Indoor Soccer Rules
Please refer to handbook for regulations and policies. Team is $20. Forfeit fee is $10

1. Dimensions:
   - The entire gym floor (including the walls) will be considered a part of the playing field.

2. Penalty Box:
   - The penalty box will consist of the basketball key plus an additional two feet on either side.

3. Penalty Kick mark
   - All Penalty kicks will be take place at the top of the three point line on the basketball court.
   - Penalty kicks are dead ball. Result is either goal or goal kick.

4. Corner Kicks:
   - All corner kicks will be the corner off of the basketball court. Corner Kicks occur when the ball is trapped behind or in the side netting of the goal and the defending team last touches the ball.

5. Goals:
   - The Goals are 6ft tall by 12ft long.
   - The entire ball must completely cross the goal line to be scored.
   - Goals can only be scored once the ball is beyond the half court line.

6. Player Bench:
   - Located at the top of the bleachers.
   - NO PLAYERS MAY LEAVE THE BENCH AREA FOR ANY DISRUPTIVE OR UNSPORTING BEHAVIOR. This will result in an automatic disqualification and a minimum of a one game suspension. Any game cancellations that occur due to suspensions or disqualification will result in a forfeit and the forfeit fee of $10 will have to be paid before they participate in the next scheduled game.
   - Fans are allowed to sit with teams but will be asked to leave facility if disruptive or unsporting behavior.

7. Game Clock:
   - Games will consist of two 15 minute running clock periods.
   - A 5 minute half time period will be given between periods.
   - No timeouts are given and clock only stops when directed by the gym monitor.

8. Teams:
   - Teams will consist of 3 field players and 1 goalie. A maximum of 7 team members per team.
   - Teams may have 1 former collegiate player per team. Player must be 1 academic year removed to be eligible.

9. Substitutions:
• All substitutions will take place on the fly.
• Neither the player entering the field nor departing player may participate in play and or gain an advantage during a period of time when they are simultaneously on the field and the ball is in play.
• Goalie substitutions can only take place on dead ball situations.

10. Player Equipment:
• The Intramural and Recreational Sports program will provide jerseys for all participants. We will also provide indoor soccer balls (felt or futsal) for all games.
• Shin guards and Goalie gloves are not provided through the Intramural and Recreational Sports program. They are highly recommended, but not required.
• Footwear needs to be gym appropriate. No cleats or outside shoes will be allowed.

11. Dangerous Equipment:
• Players shall not be permitted to wear necklaces, chains, hats, or bracelets at any time during the playing of the game.
• Anyone may ask the field monitor to ask other players to remove potentially dangerous equipment.

12. Referees:
• There will enforce and clarify rules. Any questions or concerns need to be expressed respectfully to the gym monitor and/or Intramural Coordinator.

13. Start Games:
• Home team will kick off. Home team appears first on the schedule.
• The ball needs to be touched once to be put in play and does not need to be passed forward. A direct pass backwards is allowed.
• Teams kicking off will allowed 5 seconds to put the ball in play or it will be turned over to the opposing team.

14. Goals:
• Goals can only be scored once the ball has completely crossed the half court line.
• Deflections count.
• If no touch or deflection happens before the goal is scored a goal kick is rewarded to the other team.

15. Overtime:
• There is 3 minute running clock overtime. The overtime is sudden death. The first team to score wins. If after the overtime period either team has not scored a series of 4 penalty kicks will be given to each team. Teams will alternate penalty kicks. If after the 4 penalty kicks there is still no score team members off the bench will be allowed to kick.

16. Rules:
• USSF Indoor Rules apply to the intramural indoor soccer league. The intramural coordinator holds the right to make changes and interpretation to any rules mentioned.
17. Yellow and Red card:
- Any yellow card issued to any participant will result in that player being sent to the penalty box (located next to the scorers table) for 2 minutes. The penalized team will play a man short for the 2 minutes, thereafter they will be allowed to reenter the game.
- Inappropriate language will result in a yellow card. 2 yellow cards is an automatic ejection from the game and they will have 1 minute to leave the gym. If they do not the team will forfeit the game.
- A red card that is issued will result in an automatic ejection from the game.
- Any persons receiving a red card must talk with the Intramural Sports Specialist, Jayson Ulrich before playing in the next game.

18. Special Rules:
- Any altercations of any kind whether it be verbal or physical with a player or gym monitor may result in an automatic player ejection or will sit out the remainder of the half. Before the ejected player(s) may return for the next game they must first meet with the Intramural Sports Coordinator.
- There is NO sliding allowed by any team members, other than goalies. Players who violate this rule will receive a yellow card, 2 minute mandatory sit (team plays man down) and the other team will be awarded a penalty kick.
- Special areas on the floor will result in a dead ball situation; behind the goal, on top of the bleacher on the bench area, and behind the scores table.
  - In the event that a defender kicks the ball behind their own goal. A corner kick will be awarded to the opposing team.
  - A drop ball restart will take place if the ball becomes stuck behind bench and score table area.
  - Low Defensive areas are around the bench area and scorers table. Any rough play around this area will result in the player sitting for the rest of half and the other team receiving a penalty kick.
- Delay of game will result in an automatic turnover. The gym monitor will issue one warning, after that the ball will be turned over to the opposing team. If a defender is delaying the game they will be warned and if persisted the opposing team will get a penalty kick.
- All fouls are indirect free kicks at the spot of the foul with a 5 yard cushion.
- The gym monitor holds the right to determine if any rule violation is determined excessive. Players who violate any rule may be subject to ejection from the facility and intramural events.