

TRUMAN STATE UNIVERSITY INTRAMURAL RECREATIONAL SPORTS

INDOOR SOCCER RULES

Rules: NFHS Soccer rules will be used with the following clarifications:

1) PLAYING AREA:

- a) The playing area shall consist of the entire length and width of the Multipurpose Gymnasium in the Student Recreation Center.
- b) The goals shall consist of the two recessed 10 ft. by 8 ft. areas in the east and west walls.
- c) The inside of the bench area and the area above the blue line around the wall are out of play.
- d) A 20 ft. wide by 10 ft. deep crease shall be marked in front of both goals.
- e) The game ball will be provided by Intramural Recreational Sports.
- f) All players must wear court shoes with non-marking soles, subject to the approval of Student Recreation Center regulations.

2) PLAYERS AND SUBSTITUTIONS:

- a) Each team may have a roster of up to 15 players.
- b) Five players may be on the court at one time (4 attackers and 1 goalkeeper).
- c) All substitutes must be located in the penalty box area.
- d) Substitutions may occur:
 - i) on dead ball situations
 - ii) When the goalkeeper, while in control of the ball, requests substitutions. In this situation, the ball will be awarded to the team not requesting the substitution at midfield.

3) THE GAME:

- a) The game itself will consist of two 15 minute continuous clock periods with a 3 minute half time. In the case of a tie, a 5 minute sudden death overtime period will be played. In the case that the game is still tied, a 4-person shootout will be instituted, consisting of the players on the field for each team at the conclusion of the overtime. In the case that the game is still tied upon conclusion of the 4-person shootout, a sudden death shootout will occur. All players from a team must shoot before any player may take an additional shot. For shootout protocol, see 4.c.i.
- b) Play at the beginning of the period or after any other stoppage of play, including injuries and scored goals, shall be started by an indirect kick at the center of the midfield line.
- c) No offensive player can score a goal in any manner while in the goal crease in front of their opponents' goal.
- d) The goalkeeper may use his/her hands within the goal crease in front of the goal that he/she is defending.
- e) The goal keeper may not drop kick or punt the ball after playing it with his/her hands.
- f) No slide tackling, boarding, or any other strong physical contact (determined by the official) shall be permitted.
- g) If a team acquires possession of the ball *on their side of midfield* and they pass the ball back to the goalkeeper, the keeper *MAY* use his or her hands to pick up the ball. Once he or she has done this and subsequently released the ball to a teammate, the keeper *CANNOT* use his or her hands again until the opposing team gains possession of the ball

first. If a team violates this rule in any manner, the opposing team shall receive an indirect kick from the top of the arc approximately 10 yards from the goal.

4) FOULS, INFRACTIONS, AND PENALTIES:

- a) An indirect kick shall be awarded at the spot nearest the infraction for all common fouls.
- b) An indirect kick shall be awarded for any ball that is played out of bounds at the spot nearest the infraction.
- c) A foul that takes away a scoring opportunity or a foul that is flagrant in nature will result in a penalty kick for the offended team.
 - i) A penalty kick shall be taken from the midfield line and involve the offended player and the opposing goalkeeper. The shooter has five seconds to shoot. If a goal is scored, play will be restarted by the offending team at the center of the midfield line. If a goal is not scored, play will be restarted with an indirect kick from the midfield line by the offended team.

5) FOULS

- a) Fouls will be called by the game referee and administered by the referee. The referee will penalize for fouls in any of three ways: a) free kick or penalty kick, b) player ejection plus free kick or penalty kick. The penalty to be assessed in accordance with the nature of the foul.
- b) Handling the ball with the hands or the arms
- c) Tripping an opponent
- d) Pushing the opponent with the hand or any part of the body
- e) Playing Dangerously (kicks, strikes, attempts to kick or strike, jumps at an opponent, charges at an opponent, kicking dangerously high in the direction of an opponent.
- f) Charging an opponent in a dangerous manner
- g) A player playing the ball a second time before it has been played by another player on the kickoff, a free kick, or penalty kick
- h) Improper Substitution
- i) Dissent towards an official's decision
- j) Unsportsmanlike conduct
- k) Illegal obstruction (interfering with an opponent without the ball)
- l) During a free kick opponents must not be within 10 feet of the ball until it has been played

6) PENALTY AREA

- a) The goalie shall have unrestricted movement in the penalty area. Any obstruction of a goalie by an opponent in the area, intentional or not, shall result in a goal kick. Penalty kicks will be awarded if a foul occurs within the offending team's penalty area.

7) FREE KICKS

- a) All free kicks will be direct.

8) PENALTY KICKS

- a) For penalty kicks, the shooter will be awarded a shot from the mid line

9) SLIDE TACKLING

- a) There will be no slide tackling permitted-Slide tackling will result in an automatic RED CARD
- b) **Yellow Card- two (2) minute penalty team must play down one player. Must serve full time, can't return after score**
- c) **Red Card- Game length penalty. Team must play down a player and that player is ejected from the game. That player's position cannot be filled**

10) GOALIE RESTRICTIONS

- a) The goalie may play the ball with his hands only in the goalie box. Should the goalie contact the ball with his hands he may not propel, either by throw or kick, the ball past the half court line without it first touching the court or another player. An infraction results in a free kick at the mid-court line. A goalie may only handle the ball for 6 seconds. A goalie may participate in the penalty kicks in an overtime situation.

11) FORFEITS

- a) ****GAME TIME IS FORFEIT TIME, THERE WILL BE NO GRACE PERIOD****
- b) If a team is scheduled to play at 7pm, they must be signed in, jerseys on and ready to BEGIN playing at 7pm or a forfeit will be declared. It is recommended that teams arrive at least fifteen (15)-minutes prior to the start time to ensure they are ready to play on time.
- c) In team sports, a Forfeit Fee of **\$20.00** will be charged for any forfeited contest.

12) PROTESTS

- a) The team captain must file all protests with the IM sports Supervisor/official at the time a question occurs, before the next live ball.
- b) Only protests that concern rule interpretations, policy and procedure, or player eligibility will be considered.
- c) Rule interpretation protests:
- d) **PROTESTS THAT CHALLENGE THE ACCURACY OF A JUDGEMENT CALL BY AN OFFICIAL/SUPERVISOR WILL NOT BE ACCEPTED.**
- e) Rule protests must be filed at the time a question occurs and will be settled at that time by the Supervisor (before the next play).
- f) NO contests or portions thereof will be replayed due to improper rules enforcement. If you have a question captains, please ASK it.
- g) All protests that challenge rule interpretation will be recorded by the IM Supervisor.
- h) For further questions about protests, please see the Intramural Sports Handbook.
- i) Player eligibility protests
- j) Eligibility protests will be decided at the time the question is raised whenever possible.
- k) Players found to be ineligible after the contest will result in that contest being forfeited and/or that player being suspended.
- l) If a team is wrong or has their protest declined twice, the result will be a penalty kick from the 10 yard line for the un-challenging team.

13) UNSPORTSMANLIKE CONDUCT

- a) Any unsportsmanlike conduct (verbal abuse to officials or players, unnecessary roughness, etc.) will result in a penalty being assessed and possible ejection from the contest and/or forfeiture.
- b) Any individual ejected from a contest will be ineligible for further participation in any IM activity until the incident is resolved with the Director of Recreational Sports. Any player who is ejected must leave the playing area.