CO-ED INDOOR SOCCER RULES

All intramural participants are responsible for their own medical expenses. Any student unsure of his/her physical condition should check with his/her family physician or the University's Health Center before participating in intramurals. The officiating will be done by student workers who are in absolute control of the game. Teams are responsible for keeping their own spectators under control. Misconduct of spectators, players, or coaches can result in assessment of a foul, ejection, or forfeiture of the game. The student workers shall have the power to make decisions on any matters or questions not specifically covered in the rules.

FORFEIT TIME IS THE SCHEDULED STARTING TIME

At the beginning of the game, a coin is tossed to determine ends and possession. The team winning the toss may choose either the end they will defend OR may choose to begin with possession of the ball. Ends and possession will alternate each half.

1. Players and Substitutes

- 1.1 Roster limit is 8. A team consists of six players (including a keeper), but may start with four (4) players. A team must have four players on the court at all times. A team must have at least two women and two men on the roster.
- 1.2 Team requirement There must be at least two women or two men on the court at all times (the keeper may count as one of these).
- 1.3 In order to receive a forfeit win, a team must have its line up on the score sheet and four players on the floor.
- 1.4 Substitutes can enter the game only during penalty kicks, direct kicks, indirect kicks or after a goal is scored. Illegal substitutions result in an indirect for the opposing team.
- 1.5 Teams must wear shirts of the same color. Pinnies will be provided if needed.
- 1.6 All players must wear non marking rubber soled athletic shoes.
- 1.7 Jewelry, chains, rings or earrings may not be worn during intramural indoor coccer games. The penalty is an indirect kick from the point of infraction.
- 1.8 Varsity rune is in effect. No more than two varsity men and two varsity women (4 total) per team roster. Only three varsity players (two men/one woman or one man/two women) may play on the court at the same time.

2. Court Markings

2.1 The officials will inform the team managers about the official lines on a particular court.

3. Length of Game and Timing

- 3.1 Two 12 minute halves of continuous time. Clock stops for official's time-outs only (e.g. for injuries or retrieving the soccer ball).
- 3.2 3-minute intermission between halves.
- 3.3 Overtime: No overtime during regular season. Games stay tied.
- 3.4 Overtime, playoffs only One (1) five minute overtime with the team who scores the most goals in overtime being declared the winner. If a winner is not declared after

the first overtime, the second overtime will be a five minute sudden victory overtime. If no winner is declared after the second overtime, the third overtime will consist of best of 5 penalty kicks (taken by 5 different kickers (3 women/2 men or 2 women/3 men).

3.5 Championship games are the same length as regular season games.

4. Start of play

- 4.1 The ball is put in play by a place-kick (kicking the ball while it is stationary on the floor) taken from by center forward at the start of the game, the start of the second half, and after each goal.
- 4.2 After a goal is scored, the team scored against shall have the kickoff.
- 4.3 A goal cannot be scored directly from the kickoff.
- 4.4 The ball mayu not be kicked on goal until it has been played by another player.

5. Direct Kicks

- 5.1 Hand ball
- 5.2 Tripping, charging, holding, slide tackling or pushing an opponent.
- 5.3 Goal keeper handling the ball outside the area (defined by officials).
- 5.4 All direct kicks in the penalty area result in a penalty kick (defined by officials).

6. Indirect Kicks

- 6.1 Charging opponent.
- 6.2 Attempting to play the ball when it is in possession of the goalie.
- 6.3 Touching the ball a second time before another player touches it after a direct kick, indirect kick, throw in and corner kick.
- 6.4 A goal keeper carrying the ball more than four (4) steps within the penalty area without bouncing it.
- 6.5 If goal keeper delays getting rid of the ball.
- 6.6 Unsportsmanlike conduct.

7. Penalty Kick

7.1 Any violation of rules that ordinarily requires the awarding of a direct kick as long as the violation committed by the defender was within the penalty area.