

# INTRAMURAL INDOOR SOCCER

## Rules and Regulations

### General Procedures:

1. Only current MU students, faculty and staff are eligible to participate
2. No changes may be made to rosters once competition has started. Players may not be added to the roster unless you receive prior approval from the Director of Intramural Sports.
3. To be eligible for the playoffs, a player must have played in at least fifty (50) percent of games for that team.
4. The regular season will be followed by a single elimination tournament if time permits.
5. Uniforms – Each captain is responsible to make certain that their team is wearing similar color t-shirts or uniforms, that is different than the opposing team. No street or black soled shoes are allowed on the arena floor. Shoes must be clean and dry.
6. Each roster will consist of ten (10) players. There will be six (6) players on the floor at one time including the goalie. **“In-Season” intercollegiate athletes are restricted from participating in their current sport. “Off-Season” athletes are allowed to participate with no more than two (2) intercollegiate athletes per roster in that sport. In the case of co-recreational leagues, no more than two (2) intercollegiate athletes are allowed on a roster in that sport. A student is considered an intercollegiate athlete in a sport if he/she is on the sport’s official roster after the start of intercollegiate competition for the season.**
7. Each player must sign the assumption of risk form located on the back of the roster form/entry form. By signing, each player assumes the risk for any injuries that may occur during the competition.
8. Abusive, derogatory and demeaning comments and gestures will NOT be tolerated in Intramural Sports. Violators will be subject to suspension or expulsion from the program. Serious incidents or repeated abuses will be subject to sanctions.

### Game Rules:

1. If a team is not ready to play five (5) minutes after the scheduled time, then it is considered a forfeit.
2. A game will consist of two (2) twenty minute halves. Each team will get a five (5) minute halftime. The clock will only stop when a goal is scored, and all whistles by the referee within the last two minutes of the game. Each team has one time-out per half.
3. Mercy Rule: If, with 10 minutes left in the second half, a team holds a 10 goal lead, the game will end with the team leading declared the winner.
4. One player must be designated as a goalie and only he/she may use his/her hands or arms to play the ball, provided he/she remains in the penalty area. The goalkeeper, when in possession of the ball, may not carry the ball more than four steps while holding, bouncing, or throwing the ball in the air and catching it again without releasing it to be played by another player. The goalie CANNOT punt or drop-kick the ball.
5. Any player except the goalie can Not play the ball with is/her hands or arms, except when making a throw-in.
6. A coin toss will determine who gets the ball first.
7. At the time of the kick off, the defending team must remain at least ten (10) yards from the ball until it has been kicked.
8. Games tied at the end of regulation play will be decided by a 3-minute golden goal overtime (sudden death). If no goal has been scored at the end of the overtime, three (3) players will be designated to attempt penalty kicks, the team with the most successful tries wins. If the score is tied after 3 on 3 penalty kicks then we will proceed to sudden death penalty kicks, where one player from each team kicks until one scores and the other team does NOT.
9. Fouls will be called at the discretion of the referee.
10. Direct Free Kick – a direct free kick is one from which a goal can be scored directly from the kick against the defending team.

11. Indirect Free Kick – an indirect free kick is one from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal.
12. A Penalty Kick is awarded for any infringement of the rules by the defending team within the penalty area, which is penalized by a direct free kick. The foul must be deliberate.
13. Goalkeepers have five seconds to release the ball after recovering from making a save with their hands. If the goalkeeper maintains possession of the ball longer than five seconds, an indirect free kick shall be awarded from the nearest corner spot.
14. Substitutions may be made on the fly with the exception of the goalie.

#### **Fouls:**

1. The fundamental rules of outdoor soccer will apply –i.e. no handballs, tripping, hitting, fouling
2. Rough play will not be tolerated
3. Slide tackles are not allowed
4. Direct Free Kick awarded for the following: kicking, tripping, pushing, holding, charging
5. Indirect Free Kick awarded for the following: obstruction, slide tackle

#### **Special Considerations:**

1. Walls – balls can be played off the walls, however if play becomes potentially dangerous along the walls, the official will stop play, move the ball away from the wall and re-start the game with an indirect kick. It is illegal to use two hands on the wall to gain advantage from another player; obstruction (indirect kick) will be called.
2. If a ball goes behind the net, it will be ruled either a goal kick or corner kick depending on who last touched the ball.
3. If a ball becomes lodged behind other equipment in the arena, play will be stopped and the ball will be re-set in play.
4. A hand ball is only permitted by the goalie. A player cannot use their arms or hands to play the ball. Such a play will result in a direct kick at the point of the infraction or a penalty kick in the violation occurs inside the penalty area.
5. On all kicks, opponents of the kicker must remain at least ten (10) yards from the spot of the kick until the ball is in play.

#### **Sportsmanship:**

1. The umpire/referee may declare the game a forfeit if physical or verbal abuse is occurring.
2. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for ejection. Once on a report, a player must meet with the Intramural Director before being reinstated for competition.

#### **Equipment:**

1. No jewelry of any kind is permitted.
2. No hats are allowed.
3. Players must wear athletic shoes, but cleats are not allowed.

#### **Reporting of Scores:**

1. The winning team/player is responsible for reporting the scores to the Intramural Student Supervisor immediately following the contest. Results forms will be available.

#### **Injuries:**

1. Any accident or injury must be reported immediately to the Intramural Student Supervisor on duty.