

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 three goals or more.
3. On kickoffs, defensive team must be behind the green volleyball lines.
4. **Mercy Rule:** If the score of one-team reaches 6 goals over its opponent, the game is over at that point.
5. Substitute "on the fly" with the exception of the goalies who must sub on dead balls only after reporting to the ref.
6. Goalies must wear a jersey of a different color.
7. 1 time-out per half; 1 minute in duration. Team must have possession of ball to call timeout.
8. Any Ball Striking the ceiling, basketball apparatus', or leaving the gym results in a change of possession.
9. **SLIDE TACKLING or TWO FOOT TACKLING IS AN AUTOMATIC RED CARD.**
10. Regular season tie games will 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.
11. No goal can be scored directly from the defensive half of the court.
12. Goalkeeper can only handle ball in goal area. The goalkeeper may roll, bounce or kick the ball to any player in his/her defensive court. If goalkeeper plays ball with feet or places the ball from hands to feet outside of the red semi-circle, the ball must make **ONE** complete revolution before they can kick the ball over the half-line.
 - a) A goalkeeper may pick up a ball kicked to him or her by an opposing player (or unintentional kick by teammate) and has 5 seconds to get rid of it or opposing team will receive an indirect kick from the top of red semi-circle.
 - b) 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
 - c) A goalkeeper may not pick up the ball if intentionally kicked back by own teammate.
 - d) A goalkeeper may not bring the ball from outside the semi-circle back into the semi-circle and pick the ball up.
13. A ball trapped behind net will be declared a dead ball. Goal kick if last touched by offense – Corner Kick if last touched by defense.
14. All kicks will be indirect unless foul is flagrant, flagrant fouls will result in a direct kick.
15. Any player receiving a yellow card must sit out for 2 minutes and their team must play a man down during that time. If either team scores a goal, the player may return prior to time being up.
16. All excessive fouls result in a red card. (ALL FOULS IN CREASE RESULT IN PENALTY KICK FROM THE TOP OF 3 POINT LINE).
17. If a defensive player kicks the ball and the ball hits the ceiling on his/her defensive side, the ball will be played on the X-spot on the offensive side.
18. 2 yellow cards or a red card given to one player result in ejection, that player's team must play the rest of the game one player short.
19. Intentional handball in the crease will be an automatic red card.
20. Leverage Rule: The wall may only be used by a player for balance or brace themselves for impact, but used as leverage will result in a turnover or foul – official's judgment.
21. Teams **MUST** have a cumulative Sportsmanship Rating of 3.0 or better after regular season to be eligible for playoffs.
22. **NO JEWELRY!** Medical alert bracelets and religious jewelry must also be taped to the skin.
23. **NO TAPE PROVIDED!**
24. "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.