

Intramural Sports - Indoor Soccer Rules

GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be an FIU student or FIU Wellness and Recreation Faculty/Staff Member.**
2. Participants must have their Panther ID at every game.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Any games in which an ineligible player signs in will be considered a forfeit.
5. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers, or spectators may result in penalty, ejection, or forfeiture of the game. Spectators must also remain within the area designated by the Intramural Sports staff.
6. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
7. Officials and Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

RULE 1. EQUIPMENT

SECTION 1. EQUIPMENT

1. Players must wear similarly colored team jerseys. If teams do not have team jerseys, pinnies will be issued.
2. All jewelry must be removed before participating.
3. Athletic footwear must be worn at all times.
4. Hats and any other headwear that has a hard bill or creates a knot-like protrusion are not permitted.
5. Shin pads are strongly encouraged.
6. Game Balls will be provided by Campus Recreation. Participants may use their own futsal balls as long as both captains agree. No outdoor soccer balls will be allowed.

RULE 2. PLAYERS AND SUBSTITUTES

SECTION 1. PLAYERS

1. Roster size is limited to 10 players. Players may be added to the roster throughout the regular season. Rosters will be frozen upon completion of the regular season.
2. Teams will consist of 4 players each, not including a goalkeeper (**no goalkeeper**).
3. A team must have 3 players present at game time to begin and finish the game and avoid a forfeit. If, at the scheduled game time, a team does not have 3 players, the match will be declared a forfeit.

SECTION 2. SUBSTITUTES

1. Teams will be allowed an unlimited number of substitutions. Substitutions may occur at any dead ball period stoppage. All substitutes must remain at their designated team area. Can only enter when official beckons player into the court.
2. Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.
3. If an IM Sports participant is bleeding, they will be removed from the contest immediately. If an IM Sports participant has blood on his/her clothing, they will be removed from the contest upon detection. The blood may or may not be their own blood. Even a participant who has someone else's blood on their clothing will be removed from the contest. The participant is ineligible to re-enter the contest until the contaminated clothing has been removed. Before any participant re-enters the contest, all bleeding must be stopped, and any open wound or laceration covered.

RULE 3. THE PLAYING AREA

SECTION 1. PLAYING DIMENSIONS

1. The playing surface shall be the entire area of the North Gym basketball courts, with the endline and sidelines for the 5 v 5 Basketball court serving as the goal line and touchlines for Indoor Soccer.
2. The goal area will be marked with tape as a 3x6 yard rectangle directly in front of the goal.

RULE 4. THE GAME

SECTION 1. TIMING

1. The game will consist of two, 15-minute halves.
2. Half time shall be no more than 2 minutes.
3. The game clock will run continuously for the duration of the game.
4. Prior to the start of the game, the officials will hold a captains' meeting and conduct a coin toss. The team winning the coin toss shall have the option of kicking off or choosing which end of the court to defend.
5. Teams will switch sides to begin the second half.

SECTION 2. SCORING

1. A goal is scored when the entire ball passes the entirety of the goal line.
2. All goals are worth one point.
3. A goal cannot be scored directly from any restart except a penalty kick.
4. A Mercy Rule is enforced when there is an eight (8) goals or greater lead anytime in the second half. When a Mercy Rule is enforced, the official game will be over.
5. Regular season games may end in a tie.
6. In the case of a tie during playoffs, a 5-minute sudden death overtime period will be played. Prior to the start of overtime, the officials will conduct a coin toss. The team

winning the coin toss shall have the option of kicking off or choosing which end of the court to defend. The first team to score will be the winner. If the score remains tied at the end of the first overtime, then the game will be decided by penalty kicks.

RULE 5. DEFINITIONS

SECTION 1. BALL IN AND OUT OF PLAY

1. The ball remains in play, except for the following situations:
 - a. When the referee halts play.
 - b. When the ball fully goes out of bounds.
2. When the ball has been declared dead, the following restart procedures shall apply:
 - a. Kick-in: When the official declares the ball out of play along the sidelines, the team that last touched the ball shall lose possession. The opposing team will be awarded the ball at the spot closest to where the ball went out of play and the ball must be stationary. The ball needs to be placed on the line or behind the line to be considered a legal kick in.
 - b. Corner Kick: When the official declares the ball out of play along the endline and last touched by the defending team, a corner kick shall result. The ball shall be placed at the corner nearest to where the ball went out of play.
 - c. Goal Kick: When the official declares the ball out of play along the endline and last touched by the offensive team, a goal kick shall result. The ball may be played anywhere within the goal box extension.
 - d. Kickoff: When the official awards a goal, a kickoff will be awarded at the center circle as the restart.
 - e. Members of the opposing team must remain at least 5 yards away from the kicker.

SECTION 2. GOAL BOX

1. If a player contacts the ball in any capacity when they:
 - a. Are on their own goal box line.
 - b. Inside of their own goal box area
 - c. Contact the ball while it is in their own goal box area.

A goal will be awarded to the opposing team.

2. If a player contacts the ball in any capacity when they,
 - a. Are on their opponent's goal box line.
 - b. Inside of their opponent's goal box area
 - c. Contact the ball while it is in their opponent's goal box area.

No goal will be awarded, and play will be restated with a goal kick.

3. If the ball comes to a permanent rest within the goal box, the ball will be declared dead, and play will restart with either a goal kick or corner kick (being determined by the team that last legally contacted the ball).

SECTION 3. FREE KICKS

1. All Free kicks shall be classified “indirect free kicks” for indoor soccer.
 - a. An “indirect free kick” is a restart from which a goal may not be scored unless the ball is legally touched by another player.
 - b. All free kicks, apart from penalty kicks, may be taken in any direction. Free kicks must be taken from the spot of the foul.
 - c. Any free kick awarded to the defending team within its own goal area must be taken from a point immediately outside of the goal area.
 - d. Any indirect free kick awarded to the attacking team within 5 yards of its opponent’s goal area shall be awarded a penalty kick.
 - e. Any player of the offended team may take a free kick.

2. The administration of indirect free kicks:
 - a. Players from the non-offended team must be at least 5 yards from the ball until it is kicked.
 - b. If a team commits a penalty where the spot of the foul does not allow the offending team to legally provide 5 yards of space (within 5 yards of the goal box) a penalty kick shall be awarded.
 - c. The ball shall be kicked while it is stationary on the ground at the spot specified by the official. To be in play, the ball shall be moved in any direction. Failure to kick the ball as specified shall result in a re-kick. **An official shall caution a player who fails to remove the required distance away.**
 - d. The kicker may not play the ball until another player has touched it. **Indirect free kick awarded to the opponent at the spot of the foul.**

SECTION 4. PENALTY KICKS

1. Penalty kicks will be taken from the half court line with all other players behind midcourt. No players may cross midcourt.
2. Any player of the offended team currently on the field at the time of the penalty may take the penalty kick.
3. The ball shall be kicked while it is stationary on the ground at the spot specified by the official.
4. The procedure of a penalty kick is as follows:
 - a. After the players have taken positions in accordance with this rule, the
 - b. referee signals for the penalty kick to be taken.
 - c. The player taking the penalty kick must kick the ball forward.
 - d. They must not play the ball again.
 - e. The results of a penalty kick are as follows:
 - i. If the ball fully crosses the goal line:
 1. a goal is awarded, and play will be restarted with a kickoff.
 - ii. If the ball does not fully cross the goal line (hits the post, goes out of play etc.)
 1. The ball is whistled dead, and a goal kick is awarded.

SECTION 5. FOULS

1. Penalties will be assessed by the officials against any player committing a foul or an act of misconduct. A kick will be awarded for any offense to the offended team at the spot of the foul. Fouls and acts of misconduct include:
 - a. Spitting, Kicking, and Striking: A player shall not spit, kick, strike, attempt to kick or strike, or jump at an opponent. A player shall not trip, or attempt to trip, an opponent.
 - b. Handling: A player shall be penalized for deliberately handling, carrying, striking, or propelling the ball with a hand or arm.
 - c. Holding and Pushing: A player shall not hold or push an opponent with the hands or arms extended from the body.
 - d. Charging: A player shall be penalized for charging an opponent in a dangerous or reckless manner or using excessive force.
 - e. Obstruction: Obstruction is a deliberate act of a player, not in possession of the ball and/or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.
 - f. Dangerous Play: A player shall not participate in dangerous play, which is any act an official considers likely to cause injury to any player.
 - g. Slide Tackling / Sliding: Slide tackling/ sliding, which is defined as any player leaving his/her feet and leading with his/her feet to play the ball. Sliding is not permitted in this league as it is a player safety issue. Contact does not need to occur for slide tackling to be illegal.
 - i. If the referee deems that a slide endangers more than just the player who initiated the slide, that player will be ejected from the match.
 1. This can include but is not limited to, teammates, opponents, spectators and staff.
 - ii. If the referee deems that a slide endangers just the player who initiated the slide, they will be cautioned (yellow card) that player for that action.

SECTION 6. MISCONDUCT

1. A player shall be cautioned for:
 - a. Entering or leaving the field of play, except through normal course of play, without the permission of an official.
 - b. Persistent infringement of any of the rules of the game.
 - c. Objecting to any decision given by an official.
 - d. Unsporting conduct, including, but not limited to:
 - i. Unnecessary delay
 - ii. Holding a shirt, short, etc. of an opponent
 - iii. Deliberate verbal tactics
 - iv. Encroachment
 - v. Deliberate handball to stop an attack
 - vi. Deliberate tactical foul

- vii. An unsuccessful attempt to deny an opponent an obvious goal-scoring opportunity by a foul.
- 2. A player shall be disqualified for:
 - a. Slide Tackling.
 - b. Taunting.
 - c. Excessive celebration.
 - d. Exhibiting violent conduct.
 - e. Committing serious foul play:
 - i. A player anywhere on the court who illegally and deliberately handles a ball to prevent it from going into the goal.
 - ii. A successful attempt to deny an opponent to an obvious goal-scoring opportunity by a foul.
 - f. Spitting at another person.
 - g. Leaving the team area to enter the playing area where a fight is taking place, unless summoned by an official.