# *Indoor Soccer Rules*

updated 08/17/11

## GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or current FIU Recreation Member.** All expired memberships must be updated before the individual may play in any game. Participants must have their Panther ID at every game. Any games in which an ineligible player signs in will be considered a forfeit.
2. All intramural participants must personally sign the **Waiver Release** and are responsible for their own medical expenses.
3. **Teams are responsible for keeping their players and spectators under control**. Misconduct of players, coaches, managers or spectators can result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the IM Sports staff.
4. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
5. IM Sports Officials/Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.
6. Official NFHS (National Federation of State High School Associations) rules will be observed with the following Intramural Sports modifications.

## EQUIPMENT

1. Players must wear **similarly colored team jerseys**. If teams do not have team jerseys, mesh pullovers will be issued.
2. **All jewelry must be removed before participating.**
3. Appropriate gym footwear must be worn.
4. Hats and any other headwear that has a hard bill or creates a knot-like protrusion are not permitted.
5. Shin pads are strongly encouraged.
6. Balls will be provided by Intramural Sports.

## PLAYERS/SUBSTITUTES

1. Roster size is limited to 20 players. Players may be added to the roster throughout the regular season. Rosters will be frozen upon completion of a team's first playoff game.
2. Teams will consist of 5 players each with no goalkeepers.
3. At team must have 3 players present at game time in order to begin and finish.
4. If, at the scheduled game time, a team does not have 3 players, a 10-minute grace period will be granted in an attempt to ensure that the game is played. The 10-minute grace period will be deducted from the actual game time. During this grace period, the team with the minimum number of players present will be awarded 1 goal for every 2 minutes or portion of that 2 minutes after the scheduled start time up to the tenth minute. If, at the end of the grace period, the team still does not have the minimum number of players the game will be declared a forfeit.
5. Teams will be allowed an unlimited number of substitutions. Substitutions may only occur during dead ball periods. All substitutes must remain outside the designated doors until they enter the game.
6. Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.
7. If an IM Sports participant is bleeding, he/she will be removed from the contest immediately. If an IM Sports participant has blood on his/her clothing, he/she will be removed from the contest upon detection. The blood may or may not be his/her own blood. Even a participant who has someone else's blood on their clothing will be removed from the contest. The participant is ineligible to re-enter the contest until the contaminated clothing has been removed. Before any participant re-enters the contest, all bleeding must be stopped and any open wound or laceration covered.

8. Spectators will be limited to designated areas.

**PLAYING AREA**

1. The playing surface shall be the entire area of the basketball gym.
2. The line below the soundproofing that extends around the walls of the gym is the designated boundary mark. The area below the line is in play. The area including the line and any part of the wall above it is considered out of play.
3. Any part of the building superstructure above the court, including catwalks, rafters, and basketball goals, are considered out of play.
4. The goal crease shall measure 10' x 10'.

**THE GAME**

1. A game will consist of one 25-minute period. The clock will run continuously until the last two minutes of the game. During the last two minutes, the clock will stop on all whistles. The clock may be stopped at any time at the referee's discretion.
2. Each team shall receive one timeout per game. A team may request a timeout during a stoppage in play or while in possession of the ball. The timeout shall be sixty seconds in length.
3. Prior to the start of the game, the officials will hold a captains' meeting and conduct a coin toss. The team winning the coin toss shall have the option of kicking off or choosing which end of the court to defend.
4. Regular season games may end in a tie.
5. In the case of a tie during playoffs, a 5-minute sudden death overtime period will be played. Prior to the start of overtime, the officials will conduct a coin toss. The team winning the coin toss shall have the option of kicking off or choosing which end of the court to defend. The first team to score will be the winner. If the score remains tied at the end of the first overtime, then successive sudden death overtime periods will be played until a winner is determined.

**SCORING**

1. A goal is scored when the entire ball passes the goal line. The scoring team will be awarded:
    - One point shall be awarded for all goals.

**BALL IN AND OUT OF PLAY**

1. The ball remains in play, except for the following situations:
    - When the referee halts play.
    - When the ball makes contact above the designated marks on the walls. .
    - When the ball makes contact with any part of the building superstructure above the court, including catwalks, rafters, and basketball goals.
    - When the ball comes to rest in the goal crease or when a player contacts the ball with any part of his/her body touching the goal crease.
2. When the ball has been declared dead, the following restart procedures shall apply:
    - Kick-in: When the official declares the ball out of play along the sidewalls of after making contact with the superstructure above the court, the team that last touched the ball shall lose possession. The opposing team will be awarded the ball at the spot closest to where the ball went out of play. The ball may be moved no more than two feet from the wall assure the player has sufficient room for the kick-in.
    - Corner Kick: When the official declares the ball out of play along the back wall and last touched by the defending team, a corner kick shall result. The ball shall be placed at the corner nearest to where the ball went out of play.
    - Goal Kick: When a goal is scored or when the official declares the ball out of play

along the back wall and last touched by the offensive team, a goal kick shall result. The ball will be put immediately into play outside of the crease.
- All restarts are direct kicks, so a goal may be scored from any restart kick.
- Members of the opposing team must remain at least ten feet away from the kicker.

**FOULS AND MISCONDUCT**

1. Penalties will be assessed by the officials against any player committing a foul or an act of misconduct. A direct kick will be awarded for any offense to the offended team at the spot of the foul. Fouls and acts of misconduct include:

**Spitting, Kicking, and Striking:**

1. A player shall not spit, kick, strike, attempt to kick or strike, or jump at an opponent.
2. A player shall not trip, or attempt to trip, an opponent.

**Handling:**

1. A player shall be penalized for deliberately handling, carrying, striking, or propelling the ball with a hand or arm.

**Holding, Pushing:**

1. A player shall not hold or push an opponent with the hands or arms extended from the body.

**Charging:**

1. A player shall be penalized for charging an opponent in a dangerous or reckless manner, or using excessive force.

**Obstruction:**

1. Obstruction is a deliberate act of a player, not in possession of the ball and/or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.

**Dangerous Play:**

1. A player shall not participate in dangerous play, which is any act an official considers likely to cause injury to any player.

**Goal Crease Penalty:**

1. If an offensive player touches the ball while he/she is in contact with the goal crease, the ball shall be declared dead and a direct kick will be awarded to the opposing team.

2. If a defensive player touches the ball while he/she is in contact with the goal crease, the ball shall be declared dead and a penalty kick will be awarded to the opposing team.

3. Players are permitted to be in the goal crease as long as they are not in contact with the ball.

4. Players are permitted to attempt to play the ball in the goal crease as long as no part of their body is in contact with the goal crease. This includes players extending their legs into the goal crease in an attempt to block a ball or remove a ball from the crease area by placing a foot on top of the ball and pulling it out.

**Slide Tackling:**

1. Slide tackling, which is defined as any player leaving his/her feet and leading with his/her

feet to play the ball while the ball is being controlled by an opponent, is not permitted. Contact does not need to occur for slide tackling to be illegal. Anyone who completes a slide tackle will receive an automatic red card.

**Misconduct:**

1. A player shall be cautioned for:
    - Entering or leaving the field of play, except through normal course of play, without the permission of an official.
    - Persistent infringement of any of the rules of the game.
    - Objecting to any decision given by an official.
    - Unsporting conduct, including, but not limited to:
        a. Unnecessary delay.
        b. Holding a shirt, short, etc. of an opponent.
        c. Deliberate verbal tactics.
        d. Encroachment.
        e. Deliberate handball to stop an attack.
        f. Deliberate tactical foul.

2. A player shall be disqualified for:
    - Slide Tackling.
    - Taunting.
    - Excessive celebration.
    - Exhibiting violent conduct.
    - Committing serious foul play;
        a. A player anywhere on the court who illegally and deliberately handles a ball to prevent it from going into the goal.
        b. A foul against an offensive player who is moving toward his/her offensive goal with an obvious opportunity to score.
    - Spitting at another person.
    - Leaving the team area to enter the playing area where a fight is taking place, unless summoned by an official.

**Penalty Kicks:**

1. A penalty kick will be awarded for any offense in which a player deliberately commits a foul that takes away an obvious scoring chance from the opposing team. The offended team shall be awarded an unobstructed penalty kick from the division line worth 1 point. If the penalty kick is missed, the ball remains live, unless it goes out of play.