

Whitworth Intramurals: Indoor Soccer Rules

Indoor Soccer Rules

TEAMS: Players must sign up through FusionIM, and be registered and paid to be eligible to participate. No exceptions.

THIS LEAGUE REQUIRES A MINIMUM OF 4 TEAMS. IF THIS REQUIREMENT IS NOT MET, THE LEAGUE WILL FOLD. SPEAK WITH AN IM COORDINATOR FOR MORE DETAILS.

GAME TIME: Both teams must have a minimum of one representative on the court/field at game time. Teams must meet the minimum roster requirements by 5 minutes after the scheduled game time!

Minimum Roster Requirement: 4 players

Maximum Roster Requirement: 12 players

Game Structure:

Two 20-minute halves with a 5-minute halftime.

Equipment:

Referees will provide indoor soccer balls. Players are allowed to use their own, size 5, soccer ball as long as both teams agree.

Scheduling:

All games will be scheduled on Fusion IM and played in Graves Gym. Please see "Section 7" of the IM policy regarding rescheduling, defaults, forfeits and no-shows. Be sure to update your team time preferences prior to the start of the season.

Game Play:

General:

1. Games are generally played 5v5, including a goalkeeper
 - a. Individual teams have the opportunity to adjust games to 6v6, but only if both teams agree (This is for competitive, recreational, and open leagues).
 - b. In competitive leagues only, teams with female players are allowed to play with 6 players (or 7 if 6v6). Teams in recreational or open leagues are not allowed to do this.
2. At the start of each half and after each goal there will be a "kickoff" where the ball will be placed in the middle of the centerfield line, and must be passed to start the game
 - a. A goal may not be scored directly off a kickoff
3. Due to the size of Graves Gym, a ball will only be called out of bounds if it exits the basketball court area (i.e., if a ball were to go out of bounds in a basketball game), through the doorways, or through the back of the platform stage. In that case, they are played as either goal or corner kicks.
 - a. The clock will stop **ONLY** for balls kicked "out of bounds" that take more than 10 seconds for retrieval. It is the responsibility of the players to ensure balls stay in the gym area.
4. Offsides will not be called
5. Soccer balls kicked up to the ceiling (hitting the tiles) will stop play and the possession will be awarded to the team that did not kick the ball to the ceiling by means of a free (indirect) kick. The ball will be placed about where the ball hit the ceiling but on the court.
6. All "throw-ins" are replaced by kick-ins

Penalty Kicks:

1. Penalty kicks will be taken 10 yards from the goal line (in front of the top 3pt line)
2. Any infringement of the rules that takes place by the defending team, regardless of the position of the ball, in the penalty box will be called a penalty kick (area up to referee interpretation)
3. Deliberate acts of harm or hand balls in the box will automatically be called
4. When a penalty kick takes place, only the designated kicker and goalkeeper are allowed inside the penalty box

- a. The goalkeeper is allowed to move laterally on the goal line, but not off of the goal line until the ball has been kicked by the designated player
- 5. The ball must move forward toward the goal
 - a. Balls not put into play properly will not be retaken
- 6. If the ball hits the crossbar or goalpost and returns to play, the designated player taking the kick is not allowed to play the ball again until another player has played the ball

Fouls:

1. There are no yellow or red cards, but the referee has the right to eject a player from the game if their actions cause multiple or egregious fouls throughout the game
 - a. Any player who is ejected may face suspension or other disciplinary measures
2. A player may be penalized for intentionally handling, carrying, striking or propelling the ball with a hand or arm.
 - a. If a player handles the ball on an obvious goal-scoring play, the goal will not count
3. Unintentional handling of the ball when the ball strikes the hand or arms of a player who has not moved the hands or arms to play the ball will just be stopped play and a turnover.
 - a. The ball will be placed at the spot of the infraction and kicked off from that point
4. A player may not intentionally attempt to kick, charge, strike, trip or jump at an opponent. A player may not hold, push or impede an opponent with hands or arms extended from the body.
5. A goalkeeper may not intentionally strike or attempt to strike an opponent by throwing a ball at the opponent.
6. **No slide-tackling is allowed.**
7. All high kicks above the waist in a dangerous manner will be prohibited and declared as a foul.
 - a. A free kick is awarded at the spot of the foul
8. A player may not charge into the goalkeeper in the penalty area. An automatic ejection occurs when a player flagrantly fouls the goalkeeper in possession of the ball.
 - a. A goalkeeper is considered to have possession of the ball when he/she has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play
 - i. When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers
 - b. Goalkeepers may slide feet-first inside the penalty box to clear the ball out of the box.
 - i. Occasional contact will be made during such a play and as long as the goalkeeper has struck the ball first, contact following will be considered incidental
9. Obstruction is the intentional act by a player, not on possession of the ball or attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.
 - a. Goalkeepers in possession of the ball cannot be interfered with or impeded upon in any way by an opponent
 - i. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball
10. The goalkeeper may not hold the ball for more than 6-seconds. During that time, the goalkeeper may hold the ball, bounce it, or throw it in the air and catch it. Failure to return the ball into play will result in a direct kick for the opponent from the penalty kick line nearest the infraction
11. When a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not allowed to touch the ball with their hands.
 - a. A penalty kick is awarded to the opposing team if the goalkeeper touched the ball with his/her hands inside the box

Substitutions:

1. Substitutions are unlimited on all dead balls. A team must notify the referee on all substitutions.
2. There may not be a substitution for the goalkeeper for a penalty kick unless he/she was injured

Timeouts:

1. Each team is allotted 2 timeouts per half, unused timeouts do not carry over into the second half
2. Each team is allotted only 1 timeout for overtime (not per period)

Overtime:

1. A maximum of 2 overtime periods will be allotted, at 5 minutes each
 - a. Each team will receive one time out for the entire overtime (not one per period)
2. If the game is still tied after 2 overtime periods, AND the game is a playoff game, the game will go into a 3v3 shootout
 - a. Any player can be the goalkeeper for shootouts
 - b. Shootouts will continue until there is a clear winner

Nomad Rule:

Nomads are defined as IM participants who have paid and are eligible to play on a team during the current season, and have been requested to participate with another team so that a game can be completed. Teams automatically accept the use of Nomads, and accept the outcomes that come from using Nomads. Teams can use up to two Nomads to complete a roster, but teams are not allowed to play a Nomad if they will have a bench. Captains are responsible for the actions of their Nomad, including sportsmanship. **Nomads are not allowed to be used during Playoffs!!**

Blood Rule:

Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member has the authority to remove the player. If by removing the player who is bleeding, the team falls below the minimum number necessary to play, the following will apply: The game clock will stop and five (5) minutes will be allowed for the player to stop the bleeding. Any blood on the court must be removed using proper methods, and bloodied clothing must be changed. AN INTRAMURAL STAFF MEMBER MUST APPROVE THE PLAYER TO REENTER, AND HAS THE AUTHORITY TO PREVENT REENTRY. Players who refuse to leave the game due to bleeding could potentially face suspension.

Protest Policy:

Teams have the option of protesting any application or misinterpretation of a rule. No protest of a judgment call will be considered. When a team requests a protest, they must call a time-out and the game must be stopped and no further game action should continue. The concern must be brought to the attention of the referees, who will check the ruling, have deliberation and then make a decision. If the call is overturned, the team is not charged with a time-out. If the initial official's ruling is upheld, the team is charged with a time-out. Game play will then continue as normal. If the team determines to continue challenging the call, a formal request can be made by filling out the Protest Form and submitting to the IM Coordinator *within 24 hours of the game*. See the Participant Manual posted on the Whitworth Intramurals website or by speaking to an IM staff member.

