

INTRAMURAL INDOOR SOCCER RULES

N.C.A.A. rules will govern play except where modified by Intramural rules

1. A game will consist of two 12-minute halves. Half time will be no more than 3 minutes. The game is played with a running clock and there are no time-outs allowed.

The field of play is the regulation basketball court with the 3-point line as the goalie box.

2. 4 field players and 1 goalie make up a team. A team may however, start with 4 players. No game may start or continue with less than 4 players.

Coed teams will have at least 2 females or 2 males on the field at all times and this includes the goalie.

3. A goalkeeper will be designated and should wear an off-color jersey to indicate their position. This player only will be permitted to use hands to play the ball within the penalty area. Defensive players may play in the penalty area but may not use their hands.

4. Subs must report to the official and may only enter the game when the ball is dead. No player may switch positions with the goalie while the ball is in play.

5. Only Shoes meant for indoor court will be allowed

6. There will be no offside's. No slide tackling. Kickoffs are indirect kicks

7. After an out of bounds **on the sideline** the ball will be put in play by a kick from the touchline. Defensive players must be 5 yards from the ball on an out of bounds kick. This is an indirect kick and should not be confused with a corner kick that is a direct kick.

8. A goalkeeper may take no more than 5 seconds before putting the ball into play. **Goalkeepers are allowed to punt when putting ball into play, however, the ball must touch the floor or a player before crossing half-court.** Opponents are prohibited from charging into the goalkeeper when they have the ball.

9. **If the score is tied after regulation the game will be called a draw (i.e. no overtime or shootouts during the regular season). For playoff purposes wins = 2pts, ties = 1pt, losses = 0.**

10. During playoffs tie games will be handled as follows.

- A 5-minute sudden death period.
- If still tied, a mid-field shootout commences...

Mid-field shootout format: the offensive player starts at the mid-field circle with ball possession. The goalkeeper's initial position is in the penalty area. At the whistle the offensive player will have 15 seconds to score a goal; both players may move freely at the whistle. Normal soccer rules apply, and: any infraction by the goalkeeper results in an automatic goal any infraction by the field player nullifies chance ball becomes dead after 15 seconds, infraction, or out-of-bounds.

A mid-field shootout will be administered as follows:

- A coin toss will determine the first team to "kick."
- Each team will take a series of three offensive chances (taken alternately).
- The team scoring the greater number of goals shall be declared the winner.
- Each "kick" will be taken by a different player.
- If the number of kicks goes beyond the initial three, the same kicking order shall be repeated until a team has 1 more goal in the same number of kicks.
- Only players who have played in the game shall be eligible to take kicks.
- The goalkeeper is eligible to take kicks.
- Whoever is designated as goalkeeper must remain in goal until the tie is broken.

11. **ELIGIBILITY:** No more than 2 varsity soccer players (those who were on the team past the first varsity contest) or former varsity soccer players (those who were on the roster past this years or last years first varsity contest) are allowed on any roster.
12. **FREE KICK:** May be awarded to the offended team and could either be an indirect or direct kick.

Direct Kick - A goal may be scored directly by the kicker. Situations which warrant a direct kick are: tripping, charging, handling the ball, pushing and kicking (walls are only made up of 2 people).

Indirect kick - The ball must touch another player before going in the goal. An indirect kick will be awarded on all out of bounds (except corner and goal kicks), unsportsmanlike conduct, dangerous play, delaying play, and too much time by the goalkeeper.
13. **PENALTY KICK:** Taken when a direct free kick is awarded the offensive team in the penalty area. The kick shall be made from the 12 yard stripe in the goal mouth. The goalkeeper shall only be permitted to defend. All others must remain outside the penalty area until the ball is kicked. The goalkeeper may not move their feet until the ball is kicked.
14. **CORNER KICK:** Shall be awarded when the defensive player causes the ball to go out of bounds across their own goal line. The opposing team puts the ball into play by a kick from the corner nearest to where the ball went out. The last one to touch the ball is considered the one who caused it to go out of bounds.
15. **GOAL KICK:** Shall be awarded when the offensive player causes the ball to go out of bounds above the bleachers or into the curtain or when a ball stays behind the goal (anything hitting and bouncing off of the main face of the bleachers is still in play). The defense is awarded a direct kick and cannot be touched by any player until it clears the penalty area (three point arc). **Goal Kicks will be placed on the free throw line**
16. For all kicks defensive players must be 5 yards from the ball.
17. The referee has authority to caution any player of misconduct or unsportsmanlike behavior and if it persists, to eject them from the game.
18. **PROTESTS:** Only those protests involving player eligibility will be considered by the Intramural Office. They must be submitted in writing prior to 4:00 pm the next day. Questions that arise on the field concerning rule interpretations, officiating procedures, etc... Will be decided immediately by the IM Supervisor on duty. If a captain believes the official has erred they should request that the Supervisor be consulted immediately **BEFORE PLAY CONTINUES.**