

Soccer - Indoor

THE GAME, VENUE, PLAYERS, AND EQUIPMENT

1. All games will take place in Schreiber Gymnasium located on the south side of the Mansfield Library on the south east side of campus
2. Teams will consist of 5 players. 4 on the court plus the goalie. A game may start with a minimum of 4 players.
3. **Corec:** ratio of 3:2, either 3 men and 2 women or 3 women and 2 men. 2 men and 2 women on the court and gender of goal keeper does not matter.
4. Participants may play for only one team in each division. Participants playing for more than one team are illegal participants and the game may result in a forfeit unless approved by the official.
5. All substitutions need to be vocally expressed to the official prior to entering the playing field. The official may forbid a substitution if they judge that the substitution allows one team to gain an unfair advantage.
6. Team managers or a team representative must check their team in with the official and ensure that the roster is current and up to date. They also need to verify the score and team sportsmanship rating at the end of the match by signing the score sheet.
7. Regulation indoor soccer balls will be provided by Campus Recreation.
8. The soccer goals are 6'x10'.
9. All players must wear closed toe, non-marking, rubber soled court shoes. Open toed shoes, sandals, barefoot, boots, dress shoes, and all cleats are not permitted.
10. **Teams are required to wear the same color jersey/shirt.** Pinnies will be provided by Campus Recreation for teams that do not have matching colors.
11. Intramurals will not provide goalkeeper apparel and equipment. However, teams may bring acceptable goalkeeper materials to games.
12. No casts/splints will be allowed under any circumstances. Players who wear a knee brace with exposed metal or metal hinges are required to cover it. **All equipment decisions made by the Intramural Staff on duty shall be final.**
13. Jewelry is prohibited. All earrings and other visible body piercings must be removed or taped prior to the start of the game. Religious or medical-alert medals are not considered jewelry, but must be taped down and worn under the jersey. Campus Recreation will not provide tape or band-aids to cover jewelry items.
14. If eyeglasses are worn, they must be unbreakable. Each player is responsible

START OF PLAY & TIMING

1. The official will facilitate rock-paper-scissors with team representatives to determine the kickoff and/or goal to defend.
2. At the start of each half and after every scored goal, play will begin with an indirect free kick from the center line. The ball may be played directly backwards.
3. During the kickoff all players must be in their own half of the court.
4. The game will consist of two 20-minute halves with a 3-minute half time. Clock stops only for injuries.
5. The officials will be in charge of keeping time.
6. Teams' not organized and ready to play by 10 minutes past the scheduled playing time will forfeit.
7. Teams are not awarded timeouts.
8. No overtime in the regular season.
9. Post-season overtime will be a golden goal. The first team to score wins.

BALL OUT OF PLAY

The ball will be in play at all times, including all walls, with the following exceptions:

1. Any time an official has blown the whistle.
2. After the ball has completely crossed the goal line either on the ground or in the air.
3. If the ball strikes anything overhanging in the gym. For example: any part of the basketball hoops, the overhanging running track, hanging lights, etc.
 - a. Once the ball has been deemed out of play an indirect free kick is awarded to the opposing team to that which touched the ball last.
 - b. If the ball goes out on either of the end lines, near the goal, a “friendly” will be awarded to the respective goalie. The goalie then has the choice to kick or throw the ball to resume play.

FOULS & MISCONDUCT

All NFHS soccer violations will be considered with the following modifications for playing indoors **Fouls will be tallied by the official. At 5 fouls, throughout the match, including both the first and second half, the opposing team will then be awarded a PK for any further violations (see penalty kick procedure). Violations NOT included: goal keeper throwing, punting or drop-kicking ball over mid court line; handballs (intentional and unintentional).**

1. The offensive team may not enter or play a ball in the goalies' box.
2. It is permissible to pass the ball to your goalie and the goalie to pick the ball up while inside the box.
3. No offside.
4. No slide tackles.
5. Goal keeper cannot throw, punt, or drop kick the ball over the half court line. The goalie may throw, punt or drop kick the ball past the center line as long as it touches the ground or another player before it crosses the line. The ball may be kicked from the ground over the half court line.
***This will not be recorded towards the foul total.**
6. Unsafe and dangerous play near the walls will be called tightly.
7. Goalie may not possess the ball for more than 6 seconds. Officials will use a visual count to monitor.

YELLOW & RED CARDS

1. All yellow cards result in a 2-minute penalty for the respective player.
 - a. The team will play down a player until the 2 minutes are up or the opposing team scores a goal.
 - b. A team may not sub for a player receiving a yellow card.
2. Any player receiving two red cards, totaled across all indoor soccer leagues and divisions, in the same season, spring or fall semester, will be disqualified for the remainder of the season and subject to further disciplinary measures from Intramural Management.

PENALTY KICK PROCEDURE

1. A penalty kick shall be taken from the penalty mark (tape on the floor), which is approximately 12 yards from the goal line.

2. When it is being taken, all players with the exception of the player taking the kick and the opposing goalkeeper shall be within the field of play, but outside the penalty area, and at least 10 yards from the penalty mark.
3. It is the responsibility of the official to ask the goalkeeper if they are ready to defend their goal before the opposing player takes the kick.
4. The kick is taken upon the official's whistle. The penalty kick will be ruled invalid if the kicking player advances before the whistle, no matter the result. In such an event, the kick will be replayed.
5. Should the ball hit the goalposts, crossbar, or walls and rebound into play, the player who shot the ball may not touch the ball until it comes in contact with another player. The penalty for such an offense is the awarding of an indirect free kick to the opposing team.
6. The ball shall be deemed in play directly after it is kicked, and a goal may be scored by any player after the initial shot.