 6</b>					
281	San Diego	—	Kansas City	—	7:35
282	St. Louis	—	Los Angeles	—	7:35
283	Wichita	—	Tacoma	—	7:35
<b>Thur. April 7</b>					
284	Chicago	—	Dallas	—	7:35
<b>Fri. April 8</b>					
285	Cleveland	—	Baltimore	—	8:05
286	Chicago	—	Minnesota	—	8:05
287	Dallas	—	Kansas City	—	8:05
288	Los Angeles	—	Wichita	—	7:35
289	San Diego	—	Tacoma	—	7:35
<b>Sat. April 9</b>					
290	Baltimore	—	Cleveland	—	8:05
291	St. Louis	—	San Diego	—	7:35
<b>Sun. April 10</b>					
292	Tacoma	—	Chicago	—	1:35
293	Minnesota	—	Dallas	—	4:05
294	Los Angeles	—	Kansas City	—	2:05
<b>Tue. April 12</b>					
295	Minnesota	—	Chicago	—	7:35
296	Tacoma	—	Wichita	—	7:35
<b>Wed. April 13</b>					
297	Chicago	—	Baltimore	—	7:35
298	San Diego	—	St. Louis	—	7:35
299	Kansas City	—	Los Angeles	—	7:35

Game #	Visitor		Home		Time
<b>Fri. April 15</b>					
300	Dallas	—	Baltimore	—	8:05
301	Cleveland	—	Minnesota	—	7:35
302	Tacoma	—	St. Louis	—	7:35
303	Kansas City	—	San Diego	—	7:05
<b>Sat. April 16</b>					
304	Dallas	—	Cleveland	—	8:05
305	St. Louis	—	Chicago	—	7:35
306	Wichita	—	Los Angeles	—	7:35
307	Kansas City	—	Tacoma	—	7:35
<b>Sun. April 17</b>					
308	Baltimore	—	Minnesota	—	2:05
309	Wichita	—	San Diego	—	6:05

## 1987-88 FNN/Score Major Indoor Soccer League Regular Season Television Schedule

Telecast Date	Time (EST)	Game
Fri. Jan. 8	9:00 p.m.	Tacoma at Kansas City
Fri. Jan. 15	9:00 p.m.	Cleveland at St. Louis
Fri. Jan. 22	8:00 p.m.	Dallas at Cleveland
Fri. Jan. 29	8:00 p.m.	Los Angeles at Baltimore
Fri. Feb. 5	10:00 p.m.	Wichita at Tacoma
Fri. Feb. 12	9:00 p.m.	Dallas at Wichita
Wed. Feb. 17	TBA	MISL ALL STAR GAME*
Fri. Feb. 19	8:00 p.m.	San Diego at Baltimore
Fri. Feb. 26	9:00 p.m.	Baltimore at Minnesota
Fri. Mar. 4	9:00 p.m.	San Diego at Kansas City
Fri. Mar. 11	9:00 p.m.	Los Angeles at St. Louis
Fri. Mar. 18	9:00 p.m.	Cleveland at Chicago
Fri. Mar. 25	9:00 p.m.	Wichita at Kansas City
Fri. Apr. 1	10:00 p.m.	Minnesota at Los Angeles
Fri. Apr. 8	9:00 p.m.	Chicago at Minnesota
Fri. Apr. 15	10:00 p.m.	Kansas City at San Diego

\* The ninth annual MISL All-Star Game will be held in Tacoma, WA

Selected games in the Division Semifinal and Division Final playoffs and all games in the Championship Series will be telecast on **FNN/Score**.

# SPALDING ANNOUNCES



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