

# Intramural Sports Indoor

## Soccer Rules

### I. Team Size

- A team will consist of 6 players on the court. There shall be no limit to the number of eligible players on a roster. Teams must have at least 5 players present to begin play.

### II. Eligibility

- Only players listed on the official roster are eligible to participate on a football team. All players must meet the eligibility requirements of the UC San Diego Intramural Sports Office. Additions and subtractions to official team roster must be made prior to that team's third league game. No changes to rosters will be accepted after that time.
- If one or both teams do not have 6 players present and ready at 5 minutes after game time, a non-roster player may participate upon approval from the opposing team captain, and may only play one game for any particular team. The referee must be notified concerning the participation of a non-roster player.
- AN INDIVIDUAL MAY PLAY ON ONLY ONE TEAM
  - By playing two or more games for a particular team, an individual has committed themselves to that particular team.
- No more than 3 members of the current UC San Diego Mens or Women's ICA soccer team, or the first or second UC San Diego Club Team, are eligible to compete for an intramural indoor soccer team.
  - Anyone who has played one game for the aforementioned teams is considered to be an intercollegiate team member
- Any team using players who have intercollegiate team experience must play in a league at the highest level of competition

### III. Equipment

- Shoes must be worn by all participants
  - No black-soled shoes or boots will be allowed.
  - The referee and/or Sports Assistant on duty will have sole discretion on the legality of all footwear, as well as any other article of apparel that is potentially dangerous to other players
- Officials will provide a synthetic indoor soccer ball.

### IV. Starting Time

- Starting times for all games will be given on league schedules published by the IM office. Games postponed due to inclement weather will be rescheduled by mutual agreement of team captains involved, with the consent of the IM Director.
- A 5-minute forfeit time will be in effect for any team or teams that are not present and ready to play according to Sec-1. Captains should report early to games so they will have time to fill out their game roster on the scoresheet.

### V. Game Time

- There shall be two 20-minute halves with running time, with a 5-minute rest period between halves.

## **VI. Overtime**

- There will be no overtime periods during the regular season.
- Tie games in the playoffs will be decided by a penalty shoot-out.
  - Alternately, the five members of each team who were on the court at the end of regulation play will attempt a penalty shot
  - The team with the most goals after the shoot-out will be declared the winner.
  - If the score is still tied after the shoot-out, the two goalies will participate in the shoot-out against each other.
  - If the score is tied after the kick-off, the teams will start over in a sudden death shoot-out
- Championship games that end in ties will be decided by having two sudden death 5-minute overtime periods. If game is still tied, games will go into a shoot-out

## **VII. Time Outs**

- Each team will be allowed one 30 sec. time-out per half.
- Timeouts may be taken by any player on the court while their team is in possession of a free kick or their goalkeeper has possession of the ball.
- Play will resume after 30 seconds with the free kick or indirect free kick Only team members on the field may call a time out. Timeouts will not carry over to any overtime period

## **VIII. Scoring**

- All goals will be worth 1 point
- A goal is scored when the whole ball has passed over the goal-line, between the side corners, and under the top corner provided it has not been thrown, carried, Or propelled by a hand or arm.

## **IX. Coin Toss**

- The winner of the coin toss at the beginning of the game shall choose whether to start on offense or defense or which goal to defend.
- For the second half, the teams will automatically change direction and the team who did not start on offense the first half will begin the second half with the ball.

## **X. Substitutions**

- Substitutions will only be allowed after a goal is scored and during team timeouts
  - The player substituting must wait until the player leaving is entirely off the court
  - Both teams may substitute at these times
- Substitution of goalie on penalty shots will not be allowed
- Illegal substitutions will result in an indirect free kick for the opposing team at mid-court
- Teams playing with more than six players on the court will be penalized by a two minute penalty, to be served by a player on the court

## **XI. Putting the Ball in Play**

- The ball can be played forward or backward for the ball to be in play, and the initial kicker cannot retouch the ball until another player (either team) has touched the ball.
- Defending players must be five yards away from the kickoff point when play is started and restarted (after a goal).
- A goal cannot be scored directly from a kick off.

## **XII. Drop Ball**

- If the game is temporarily suspended, the game will be restarted by the referee dropping the ball where it was when play was suspended
- No player may touch the ball until it has touched the ground

- In any event that play is stopped while the ball is in the penalty arch, the ball will be dropped at the nearest point outside the penalty arch

### **XIII. Ball in and Out of Play**

- The ball is out of play when it strikes any part of the ceiling, supports, or basketball standards.
  - The ball will be put back in play by the opposing team with an indirect kick at the spot of the contact (or outside the penalty arch if contact was above that area)
- The ball is in play at all other times from the start of the game to the finish. The referee is considered to be in play.
- In the event of a supposed infringement of the rules, until a decision is given, PLAY ON!

### **XIV. Free Kicks**

- Free kicks can be categorized into two categories:
  - Direct: from which a goal can be scored
  - Indirect: from which a goal can be scored only if the ball has been played or touched by any player other than the kicker before it passes the goal line
- When a player is taking a free-kick outside his own penalty arch, all of the opposing players shall be at least five yards from the ball, unless they are standing on their own goal-line between the goal posts.
- The ball shall be in play when it has traveled the distance of its own circumference.
- Free kicks may be taken without a signal by the referee, but the kicking team renounces the advantage of the placement of defensive players five yards from the kicking point
- When a player is taking a free kick from within his own penalty arch, all opposing players must be outside the penalty arch and at least five yards away from the ball.
  - The ball shall not be in play until it goes out of the penalty arch (goalkeeper cannot receive ball directly)
  - If the ball is not kicked directly into play outside the arch, the kick shall be retaken.
- In the case of both direct and indirect free-kicks, the referee will mark off the five yard distance if requested by the kicking team. Play will then be restarted by the referee.
  - If the defending team persist in not placing themselves at the required distance, this shall be deemed unsportsmanlike conduct and handled by the referee awarding a yellow or red card.

### **XV. Goalie Handling of the Ball**

- The goalkeeper may ONLY throw the ball or set the ball down and kick it from the ground.
- The goalkeeper will not be allowed to throw the ball past mid-court, unless the ball contacts either the wall, the ground, or another player.
  - If the goalkeeper commits a half-court pass violation, the opposing team will be awarded an indirect free kick from the offending goalkeeper's orange line.
- Once the ball has been dropped to the ground the ball cannot be picked up again by the goalkeeper until the ball is touched by another player outside of the penalty arch
- On any occasion when a player deliberately kicks the ball to their own goalkeeper, the goalkeeper is not permitted to touch the ball with his hands.
- The goalkeeper must distribute the ball to another player within five seconds of having received the ball
  - Possession shall be defined as control with hand or foot.
- The goalkeeper may not handle the ball within the penalty arch if they gained possession of the ball outside the arch.

### **XVI. Penalty Shoot Out**

- A penalty shootout will be awarded should a defensive player commit a foul punishable by a direct kick inside the penalty arch

- Penalty shootouts will also be awarded if a defensive player intentionally commits, from behind, a foul punishable by a direct kick which prevents an attacking player from a reasonable scoring opportunity
- The penalized player shall serve the appropriate time penalty
- The ball will be placed at the center of the orange line nearest to the attacking goal
- All other players, except the kicker and the opposing goalkeeper, must be behind the center line and at least five yards from the ball until the ball is kicked by the shooting player
- A whistle from the referee will signal the start of the shootout
- Once the ball contacts either the wall or the goalkeeper it will be in play and all normal rules apply
- The goalkeeper must assume a position with his/her heels on the goal-line and may not move until the ball has been played
- The shooter must continually move the ball towards the goal
- If any defender infringes upon rules, the kick shall be retaken if the goal is not scored
- If an attacker other than the kicker infringes, and a goal is scored, the kick shall be retaken

## **XVII. Unsportsmanlike Conduct**

- Actions that are potentially dangerous to the participants of the game and/or conduct that is detrimental to the purpose of intramural sports will not be tolerated. No players may physically intimidate or verbally abuse student officials. Violations of this nature will be considered unsportsmanlike conduct and at the discretion of the official, may result in a 12-yard penalty, removal from the contest or both.
- Two unsportsmanlike conduct penalties assessed on an individual will automatically remove him from the contest.
- Fighting--any acts of aggressive physical violence will not be tolerated. This includes throwing a punch, kicking an individual or any other aggressive acts. Any player guilty of such an action immediately before, during, or after an intramural contest shall be expelled from further participation in intramural sports for the duration of one year.