

## **INDOOR SOCCER RULES**

- Teams are responsible for all information given at the team manager's meeting and in the Intramural Handbook.

### **RULES:**

1. Teams consist of 4 players plus a goalkeeper. A team may play with 3 players plus a goalkeeper. Only players on the team roster are allowed in the gym.
2. Each game will consist of two 20-minute halves with running clock except for the last two minutes of regulation unless the opposing team is winning by four goals or more.
3. **Mercy Rule:** If the score of one-team reaches 8 goals over its opponent, the game is over at that point.
4. Substitute "on the fly". With the exception of the goalies who must sub on dead balls only after reporting to the ref.
5. Goalies must wear a jersey of a different color.
6. 1 time-out per half; 1 minute in duration. Must have possession of ball to call timeout.
7. SLIDE TACKLE IS A RED CARD
8. Regular season tie games remain tied. One additional time-out for each overtime period. Playoffs will consist of 5-minute sudden death overtime, if scores remain tied, 5 alternating free kicks from the top of the free throw circle until winner is declared.
9. No goal can be scored directly from the defensive half of the court.
10. All kicks will be indirect unless foul is flagrant, flagrant fouls will result in a direct kick.
11. Goalkeeper can only handle ball in goal area. The goalkeeper must roll bounce or kick the ball to any player in his/her defensive court. If goalkeeper plays ball with feet only or places ball from hands to his feet and dribbles the ball outside red semi-circle, he may kick the ball over the half-line.
  - a) Once the goalkeeper puts the ball on the ground he/she may no longer pick up the ball until touched by another player. Even though the 5 second count continues up till the goalkeeper exists in the semi circle even if the ball is on the ground
  - b) A goalie may pick up a ball kicked to him or her by an opposing player and has 5 seconds to get rid of it or opposing team will receive an indirect kick from the top of red semi-circle.
12. Ball trapped behind net will be declared a dead ball. Goal kick if last touched by offense – Corner Kick if last touched by defense.
13. A 2 minute yellow card foul is holding, pushing, striking, kicking, tripping, kneeling, or charging. All excessive fouls result in a red card. Fouls not in the creases are an indirect kick from closest to spot of foul (ALL FOULS IN CREASE RESULT IN PENALTY KICK).
14. 2 yellow cards or a red card result in ejection, that player's team must play the rest of the game one player short.
15. Intentional handball in the crease will be an automatic red card.
16. NO JEWELRY! Medical alert bracelets and religious jewelry must also be taped to the skin.
17. NO TAPE PROVIDED!
18. "NO MOUTH" Rule and Unsportsmanlike conduct will not be tolerated.

### **ELIGIBILITY:**

Individuals may play on only one men's team or one women's team.

### **LOCATION:**

All Intramural Indoor Soccer games are played in the SRC on court 6 unless noted otherwise.

### **EQUIPMENT:**

Teams are required to wear the same color jerseys or wear IM jerseys provided.