

## TOP TEN THINGS TO KNOW ABOUT INTRAMURAL INDOOR SOCCER

1. A regulation team consists of 5 players, with 2 males and 2 females and the goalkeeper may be either gender. All coed teams must have at least one male player, but not more than 2, on the court (not including the goal keeper).
2. If a team is not present and ready to play by the scheduled game time (scorecard completed, legal equipment, proper colors, minimum number of players on the court) the team ready for play shall begin the game with penalty kick at the time the opposing team becomes ready for play. Once the penalty kick has been taken (made or missed), the team taking the penalty kick will also be awarded the ball for the kickoff to begin play in BOTH halves.
3. Teams are required to wear matching color jerseys or T-shirts. The HOME team must wear White, and the VISITOR team must wear dark. The goalkeeper shall wear a jersey that is a different color from all other players. Teams may NOT wear Neon Green shirts (the referees wear Neon Green). Jerseys may not be tied in a manner that creates any type of knot.
4. All games will consist of two 15-minute halves, with a 5-minute half-time. The clock will run continuously except for a team or a referee time-out. No overtime will be played for games tied at the end of regulation during pool play.
5. Free substitutions - During the game, players and goalies may be substituted on an unlimited basis at any time during the contest. Goalies can only be substituted in dead ball situations. The player being substituted must be within six (6) feet of the bench before the substitute may enter the game. Neither the player entering the game nor the player exiting the game may participate while both are on the field.
6. The goalkeeper has five (5) seconds to release the ball after each possession. The goalkeeper may not punt or drop kick the ball. The goalkeeper may not play the ball with his/her hands if the ball has been passed back by a teammate. If the goalkeeper plays the ball outside the arc and brings it back into the arc, he/she may not pick it up.
7. A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air. A goal cannot be scored directly from a kick-in.
8. A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored. A goal may be scored directly from a goal kick, but only against the opposing team.
9. A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored. A goal may be scored directly from a corner kick, but only against the opposing team.
10. All pool play games that are tied at the end of regulation will be final. During the championship game only, one single 5-minute sudden death overtime period will be played to determine the winner. A coin toss will be conducted using the same method as to start the regulation game. All other playoff games will go to a "penalty shot tie-breaker" directly after the end of regulation.

# INTRAMURAL INDOOR SOCCER PLAYING RULES

## General Information

- 1) **The team captain and all players are responsible for all information contained in the Playing Rules, the Intramural Eligibility, Policies, and Guidelines webpage, and the Indoor Soccer Event webpage.**
- 2) Participants must have a valid photo ID with them at all times.
- 3) Intramural Indoor Soccer will be governed by FIFA Futsal rules and any modifications outlined in this document.
- 4) Players should be signed in, shown photo ID, warmed up, and ready to play prior to the scheduled game time.
- 5) Each team shall designate to the referee a team captain(s) for the contest. The captain is required to sign the scorecard at the end of each game verifying the final score and that all participating players have checked in.

## Teams and Players

- 1) All players are required to bring a valid photo ID to all Intramural Indoor Soccer games.
- 2) All teams are COED only!
- 3) A regulation team consists of 5 players, with 2 males and 2 females and the goalkeeper may be either gender. All coed teams must have at least one male player, but not more than 2, on the court (not including the goal keeper).
  - a) The minimum number of players required to start a match is 4. Players arriving late may join the match at any time after properly checking in with the staff.
  - b) If injuries reduce a team to 3 players or less, the game may continue at the referees' discretion.
  - c) A team reduced to 3 players or less via player ejections will automatically forfeit.

## No Show

- 1) If a team is not present and ready to play by the scheduled game time (scorecard completed, legal equipment, proper colors, minimum number of players on the court) the team ready for play shall begin the game with penalty kick at the time the opposing team becomes ready for play. Once the penalty kick has been taken (made or missed), the team taking the penalty kick will also be awarded the ball for the kickoff to begin play in BOTH halves.
- 2) If neither team is ready the game shall begin when both teams become ready with no penalty kick. The clock will start at the original game time so the first half will be less than 15 minutes – no extra time will be added.
- 3) At the 5-minute mark the game shall be declared a no show and the score recorded as 2-0.
- 4) **If a team has one no show, they become ineligible for the playoffs. The team may be completely removed** from the league unless they communicate to the Intramural Office in Gregory Gym that they intend to play their remaining games. Send an email to [utrs.intramural@austin.utexas.edu](mailto:utrs.intramural@austin.utexas.edu) explaining why the team no-showed and that it plans to continue playing.

## Equipment and Uniforms

- 1) Teams are required to wear matching color jerseys or T-shirts. The HOME team must wear White, and the VISITOR team must wear dark. The goalkeeper shall wear a jersey that is a different color from all other players. Teams may NOT wear Neon Green shirts (the referees wear Neon Green). Jerseys may not be tied in a manner that creates any type of knot.
- 2) Only athletic type soccer, running, court, or indoor soccer flat shoes are allowed. All players must wear athletic shoes. No sandals, boots, five fingered footwear or bare feet.

- 3) All players must be dressed in appropriate athletic apparel – shorts, sweats, t-shirts, with no exposed metal.
- 4) Baseball style hats, bandannas, and sunglasses are not permitted. No other headwear with knots or dangerous materials is allowed.
  - a) **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the Intramural Coordinator may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely to come off during play. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Participants must receive approval for headwear from the Intramural Coordinator prior to participating.
- 5) Players may not wear casts/splints under any circumstances and all pads/braces must be below the waist. Players who wear a knee brace with exposed metal or metal hinges are required to cover it.
- 6) Players may wear covered knee braces, kneepads, gloves, and headbands.
- 7) Players may not wear any exposed jewelry of any type.
  - a) **Medical Alert and Medical Treatment Religious Medals** – Medical-alert and medical treatment religious medals are not considered jewelry. Religious medals must be taped and worn under the uniform. Medical-alert medals must be taped and may be visible. The wearing of a religious medal must be approved by the Intramural Coordinator prior to participating in any contest.
  - b) **Special Event Wristbands** – If participating in a special event, which requires a participant to wear a wristband (ex. OU or ACL wristbands), it is the PLAYER'S responsibility to provide an acceptable method to cover the wristband. Acceptable methods are limited ONLY to the following: Sweat bands or athletic tape, which will **NOT** be provided by the Intramural staff.
- 8) If a player is bleeding, or if any of their clothing is stained with blood, they must be removed from the contest until an Intramural Staff member clears them to play.
- 9) All equipment is subject of approval to Intramural Staff on duty.

### **Timing**

- 1) All games will consist of two 15-minute halves, with a 5-minute half-time.
- 2) The clock will run continuously except for a team or a referee time-out.
- 3) No overtime will be played for games tied at the end of regulation during pool play.
- 4) Each team will be allowed (1) one minute time-out per half.
- 5) A time-out can be called at any DEAD BALL situation by the team in possession.
- 6) If a player calls a time-out after they have already used their time-out for the half, a yellow card will be issued to the player calling the time out.

### **Starting the Game and Second Half**

- 1) A coin toss will be held to determine who will kick off in the first half.
- 2) Prior to kickoff, all players should be in their defensive half of the field and the defending team must remain ten feet from the ball until it is kicked.
- 3) The kicker may kick the ball in any direction. The ball is in play when it is kicked and clearly moves.
- 4) A goal cannot be scored directly from a kickoff.
- 5) The kicker cannot touch the ball again until it has been touched by another player, otherwise, an indirect free kick will be awarded to the opposing team.
- 6) To begin the second half, teams will change ends. The team that did not kick off in the first half will take the kick-off to begin the second half.

## **Substitutions**

- 1) Free substitutions - During the game, players and goalies may be substituted on an unlimited basis at any time during the contest.
- 2) Goalies can only be substituted in dead ball situations
- 3) The player being substituted must be within six (6) feet of the bench before the substitute may enter the game.
- 4) Neither the player entering the game nor the player exiting the game may participate while both are on the field.
- 5) Guaranteed substitutions - The restart of play will be delayed to allow the completion of substitutions after the following occasions:
  - a) After a goal has been scored
  - b) After a penalty kick has been awarded
  - c) During an injury time-out
  - d) During a team time-out
  - e) At an unusual stoppage of play with acknowledgment by the referee
- 6) No substitutions (free or guaranteed) will be allowed in overtime play, except in the event of an injury.
- 7) No guaranteed substitutions will be allowed in the final two (2) minutes of a half, except for a team time out, an official time out, or in the event of an injury.
- 8) If the referee stops play for an injured player, he/she must be substituted, unless the player is injured as the result of a physical offence for which the opponent is cautioned or sent off.
- 9) Bleeding players may not re-enter the game until cleared by the Intramural Staff.
- 10) Failure to follow substitution procedures may result in an indirect free kick for the opposing team and may warrant a caution if deliberate or persistent.

## **Scoring**

- 1) A goal is scored when the entire ball has passed over the goal line, between the goal posts, and under the crossbar.
- 2) All goals scored will count as one point.
- 3) A goalkeeper may not directly throw the ball into an opponent's goal. If this occurs, a goal kick will be awarded.
- 4) All own goals count as one point.

## **Playing Field**

- 1) The playing field will be rectangular and marked with lines. These lines make up the boundaries of the playing area. The two longer boundary lines are touch lines and shorter lines are goal lines.
- 2) Any object suspended above the playing field (i.e. basketball goals and supports, nets, or the ceiling) will be out of play.

## **Ball In and Out of Play**

- 1) The ball will be out of play:
  - a) If it has wholly crossed the goal line or touch line whether on the ground or in the air.
  - b) Play has been stopped by the referee.
  - c) When the ball strikes any object suspended above the playing area (i.e. basketball goals and supports, nets, or the roof). Play will be restarted with an indirect free kick for the opponents of the team that last touched the ball, directly below the point of contact with the roof or supports.
  - d) When a goal is scored.

- 2) The ball is considered in play at all other times, including when it rebounds off the crossbar and remains in the field of play or it strikes a referee who is in the field of play.

### **Goalkeepers**

- 1) The goalkeeper has five (5) seconds to release the ball after each possession.
- 2) The goalkeeper may not punt or drop kick the ball.
- 3) The goalkeeper may not play the ball with his/her hands if the ball has been passed back by a teammate.
- 4) If the goalkeeper plays the ball outside the arc and brings it back into the arc, he/she may not pick it up.
- 5) When facing a one-on-one with an attacking player, the goalkeeper may not dive forwards in an attempt to save the ball as this is deemed dangerous play with the hard surface. The goalkeeper may dive side to side or backwards in an attempt to save the ball, but not forwards.

### **The Kick-In**

- 1) A kick-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air.
- 2) A goal cannot be scored directly from a kick-in.
- 3) At the moment of kicking the ball, the kicker:
  - a) must be standing
  - b) kicks the ball, which must be stationary, on the ground at a distance no greater than 1yd from where the ball exited the field of play.
  - c) delivers the ball within four (4) seconds of being ready to do so
- 4) All opponents must stand no less than two (2) yards from the point at which the kick-in is taken
- 5) After kicking the ball, the kicker must not touch the ball again until it has touched another player
- 6) If, when a kick-in is taken, an opponent is closer to the ball than the required distance, the kick-in is retaken by the same team unless there is an advantage that can be applied for the kicking team.

### **Goal Kicks**

- 1) A goal kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the attacking team, and a goal is not scored.
- 2) A goal may be scored directly from a goal kick, but only against the opposing team
- 3) Procedure:
  - a) The ball is kicked from any point within the goal area by a player of the defending team
  - b) Opponents remain outside the penalty area until the ball is in play
  - c) The kicker must not play the ball again until it has touched another player
  - d) The ball is in play when it is kicked directly out of the penalty area
  - e) If the ball is not kicked directly out of the penalty area from a goal kick the kick is retaken

### **Corner Kicks**

- 1) A corner kick is awarded when the whole of the ball passes over the goal line, either on the ground or in the air, having last touched a player of the defending team, and a goal is not scored
- 2) A goal may be scored directly from a corner kick, but only against the opposing team
- 3) Procedure
  - a) The ball must be placed on the corner (intersection of the touchline and goal line) nearest to the point where the ball crossed the goal line
  - b) Opponents must remain at least 3yds. from the corner (intersection of the touchline and goal line) until the ball is in play
  - c) The ball must be kicked by a player of the attacking team

- d) The ball is in play when it is kicked and clearly moves
- e) The kicker must not play the ball again until it has touched another player
- f) If the kicker touches the ball again (other than with his hands), an indirect kick is awarded to the opposing team where it was touched.

### **Direct Free Kicks**

- 1) All direct free kicks occur at the place where the infringement occurred, except:
  - a) When a player commits a direct free kick offense off the field, the direct kick restart occurs on the boundary line nearest to where the offense occurred.
  - b) When a direct free kick offense is committed by the defending team inside their own penalty arc or on the penalty arc line, a penalty kick is awarded.
- 2) Infringements that result in direct free kicks include:
  - a) Kicking or attempting to kick an opponent
  - b) Pushing an opponent
  - c) Tripping or attempting to trip an opponent
  - d) Charging an opponent
  - e) Striking or attempting to strike an opponent
  - f) Holding an opponent
  - g) Spitting at any person
  - h) Jumping at an opponent
  - i) Deliberately handling the ball
  - j) A goalkeeper diving forward for a ball, making contact with an opponent
  - k) Deliberately kicking the ball at a player in a reckless manner or with excessive force
  - l) Slide tackling an opponent, making contact with the opponent
  - m) Interference with active play by a substitute on the bench who is not in the process of properly entering the game
- 3) If a player commits an offense inside the field of play against a teammate, substitute, substituted player, match official, staff member, or referee, play is restarted with a direct free kick or penalty kick.

### **Indirect Kicks**

- 1) All indirect free kicks occur at the place where the infringement occurred, except:
  - a) When a player commits an indirect free kick offense off the field, the indirect kick restart occurs on the boundary line nearest to where the offense occurred.
  - b) When an indirect kick offense occurs within five (5) yards of the portion of the goal line between the goal posts of the opponent's goal, the position of the kick must be moved such that it is five (5) yards from all parts of this line.
- 2) An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:
  - a) Controls the ball with his hands for more than five (5) seconds before releasing it from his possession
  - b) Touches the ball again with his hands after he has released it from his possession and before it has touched another player
  - c) Touches the ball with his hands after it has been deliberately kicked to him by a teammate
  - d) Touches the ball with his hands after he has received it directly from a kick-in taken by a teammate
- 3) An indirect free kick is also awarded to the opposing team if, in the opinion of the referee, a player:
  - a) Plays in a dangerous manner, especially including attempting a slide tackle against an opponent that does not involve any contact
  - b) Impedes the progress of an opponent without contact

- c) Prevents the goalkeeper from releasing the ball from his hands
  - d) Commits any other offence, not previously mentioned, for which play is stopped to caution or send off a player
- 4) An indirect free kick is awarded against the offending team if a substitution infraction occurs during play.
- 5) An indirect free kick is awarded when the ball strikes any object suspended above the playing area.

### **Penalty Kicks**

- 1) A penalty kick is awarded against a team that commits one of the offenses for which a direct free kick is awarded inside its own penalty area and while the ball is in play.
- 2) A goal may be scored directly from a penalty kick.
- 3) Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of any extra periods.
- 4) Procedure:
- a) The ball is placed on the penalty mark.
  - b) The player taking the kick must be properly identified.
  - c) The goalkeeper must remain on his goal line facing the kicker between the goal posts until the ball is kicked.
  - d) All other players must be located behind the designated line.
  - e) The player taking the penalty kick must kick the ball forward.
  - f) He must not play the ball again until it has touched another player.
  - g) The ball is in play when it is kicked and moves forward.

### **Misconduct**

- 1) A player will be cautioned (yellow carded) as a result of any of the following offenses:
- a) A player exhibits unsporting behavior or unsportsmanlike conduct, including but not limited to:
    - i. Committing a reckless foul or deliberate slide tackle.
    - ii. Deliberate pushing, tripping, holding, or other tactical intentional fouls.
    - iii. Shirt pulling and other similar tactics.
    - iv. Deliberate handling designed to break up an attack.
    - v. Making inappropriate and distracting gestures or noises during a penalty kick.
    - vi. Hanging on or pulling on the goal or crossbar to gain an advantage.
    - vii. Celebrating a goal excessively, especially including removing the shirt, covering the face with a mask, choreographed and excessive celebrations, or climbing on surrounding property.
  - b) Dissent by word or action.
  - c) Persistent infringement of the laws.
  - d) Delaying the restart of play.
  - e) Failing to respect the proper distance required on a free kick, corner kick, or kick-in.
  - f) Entering or leaving the playing area when disallowed (including overtime), or deliberately/repeatedly commits a substitution infraction.
  - g) Calling a second timeout in one half after a team has already used their one allotted timeout.
- 2) A player will be ejected from the game (red carded) as a result of any of the following offenses:
- a) Violent conduct or serious foul play.
  - b) Foul or abusive language.
  - c) Spitting at any person.
  - d) Intentional handling of the ball to deny an obvious goal, except a goalkeeper in his penalty area.
  - e) Denying an obvious goal-scoring opportunity by committing an offense punishable by a free kick.
  - f) Receiving a second caution in one game, or a second caution during one playoff season.

- 3) **Any team receiving four (4) card offenses will forfeit the game and is immediately suspended from play until cleared by the Intramural Council.**

## **PLAYOFFS TIE BREAKER PROCEDURE**

During the championship game only, one single 5-minute sudden death overtime period will be played to determine the winner. A coin toss will be conducted using the same method as to start the regulation game. All other playoff games will go to a "penalty shot tie-breaker" directly after the end of regulation outlined below:

- 1) If the score is tied after the overtime period, the winner will be determined by a "penalty shot tie-breaker" as follows:
  - a) The Home team will call the coin toss to determine which team will shoot first.
  - b) The winner of the toss may elect to kick first or last.
  - c) Each team will select four players to take the penalty shots. Only players playing in the overtime period are eligible to take penalty shots in the tiebreaker.
  - d) The goalie may be selected as one of the four kickers in the tiebreaker.
  - e) Teams will alternate male-female.
  - f) TEAMS MUST HAVE 4 PLAYERS SIGNED IN AND BE ABLE TO ALTERNATE GENDER IN ORDER TO PARTICIPATE IN PENALTY SHOTS.
  - g) The team shooting first will select the first kicker.
  - h) Each team will alternate through the first series of four kickers. The team scoring the most goals in the shoot-out will be declared the winner.
  - i) If the score is still tied after each team has taken four shots, the order will repeat from one through four in a sudden death format until the winner is declared.
  - j) An Intramural Staff member must be present for all tiebreak procedures.