

TEXAS STATE[®]

INTRAMURAL SPORTS

INTRAMURAL INDOOR SOCCER RULES

All intramural matches will be governed by the National Federation of High Schools rules with the following intramural modifications:

THE GAME

- Games shall consist of two 20-minute halves with a 2-minute half time. Continuous clock.
- THE OFFSIDE RULE IS NOT IN EFFECT**
- Slide tackles are illegal in Intramural Soccer.**
 - Each team will receive a yellow card for the first slide of their team. Every slide after that will be a red card and an automatic ejection.**
- The game shall be played by two teams of 5 players each, one of whom shall be the goalkeeper.
- The minimum number of players required to begin a game shall be 4 players. A team must begin if at least 4 players are present. If a team drops below 4 players for any reason it shall be the referee's discretion if the game shall continue. In other words, if the referee believes the team playing with less than four players has a chance to win, the game shall continue.
- A game shall be considered "official" if after the 10 minute mark of the second half the game is stopped for any reason.
- Regular season and play-off games that end regulation time with a tie shall be decided with **(3) three penalty kicks.**
 - Only players who are on the field at the end of regulation shall be eligible to participate in the tiebreaker.
 - Each team shall designate three (3) individuals to alternately take three penalty kicks.
 - The goalkeeper in goal at the end of regulation must remain in goal for the penalty kicks.
 - After the three (3) penalty kicks have been taken and the score remains tied, sudden death penalty kicks will be used.
 - After the three (3) penalty kicks have been taken if the score remains tied players who have not taken a penalty kick must shoot.
- Game time is forfeit time unless the previous game goes over the allotted time. A team is allowed a five-minute grace period if just one member of their teams is present. Teams must have the line up card completed and be ready to play by game time.

BLEEDING PLAYER RULE

- Whenever a participant suffers a laceration or wound where oozing or bleeding occurs, the player must leave the game (be replaced by a substitute) and then take the necessary actions to stop the bleeding and prevent it from occurring again. If a player's jersey, shirt or other article of clothing becomes stained with blood it must be removed before the player may re-enter the game. The Intramural Supervisor on duty will have final approval on any situation involving bleeding players.

EQUIPMENT: All equipment will be check before the game starts!

- Teams are required to wear similar colored jerseys or T-shirts. Pullover vests will be available for teams on site. Game balls will be provided; you will be playing with a felt indoor soccer ball.
- Outdoor soccer cleats are not allowed.** All soft rubber non-scut shoes are allowed.
- Eye glasses should be shatterproof.
- The goalkeeper must wear a jersey that differentiates him/her from all other players.**
- All players must wear athletic shoes of some type. Boots, sandals, etc. are not permitted.
- NO casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed metal or hinges are required to cover it.
- No jewelry** or watches are to be worn during participation. **All earrings must come out!**
- Helmets, hats, caps and visors are not legal equipment.

SUBSTITUTION

Substitutes may enter the game under the following conditions:

1. On a team's own throw-in. **Note: If the team in possession decides to substitute, the opposing team also has the opportunity to make a like number of substitutions.**
2. Before corner kick or goal kicks by either team.
3. After a goal has been scored.
4. During half time and time-outs.
5. When a player(s) has been cautioned, he/she may be substituted. If such a substitution is made, the opponent shall have the opportunity to make the same number of substitutions.
6. When a player(s) is injured, only the injured player(s) may be substituted. If such a substitution is made, the opponent shall have the opportunity to make the same number of substitutions. **Note:** the officials must waive Players in when the ball is out-of-play.

SCORING

1. A ball must be 100% over the line to qualify as a goal.
2. A ball intentionally carried or propelled into the goal by the hand or arm of an attacker shall not be allowed as a score.
3. A goal **may** be scored directly from a kick-off or a goal kick, but a goal **may not** be scored directly from a throw-in, an indirect kick, a drop ball or a direct free kick that goes directly into one's own goal.
4. **If a team is losing by five (5) or more goals at the 2-minute mark of the second half, the Mercy Rule becomes in affect and the game is called.**

BALL OUT OF PLAY

1. The ball will be played off the walls of the gym unless it is kicked into the designated dead ball areas.
2. The ball is still in play if it strikes a referee while they are in the field of play. They are neutral parts of the field.
3. The ball is out of play if it strikes the basketball goal or the top of the rafters (including lights) in the gym.

DEFINITIONS OF TERMS

1. **Corner Kick** - A corner kick shall be awarded to the attacking team when the entire ball passes beyond the goal line into the designated dead ball area after the defending team last played or touched the ball.
 - a. Defending team players shall be at least 10 yards from the ball until it has been kicked.
 - b. The ball shall be kicked from the ground within the quarter circle nearest where the ball left the field of play. Failure to kick the ball at least its full circumference shall result in a re-kick.
 - c. After the corner kick, any player may receive the ball except the one who executed the corner kick. The kicker must wait until another player has touched the ball before he/she can play or touch the ball a second time.
PENALTY: Free kick is awarded to the opponent from the spot of the foul
2. **Free Kick** - Free kicks shall be classified "**DIRECT**" Only (from which a goal may be scored directly).
3. **Unsportsmanlike Conduct:**
 - a. A player touching the ball a second time before it has been played by another player on kick-off, throw-in, goal kick (if ball is outside penalty area), free kick, corner kick or penalty kick.
 - b. The goalkeeper takes more than 4 steps or 5 seconds to release the ball.
 - c. Illegal substitution.
 - d. Charging or other dangerous play that is not violent or flagrant.
 - e. Handling by the goalkeeper a ball deliberately kicked or thrown back to them by a teammate.
 - f. Interfering with, impeding, kicking or attempting to kick the ball, while goalkeeper is in possession.
 - g. Any obstruction other than holding (interfering with an opponent while not making a play on the ball).
 - h. Dissenting by word or action with a referee's decision.
 - i. Unsportsmanlike conduct.
 - j. A player leaving the field of play during a game without the referee's permission.
 - k. Interference by bench personnel with the game.
4. **Penal Offenses :**
 - a. Hand ball (women may cross their arms over their chest for protection).

- b. Holding, pushing, striking, jumping at, tripping or violently charging an opponent.
- c. Handling by goalkeeper outside the penalty area.
- d. Violently fouling the goalkeeper while in possession of the ball in the penalty area.
- e. The goalkeeper striking or attempting to strike an opponent with the ball.
- f. **Note: All of the above violations will result in awarding of a direct free kick to be taken from the spot of the foul. Unless the foul occurs within the goal arc then the ball shall be moved to the top of the arc.**
- g. **Note: Penal offenses committed by the offensive team and unsportmanlike conduct fouls inside the goal arc will be placed at the top of the goal arc.**

5. Penalty Kick

- a. If the defense commits one of the above penal offenses in their own goal arc, a penalty kick shall be awarded to the offended team.
- b. The ball must be in play for a penalty kick to be awarded.
- c. All players except the kicker shall be outside the penalty area, on the field of play at least 10 yards from the ball, and behind the penalty line or spot until the ball is kicked. The goalkeeper shall not be able to move laterally along the goal line before the ball is kicked.
- d. **PENALTY:** Encroachment by the defending team or movement by the defending team's goalkeeper is ignored if the goal is scored, but if the penalty shot is missed, the penalty kick is retaken. If there is an infringement by the attacking team and the goal is scored, it is a re-kick; if a goal is not scored, it is an direct free kick for the defending team at the point of the foul if the ball bounces back in play or a goal kick if the ball goes over the goal line.
- e. The ball should be kicked while it is stationary on the ground from the penalty line or spot. The ball shall be moved at least its full circumference forward. Failure to kick the ball as specified shall result in a re-kick.
- f. If the ball touches the goalkeeper before passing between the goal posts when a penalty kick is taking place and bounces back into the field of play, the ball becomes live. Everyone except the player who took the penalty shot is eligible to make a play on the ball.

6. Goal Kick

- a. A goal kick is awarded to the defending team when the entire ball crosses the goal line into the designated dead ball area after the attacking team last played or touched the ball.
- b. Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area.
- c. The ball shall be kicked from the ground; within the half of the goal nearest to where the ball left the field of play. A goal kick must clear the penalty area and enter the field of play. Failure to do so will result in a re-kick.
- d. After the goal kick leaves the penalty area, the ball may be played by any player except the one who executes the goal kick. The kicker may not play the ball until it has been played by another player. **PENALTY: Free kick awarded to the opponents from the spot of the infringement.**
- e. The goalkeeper shall not receive the ball into his or her hands from a goal kick in order that he or she may thereafter kick it into play. **PENALTY: Free kick awarded to the opponents from the spot of the infringement.**
- f. A player shall not be considered offside when receiving the ball directly from a goal kick.

7. Throw-in

- a. A throw-in shall be awarded to a team when the opposing team last plays or touches the ball before the entire ball passes beyond the designated dead ball area.
- b. The ball shall be thrown in any direction from the point where it crossed the touchline by a player who is facing the field of play and has both feet on the ground outside or on the touchline. The thrower shall use both hands with equal force and shall deliver the ball from behind and over the head in one continuous movement. If the ball fails to enter the field of play, it shall be re-thrown. **PENALTY: Throw-in awarded to the opponents from the spot of the foul.**
- c. After the throw-in, the ball may be played by either team. The thrower shall not play the ball a second time before it has been touched or played by another player. **PENALTY: Free kick awarded to the opponents from the spot of the foul.**
- d. A player shall not be considered offside when receiving the ball directly from a throw-in.
- e. A goal may not be scored directly from a throw-in.

8. Ejections

- a. A person who receives a red card during the game or two yellow cards shall be ejected from the game. That person must come in and talk to the Intramural Director before their next game and will not be able to participate

until doing so. It is at the discretion of the Supervisor on duty to ask that individual to leave the complex.
Misconduct of any type will NOT BE TOLERATED!

9. Time Penalties

- a. A Penalty of 3 minutes will be assessed to any player who receives a yellow card.
- b. Teams will not be allowed to substitute for the player serving a penalty.

10. PLAYERS SERVING TIME PENALTIES

- a. Players serving time penalties must proceed directly to the penalty area by the scorekeeper. The penalty time will not begin until the player is in this area.
 - i. **ALL PLAYERS MUST SERVE OUT COMPLETE PENALTY TIME NO MATTER IF A GOAL IS SCORED BY EITHER TEAM.**

11. Goalkeeper Restrictions

- a. The goalkeeper has five seconds to release the ball after each possession.
- b. The goalkeeper may not punt or drop kick the ball.
- c. The goalkeeper may not play the ball with his/her hands if it is intentionally passes back with the feet to him/her by a teammate.
- d. If the goalkeeper plays the ball with his/her feet outside the goal area and brings it back into the goal area, he/she may not pick it up.
- e. The goalkeeper who ends the game must stay in goal to take the penalty kicks incase of a tie. **NO CHANGING GOALIES UNLESS INJURY!** They can be one of the four players who take the penalty kick for their team.

Intramural Indoor Soccer – CoRec Modifications

1. PLAYERS

- a. Teams must consist of five (5) players on a co-rec team. 2 males and 2 females, with the goalkeeper being optional (male or female). A team may have no more than 2 and no less than 1 player(s) of any gender on the court at one time besides the goalkeeper. A team must have 4 players, 2 females and 2 males with the goalkeeper being optional, to avoid a forfeit. **SCORING: Male = 1pt; Women = 2pts**