

INTRAMURAL RULES



INDOOR SOCCER



TEAM

Co-ed: Each team shall consist of 6 players. 2 must be males and 2 must be females as field players. The goalie can be male or female. Four players are required to start a game. There must be a minimum of 2 males and 2 females at all times.

ELIGIBLE PLAYERS

- A. All current students who pay SVSU tuition for classes on the University Center campus are eligible. Also, any faculty or staff member who has a Ryder Center membership is eligible.
- B. A team may add players at any time during the regular season, providing they have not already played for another team. A player can be added at game time provided he/she has proper identification. This player's name will then be added to the team roster at the Program Desk after checking eligibility. Rosters are frozen for teams participating in playoffs. To be eligible to participate in a playoff game, a team member must have signed in for at least one regular season game.
- C. Every player will be required to present his/her **SVSU picture ID** card to the game official prior to the start of the game. All eligible players will be listed on the score-sheet by the Program Desk following the first game they participated in. If a current SVSU picture ID is not presented, the student will not be allowed to play.
- D. An athlete listed on a varsity athletic roster for the current academic year or participating in varsity or junior varsity workouts for a parallel sport during the current academic year is ineligible to participate during the current year.
- E. A former collegiate varsity letter winner may participate providing one academic year is "sat out".
- F. A team is limited to one former varsity squad member regardless whether a letter was won or not. (A non-letter winner is not required to sit out one year.)
- G. Team captains are encouraged to clear any questionable player eligibility with the Intramural Sports staff.

FORFEIT POLICY

The IM Staff will allow a five-minute grace period for teams which do not have the minimum amount of players. If that time elapses and one team does not have the minimum number of players, the captain of the team that is prepared will have two options:

- 1) Take the win by forfeit, or
- 2) Give the opposing team an additional 5 minutes to show up.
 - If the team shows up during the additional time period, game time will be reduced by the number of minutes late the game begins. If the captain chooses to take the win by forfeit, the decision may not be changed. If the captain decides to play the game, the captain must accept the results of the game. After the additional five minutes have

expired and the team still does not have the minimum number of players, the game will be forfeited.

PLAYERS EQUIPMENT

All players must wear shoes. Cleats of any type are not allowed (This includes Turf shoes). A player cannot wear anything that is dangerous to another player. Knee braces should be covered so that no metal parts are exposed. Shin guards are highly recommended, but not provided by the IM staff. Head gear or wear of any type is not allowed.

No jewelry is permitted during intramural activities, except wedding bands, medical bracelets and stud earrings. Medical bracelets and stud earrings must be taped.

NUMBERED SHIRTS

All participants in the IM Soccer Program will be required to wear numbers on their shirts during all games. Players can use markers to make numbers but these numbers must legible. Numbers may not be taped onto a shirt. The IM Staff will not provide supplies to make numbers. All team shirts must also be the same or similar in color.

PERIODS, TIME FACTORS, AND SUBSTITUTIONS

- A. The game shall consist of two 15-minute halves with a 5 – minutes intermission
- B. There are no time-outs. The clock will stop only for goals, penalty shots and at the official's discretion. The restart will be a kick to the team in possession
- C. Unlimited substitutions may be made at any time including during a "live" ball situation. All substitutions must be made at the designated substitution zone (within 10 yards from the mid filed line) and the substitution may not enter the field of play until the outgoing player has touched (i.e. hand slap) the substitution. Violation of the substitution rule will result in an indirect kick from the spot of the dead ball and possibly a yellow card for unsportsman like conduct if this has been a persistent act throughout the course of the game by the offending team.
- D. All tie games will result in a "SUDDEN DEATH" five minute overtime period. A coin toss will determine which team will kick off/defend goal of choice. If the game is still tied after the five minute period, a "shoot-out" will determine the winner. A coin toss will determine which team kicks first. Each team will receive the number of penalty shots equal to the number of players it had left "playing on the field" at the end of the overtime. Ejected players or players out during penalty minutes are not eligible to participate in any portion of the "shoot-out". Teams will alternate shooters (co-ed will be male, female). If the first series of kicks does not determine a winner then the penalty spot will be moved forward 2 yards until a winner is determined.

GAME RULES

Official NIRSA Soccer rules will be followed except where modified.

A. FIELD OF PLAY

- a. The Field of Play is a regulation basketball court.
- b. The penalty kick restraining line is the half-court line.
- c. The Ball used is an Indoor Soccer Ball.

B. GOALIE

- a. If the goalie is outside the penalty area, the goalie becomes a defensive player.

- b. The goalie must be within the arc to play the ball with the hands

C. START OF PLAY

- a. The Start of play will involve a kick-off administered by the officials, which may be played backward or forward for each half, overtime or following a goal by the team scored upon.
- b. In the pre-game meeting the officials will administer a coin-toss. The winner of the coin toss will have the option of kicking off in the first or second half.
- c. A kick off is an *indirect* restart.

D. BALL IN AND OUT OF PLAY

- a. A ball which hits any part of the backboard or its supports is out over the goal line.
- b. Balls which hit the roof or its supports are put in play with a free kick directly below the point of contact.
- c. Balls which hit the roof or its supports directly above the opponent's penalty area shall result in a corner throw.

E. SCORING

- a. The Method of Scoring is the same as outdoor soccer.
- b. A goal can not be scored if the last offensive touch was within the goal area.
- c. Goals scored by females are worth two (2) points.
 - i. A goal is scored by a female if the last offensive touch was by a female.
 - ii. The rule applies to Penalty Kicks in regulation play.
- d. In shootouts, all goals are worth one (1) point
- e. The mercy rule is 10 points in the last two minutes.

F. OFF-SIDES

- a. Off-sides does not apply for Intramural Mini-Soccer.

G. FOULS AND MISCONDUCT

- a. Fouls and Misconduct include the following
 - i. The goalie may not be charged or obstructed
 - 1. **Penalty:** Free Kick
 - ii. Bicycle kicking is illegal
 - 1. **Penalty:** Free Kick
 - iii. Slide Tackling is illegal
 - 1. **Penalty:** Direct Kick
 - 2. The keeper while within the penalty area may slide to the ground in an effort to play the ball. The ball must be touched first to avoid a foul
 - iv. A high kick is any kick above the waist of an opponent who is within playing distance
 - 1. **Penalty:** Direct Kick
- b. **Restrictions on Goalkeepers**
 - i. Once a goalkeeper has had hand possession, and then releases the ball into play, he/she may only handle the ball again if it touches an opponent, or becomes dead
 - ii. For simplicity, dribbling the ball with the hands, throwing it in the air and catching it, or fumbling the ball and picking it up **will not** be violations of this rule
 - iii. It is **legal** for a goalkeeper to throw a ball across the halfway line, but such a throw **cannot** score a goal against the opponent

- iv. If he/she has played the ball with his/her hands, the goaltender may not kick the ball in the air across the half-court line without the ball first touching the floor or another player. Placing the ball on the ground does not remove this restriction. For purposes of the penalty (below), the violation occurs when the ball crosses the midfield line.
- v. The goalkeeper has six (6) seconds to release the ball from hand possession.
- vi. It is *illegal* to pass a live ball to your own goalkeeper's hands (to the feet is *legal*).
- vii. It is *illegal* to throw any restart to your goalkeeper's hands.
 - 1. **Penalty:** Free kick at the nearest spot of the violation outside the penalty area.

H. FREE KICKS

- a. Free Kicks are all *direct*, from which a goal may be scored directly
- b. A free kick awarded to a team in its own penalty area may be taken anywhere in the area
- c. A free kick awarded to a team in its opponent's penalty area, the penalty will be taken from one of two spots:
 - i. Awarded as a result of a technical foul, the free kick shall be taken from the nearest point outside the penalty area
 - ii. Awarded as a result of a penal foul, a penalty kick shall be awarded
 - iii. Players must be at least 10 feet from an opponent's free kick. All free kicks must be taken within 5seconds of referee's signal.
 - 1. **Penalty:** Free Kick to opposition

I. PENALTY KICKS

- a. Penalty Kicks will be taken when the defense commits a *penal offense* within its own penalty area.
- b. The ball will be placed at the top of the basketball key, in front of the goal, and all players other than the kicker and the goalie must remain behind the restraining line until the kick is taken.

J. GOAL KICKS

- a. Goal Kicks will be taken from anywhere on or inside the line defining the goal area.
- b. Players have 5 sec. to put the ball in play.
 - i. **Penalty:** Corner throw to opponent.

K. CORNER THROW-INS

- a. Corner throws will be thrown in from within three feet of the corner, and are considered to be an indirect restart.
- b. Players have 5 sec. to put the ball in play.
 - i. **Penalty:** Goal kick to opponent.

Campus Recreation reserves the right to alter these rules throughout the academic year.