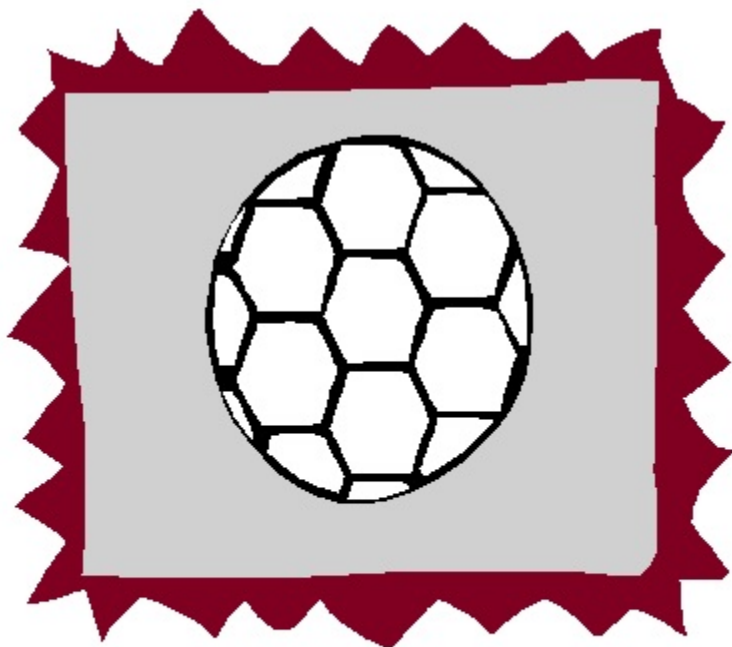




Intramural Rulebook

Indoor Soccer



League Play Rules

Indoor Soccer Rules

1. Team Captains
 - A. Team captains are responsible for picking up their team's schedule and notifying their teammates of the upcoming games.
 - B. Team captains are responsible for informing their teammates of all intramural sports governing rules and policies.
 - C. Only the team captain may address an official on matters of rule interpretations or to obtain essential information.
 - D. Team captains are responsible for their team and fans behavior before, during and after their game.
 - E. Team captains are responsible for any equipment given to them, such as team jerseys and team balls. (Team captains will be charged for the missing items.)
2. Players
 - A. Players may play for only one team. Switching from one team to another is illegal. This will result in immediate suspension from play.
 - B. A team consists of 6 players, including the goalkeeper. A minimum of 5 players is needed to start and end the game. A team dropping under 5 players for any reason will forfeit the contest.
 - C. Free substitution may occur on an unlimited basis, provided the player being substituted for is completely off the playing court and is in no way interfering with the play before the replacement enters.
 - D. Maximum number of players per roster is 10.
3. Eligibility
 - A. All K-State students, faculty and staff are eligible to play intramural sports. Maximum club soccer players allowed per team is two. Faculty/staff must have a Recreational Services membership.
 - B. Alumni and outside visitors are not eligible to participate.
 - C. No ID, no play! All participants must present their K-State ID to the intramural staff on duty in order to be eligible to play.
4. Equipment
 - A. Recreational Services will provide the game indoor soccer balls.
 - B. All participants must wear proper athletic attire to participate. This includes proper non-marking court shoes, shorts/pants and t-shirts. No shorts or pants containing belt loops or metal will be allowed. Black sole shoes that scuff the floor, multi-cleated turf shoes, plastic soled shoes, boots, hiking boots and sandals will not be allowed. Players may not play bare-footed.
 - C. Jewelry is not allowed. Participants may not cover up jewelry with tape, band-aids or other such items. Exceptions: Medical alert bracelets are allowed to worn if taped to the body with clear tape. Religious medallions may be worn if taped to the chest and covered by a shirt.
 - D. Participants may not wear hats, caps or bandanas with exposed knots. Headbands may be worn provided that they do not contain a knot. Hair control devices (Scrunchies, etc.) may be worn as long as they do not contain hard plastic or metal.

- E. No cast or splints (hard or soft) are permitted. Braces made of hard material must be covered with at least one-half inch of padding for safety reasons.
 - F. Shin guards are required. Shin guards are available for purchase in the Recreational Services Administrative offices during business hours or at the service area. However, it is recommended that players bring their own shin guards. All shin guards must be covered by stockings or socks.
 - G. Numbered jerseys will be provided for each team. Participants must wear t-shirts underneath the intramural jersey while participating. Teams may wear their own numbered jerseys provided they meet intramural program policies in regards to being inoffensive and in good taste.
 - H. The goalkeeper must wear a jersey of a different color from those of both teams. Recreational Services will provide a scrimmage vest for goalies if needed.
 - I. Any equipment judged by the officials or intramural supervisors to be dangerous or injurious to other participants will be illegal to wear.
 - J. Eye glasses must be securely attached.
5. Game Time
- A. Players must check in with their K-State ID card at the scorer's table before the game.
 - B. Forfeit time is five minutes after the scheduled game time. Teams failing to have the minimum required number of players 5 minutes after the scheduled game time will forfeit the contest.
 - C. There will be two 20-minute halves with a 5-minute half time; the clock will run continuously until the end of the game.
 - D. There is no injury time added to the end of each half. The game clock will stop for any injury that the referee deems necessary.
 - E. If a game is tied, the winner will be determined by alternating penalty kicks. Teams must use the same goalie that ended regulation. If there is another set of penalty kicks, teams must change kickers. All players including bench players must be used before the first player comes back up to take a second kick. For further explanation see Rule 14: Tiebreaker.
 - F. Mercy Rule: If any of the following exist the team ahead will be declared the winner of the contest and the game will be stopped.
 - 1). A Team is up by 5 goals with 5 minutes or less remaining in the 2nd half
 - 2). A Team us up by 15 goals with 10 minutes or less remaining in the 2nd half.
 - G. Each team will receive one 60 second timeout per half. Timeouts may only be granted when the ball is not in play.
6. Method of Scoring
- A. A goal is scored when the entire ball passes legally and completely beyond the goal line between the goal posts and under the cross bar.
 - B. If a defending player other than the goal keeper intentionally stops the

- ball with his/her hands or arms to prevent a goal from scoring, then the goal is awarded and no penalty kick is awarded. The player will be issued a yellow card and sit out 2 minutes in the penalty box. (See Rule 15 Unsportsmanlike Conduct)
 - C. A goal may be scored during play from a penalty kick, corner kick or drop ball.
7. Start of Play
- A. At the referee's signal, the game shall be started by a player taking a place kick at mid-court. The only requirement is that the ball has to move one full circumference before being played by another player. It may be kicked forward or backward. All players shall be on their team's half of the field and all players of the team opposing that of the kicker shall be at least 10 feet from the ball until it has been kicked. A goal may not be scored directly from the place kick. The initial player starting play with the kick may not touch the ball until it has been touched by another player. (Penalty: Indirect Kick at spot of foul)
 - B. After a goal is scored, the team scored against shall restart play by a kickoff.
 - C. The teams will alternate the kickoff, defended goals and team benches at half time.
 - D. Restarts: All teams must put the ball in play after an awarded kick within 5 seconds from the referee's signal or the opponents will be awarded an indirect kick. Result = loss of possession and indirect kick for opponents.
8. Substitutions
- A. There will be free substitution but a player can only enter the field when the player he/she is replacing is completely off the field/court.
 - B. Substitutions will take place at the respective benches.
 - C. The new player must stand off the court between their respective bench lines and the wall. The first violation of this receives a verbal warning, the second time an indirect free kick is awarded from the spot at midfield nearest the ball, and the third violation will call for a yellow card being given to the player entering the field/court.
 - D. The goalkeeper may play out of the goal area at any point in time. They must return to the goal area before using their hands. Any substitution for the goalkeeper will follow the normal substitution procedures except that the new goalkeeper must clearly have a jersey that differentiates him/her as a goalkeeper.
9. Ball In and Out of Play
- A. There is no offside during K-State indoor soccer.
 - B. The ball is in play at all times unless:
 - the ball becomes lodged behind the goal.
 - the ball contacts any structures on the ceiling, upper track, or basketball goals of the gym.
 - the ball crosses the touch line on the team bench/scorers side of the court (ball will be put in play by a indirect kick at the spot closest to where the ball went out of play by the opponent's of the last team to

touch the ball), the opposite side of the court will not have a touch line and the wall will be in play.

10. The Goalkeeper

- A. The goalkeeper may use his/her hands in the penalty area.
- B. The goalkeeper may leave the penalty area, but he/she must play as a field player.
- C. The goalkeeper may NOT punt the ball. The goalkeeper must place the ball down and kick it or throw the ball. The goalkeeper cannot throw or kick the ball past midfield without any player contacting the ball after a handling possession. Result: indirect kick from the point where the ball crossed mid-court.
- D. The keeper has 6 seconds to distribute the ball. Result: direct kick from mid-court.
- E. If the goalkeeper uses his/her hands out of the penalty area, an indirect free kick will be awarded.
- F. Once the goalkeeper has gained possession of the ball with his/her hands and releases it, he/she cannot pick it up again with his/her hands until it has been touched or played by an opponent or has been played by a teammate.
- G. If a member of his/her team passes the ball back to the goalkeeper, the goalkeeper cannot play the ball with his/her hands.
- H. The referee shall remove without caution any player who intentionally charges and contacts the goalkeeper. Warnings will be issued to players dangerously charging but not contacting the goalkeeper. Goalkeepers shall have unrestricted movement in the penalty arc area. Any obstruction of the goalie in the penalty arc area, intentional or not, shall result in a goal kick. Goalkeepers may not maliciously cause contact with any other player (Penalty is a card of the referee's discretion)

11. Fouls and Misconduct:

A. Indirect Free Kicks

- 1) An indirect free kick will be awarded for all fouls and misconduct outside the penalty area on the court.
- 2) A goal cannot be scored from an indirect free kick unless a player other than the kicker has played the ball before it passes over the goal line.
- 3) Under no circumstances may the original kicker play the ball twice in a row on an indirect kick before another player has touched the ball.
- 4) When an indirect free kick is being taken:
 - a) No player of the opposing side may be within 10 feet of the ball until it is kicked, unless he/she is standing on his/her own goal line between the goal posts.
 - b) The ball must be stationary when the kick is taken.
 - c) In the case of a free kick being awarded to the defending side in the penalty area, the ball must be kicked out of the area

before it can be touched for a second time.

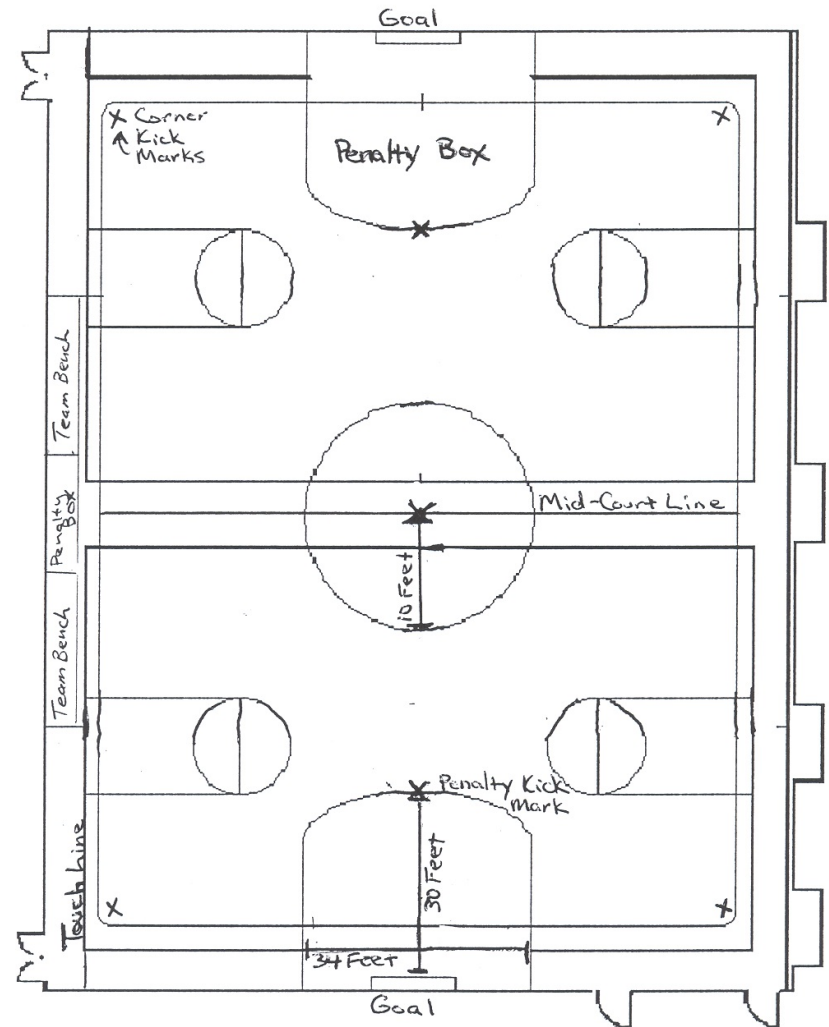
- 5) An indirect free kick is awarded against a player who intentionally:
 - a) Kicks, trips, pushes, strikes or attempts to strike an opponent.
 - b) Jumps at an opponent.
 - c) Charges an opponent in a violent or dangerous manner or charges an opponent from behind.
 - d) Holds an opponent with his/her hands or any part of his/her arm.
 - e) A hand ball offense.
 - f) Playing in a manner considered by the referees to be dangerous.
 - g) Charging fairly (i.e. with the shoulder) when the ball is not within a yard of the players concerned, and definitely not trying to play the ball.
 - h) Intentionally obstructing an opponent when not within playing distance of the ball..
 - I.) Having too many players on the field at the same time.
 - j.) Being guilty of unsportsmanlike conduct. This includes shouting at an opposing player or referee to insult him or distract his/her attention.
 - k.) A double possession by the goaltender. If the goaltender were to drop the ball into play and then use his/her hands to secure it again.
 - l.) The goaltender handling a ball after a pass was played to him/her intentionally, by a teammate from below the passer's knee.
- B. Direct Free Kicks
 - 1) A direct free kick will be awarded for all fouls that occur within the penalty area on the court.
 - 2) When a direct free kick is being taken:
 - a) The ball will be taken to the closest point on the penalty area from the spot of the foul for the direct free kick.
 - b) No player of the opposing side may be within 10 feet of the ball until it is kicked, unless he/she is standing on his/her own goal line between the goal posts.
 - c) The ball must be stationary when the kick is taken.
 - d) The person taking the kick may not touch the ball a second time until it has touched another player or the goal post.
- C. **There is absolutely no slide tackling! Result is a red card and player ejection and a penalty kick for the offended team.**
- D. A player (except the goalkeeper) may not play the ball while in a prone position. In the referee's opinion, this may be considered dangerous play and penalized as such. Dangerous plays can result in player disqualification or a caution.
- E. Yellow cards (Cautions) are issued to players and coaches for the following:

- 1) Entering the field/court of play illegally.
 - 2) Persistent Infringement of the rules of the game.
 - 3) Verbal objection or action indicating dissent toward an official.
 - 4) Use of vulgar or profane language
 - 5) Unsportsmanlike conduct (Official's Discretion)
 - 6) Failure to have covered shin guards
 - 7) Handball violation in penalty box
 - 8) Faking an injury or simulating a foul
 - 9) Kicking or throwing the ball away on a free kick to stall time
- F. Red cards are issued to players and coaches for the following:
- 1) Unsportsmanlike Behavior (Official's Discretion)
 - 2) Slide Tackle
 - 3) Violent Conduct or Serious Foul Play
 - 4) Persists in Misconduct after receiving a caution
 - 5) Profanity directed at officials
 - 6) Flagrant disregard for the rules and player safety
- G. Profanity will not be tolerated and can result in a yellow card. Profanity directed at officials will result in a red card and disqualification.
12. Goal and Corner Kicks
- A. A goal kick is taken by a member of the defensive team when the ball goes out of bounds – by hitting the ceiling, the raised baskets, etc. behind the penalty mark last touched by the offense.
- 1) The ball is placed on the ground from any point in the goal area.
 - 2) The ball must be kicked beyond the penalty area, or the kick will be retaken.
 - 3) The goal kick is an indirect kick.
- B. A corner kick is taken by a member of the attacking team when the ball goes out of bounds after being touched last by the defending team in their half of the court – by hitting the ceiling, the raised baskets, etc.
- 1) A corner kick is taken from the red X, located at the corners of the playing area (corners of the basketball courts), and is indirect.
 - 2) The ball is in play when it is kicked and moved.
 - 3) The kicker may not play the ball until another person has touched it.
 - 4) If the ball hits the wall and rebounds toward the kicker, he/she still cannot play it until another player has touched it.
- C. A ball that last contacts the defensive team before going out of bounds – by hitting the ceiling, the raised baskets, etc while in the offensive team's back-court shall be put in play by an indirect kick closest to the spot of where the ball left play before striking a raised basket, ceiling, etc.
13. Penalty Kicks
- A. A foul that is normally punished by an indirect or direct free kick committed in the penalty area will result in a penalty kick.
 - B. Penalty kicks are taken from the penalty spot.
 - C. The opposing goalkeeper must stand on the goal line and may move

- laterally along the line, but may not move toward the ball until it is touched.
- D. The player taking the kick must kick the ball forward and may only kick the ball once. If the ball rebounds from the goaltender's body, the player can kick the ball again. If the ball rebounds from the goal post or crossbar, the player may not touch the ball again until another player does.
 - E. All other players shall be within the field of play but outside the penalty area and behind the penalty spot until the ball is kicked.
 - F. Violation by either kicker, goalkeeper or other team members shall follow FIFA's outdoor soccer rules.
14. Tiebreaker
- A. The referee shall designate the goal at which both teams will shoot.
 - B. The referee will conduct a coin toss and the winner of the coin toss shall shoot first.
 - C. All players, other than the player taking the shot and the defending goalkeeper, shall remain on the other half of the court. The opposing goalkeeper may remain outside the penalty area to prevent delay in the tiebreaker.
 - D. Both teams will attempt three shots in alternating order.
 - E. If, at any time, a team obtains a two goal advantage, the tie-breaker is over and the winner is declared.
 - F. If, after both teams have attempted three shots, neither has an advantage, the tie-breaker continues alternating one player at a time (including goalies) until both teams have taken an equal number of shots and one team has scored when the other team has not. All players, including bench players, must attempt a shot prior to a player attempting any second shot during the tie-breaker.
 - G. A player attempting the shot has five seconds to kick the ball after the signal from the referee. The player may only kick the ball once during an attempt.
 - H. Players sent off during the match or currently serving time for a penalty are not eligible to participate in the tiebreaker.
 - I. Any eligible player may change places with their team's goalkeeper at any point during the tiebreaker.
14. Unsportsmanlike Conduct
- A. Two-minute penalties will be given for all unsportsmanlike conduct and flagrant/violent fouls.
 - B. A team penalized may not substitute for the player until the entire 2-minute penalty is served or the opposing team scores a goal. Any field/court player may serve time for fouls committed by the goalkeeper. Teams will play shorthanded until the opponent's score a goal or the penalty time expires. There shall be no more than two players in the penalty box for one team at a given time. If a team commits a two-minute penalty and they already have two players in the penalty box, the penalty will be delayed until an opening exists in the penalty box. If a goal is scored with two players from the same

team in the box, the player with the fewest seconds remaining may return to the court. If a goal is scored by the team playing short-handed, the penalty time remains, but no players may return to the court.

- C. Any player receiving a yellow card will automatically receive a 2-minute penalty, and his/her team will play shorthanded during the two minute penalty time.
 - D. Any player receiving a red card is ejected from the contest and tournament, and his/her team will play shorthanded for the remainder of the game.
15. Sportsmanship
- A. Participating in intramural sports is not a right. It is a privilege. Therefore, the intramural sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
 - B. Two yellow cards on the same player will result in that player's disqualification from the game. Any two red cards by the same team during the match results in forfeiture of the game.
 - C. Any player that is ejected for any reason must come in to speak to the Assistant Director of Intramurals before they are eligible to further participate in intramural contests.
16. Discipline
- A. Ejected participants must leave the facility (sight and sound) within 2 minutes of the ejection. Failure to do so will result in forfeiture of the game.
 - B. Ejected players are immediately suspended from the Peters Recreation Complex for the duration of the day.
 - C. A team member, ejected from a contest, may not participate (including watching intramural games) until he/she meets with the Assistant Director of Intramurals. It is the responsibility of the ejected player to schedule the reinstatement meeting.
 - D. Based on the ejected player's actions, further disciplinary procedures may be taken.
 - E. If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so and declare a winner.
17. Protest
- A. A team captain may only protest before or during the game – not after. The team may only protest a rule interpretation and NOT an official's judgment call. A timeout must be utilized in order to protest, and a team may get the timeout back if the protest is upheld. The protest must occur immediately after the incident in question.
 - B. A protest must be filed with the intramural supervisor on duty.
 - C. Protest based on eligibility must be filed the Intramural Staff as soon as possible and will be handled on a case by case basis.



Revised 3/31/09