Indoor Soccer

Teams shall consist of Five field players and a goalie (6 total). The roster limit is twelve people. There must be at least four players to play the game (At least two women and two men.)

1. The game will consist of two 12-minute halves with a one-minute half time.
2. A team, that is late, has five minutes past the kickoff time before the game will be named a forfeit.
3. Games ending in a tie will remain a tie. Each tie will be counted as one point and each win will be counted as three points.
   - Seeding for tournament will go by win and tie points. Goal differential (goals scored – goals allowed) will break remaining ties.
4. Substitutions are unlimited and will be made while the game is in progress. Substitution of goalkeepers can only occur while the game is stopped.
5. A player can receive two yellow cards in one game. Upon receiving the first yellow card that player must be subbed out for 2 minutes before being able to return to the game. If a player is given two yellow cards in the same game, that is equal to a red card and an ejection. The team must play short the rest of the game.
   - Penalties deserving a yellow card:
     - Slide tackling, vulgar or profane language, showing dissent by word of mouth or action to decisions given by the referee.
6. Time Penalties- The following penalties apply to offenses for which a Card is issued (subject to further action by the Administrative Authority):
   - Yellow Card: 2-minute Time Penalty in the Penalty Area; warning of the subsequent possibility of an ejection;
   - “Straight” Red Card : Ejection.
7. The goalkeeper may use his/her hands in the penalty box except when a teammate deliberately passes the ball back.
   - The goalkeeper needs one foot in the box in order to pick the ball up or throw it.
8. Once a goalkeeper has possession of the ball he/she may throw or kick the ball.
• For indoor soccer, on a goal kick, punt or throw the ball cannot go past the midline without first touching the floor, the netting or a player. If a violation occurs, it will result in an indirect kick where the ball crossed the midline.

9. After the goalkeeper obtains possession of the ball (In his/her hands), he/she must get rid of the ball within six seconds of receiving it. He/she may do so by placing it on the ground and kicking it, punting it, or dribbling it out. However, once the ball is put to the ground he/she cannot pick it up again unless the opposing team touches the ball first.

10. A goalkeeper can not dribble the ball from outside of the box, into the box and pick it up with his/her hands, unless opposing team touched it last.

11. The goalkeeper may slide to make a save, but ONLY in the goal box.

12. Goalies may not intentionally use their hands to save a shot when out of the goalie box.
• Penalty: Yellow card administered to goalie. The goalie must sit out for two minutes.

13. All free kicks and kick-offs are indirect.

14. The offsides rule does not apply.

15. The ball is dead when it touches anything attached to the sealing (except the side nets) and will be restarted with an indirect kick by the opposing team.

16. Out of bounds consists of the ball leaving the field through the side nets or hitting the net above the goal in the designated area. If the ball leaves the field through the side net play restarts with an indirect kick by the other team where the ball went out. If the offense touches the ball last before it hits above the goal in the designated area a goal kick will result. If the defense touches the ball last a corner kick will take place.

17. When an indirect kick is issued, players from the opposing team must be three yards (9ft.) away from the ball until the ball is touched.

18. Once an official intervenes with the restart, a whistle is needed before the restart can be taken.

19. In playoffs, if the game ends in a tie, there will be one three-minute sudden death overtime period. If that doesn’t decide the winner, a five shot shootout will declare the winner.

20. No hats of any kind may be worn during a game. Bandanas are okay but baseball caps are not.

21. ALL DECISIONS BY OFFICIALS ARE FINAL and the referee have the right to eject any one out of the game if fouls or language gets out of control.
Under no circumstances may a participant be under the influence of alcohol or illegal substances while at or in an Intramural sponsored event. Participants and spectators may not bring any alcoholic beverages, illegal substances, or tobacco products to an Intramural sponsored event. Any individual/team that fails to adhere to this rule will be banned from Intramural play immediately and subject to further suspension upon consideration by the Intramural staff. Ejections will be handled on a case by case basis and will be handled by Intramural staff.

The Intramural department reserves the right to eject and ban any individual/team that fails to follow this policy.

The Intramural department has written these rules and reserves the right to interpret the rules as they see fit. Rules are created with fair play in mind. Therefore, the Intramural department reserves the right to alter rules for circumstances that may arise.