

Indoor Soccer Rules

General Intramural Indoor Soccer Rules

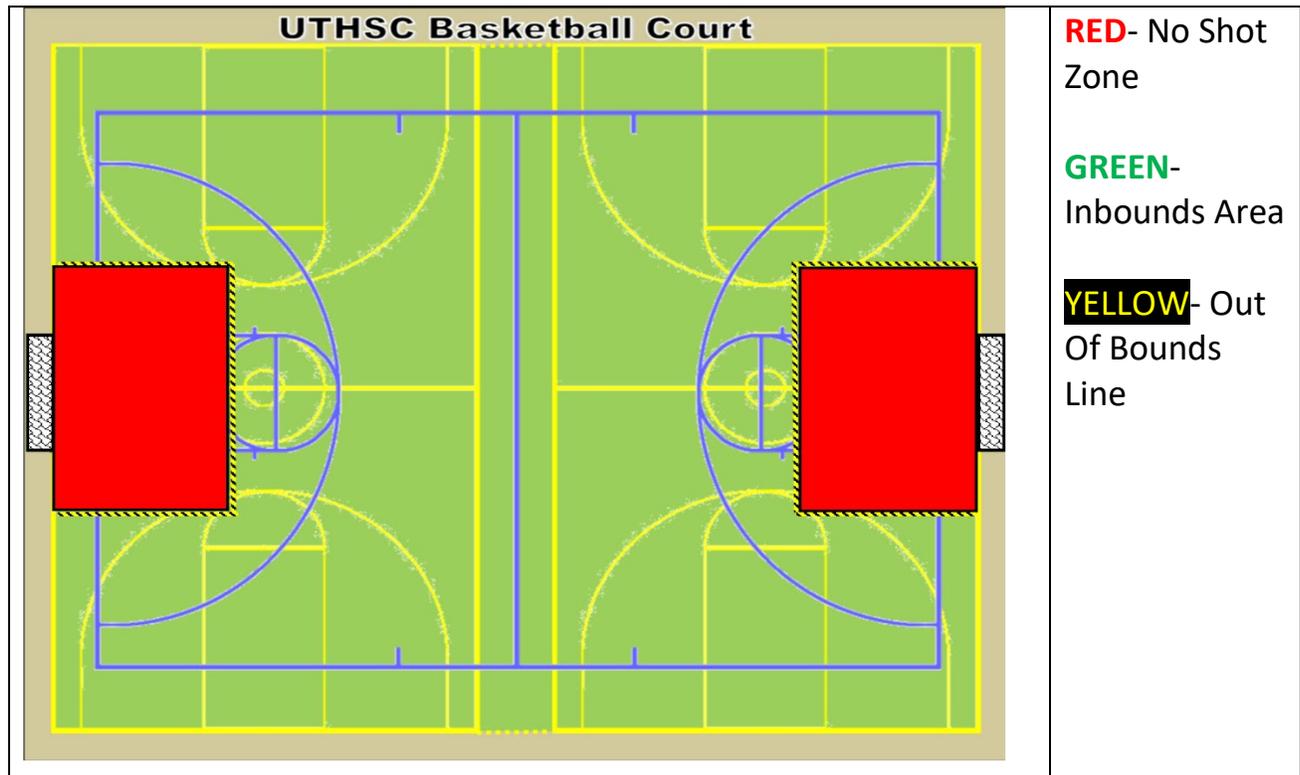
- Current NFSHA (High School) rules are in effect with the exceptions outlined below.
- Participants may only play on one men's/women's team and one co-rec team.
- A team may have at most 2 Non-UT Fitness Center Members per team
- All players must check in with their UT ID prior to playing.
- Players arriving after game-time may be added during regular season ONLY**

Field of Play:

The game will be played in the basketball gym. Any area inside the outermost "Yellow" lines will be considered **Inbounds**. All areas outside of the outermost "Yellow" lines will be considered **Out Of Bounds**. Also, the ceiling and any structure attached to the ceiling will be considered **Out Of Bounds**. Balls off the ceiling or its structures will result in a midfield kick from where it was last touched. All balls that travel out of bounds through the "Touch Line" or "Sideline" will result in a "Kick In" from that spot. All balls that travel out of bounds through the "Goal Line" will result into a corner kick or goal kick.

*****ZONES*****

*****Goal Keepers Are Allowed, Bigger Goals TO PROMOTE SCORING*****



Players:

There will be six (6) players total (5 players, 1 goalkeeper) on the court per team to start the game. A team may begin the game with four (4) players. If game time is reached and a team has four (4) players the game will begin. All players are required to show up ten minutes prior to game time. Substitutes are allowed at any time; however, the incoming sub may not touch the ball until the outgoing player leaves the court. Players are encouraged to wear protective shin guards and must wear non-marking shoes.

Delay of Game Penalty: If one of the teams fails to have the required number of players ready for play at game time, the scorekeeper will begin the game clock, and within each 5-minute mark, the team that has the required number of players will be awarded points as follow:

<i>Time elapsed</i>	<i>Goals awarded*</i>
0 to 5 minutes	5 goals
5 to 10 minutes	10 goals

***Only If Other Team Wants The Goals**

Game Length:

The game will be two (15 minute) halves of continuous time. The clock will stop only for injuries and time-outs. Each Team is rewarded 1 Time-Out per half, none in Overtime. Overtime will be (1) 3 minute period, if tied, shootout. **"NO GOLDEN GOAL"** The shootout tries will be 3 Feet Behind The 3-Point Line" line on the same side as your team's goal. The format for a shootout will be as follows: 3 v 3, if tied, 1 v 1 until we have a winner.

Shooting/ Scoring:

A goal can only be scored on the opposite team's defensive zone and outside of the **"No Shot Zone"**. Offensive players can play the ball within this zone, but can not score a goal. If any offensive players in the no shot zone touch the ball last before it ends in the goal, the goal will not count and a goal kick will be awarded to the other team. Goals can be scored from of a deflection off a defensive player regardless of where the ball was last touched by the offense.

Any kick traveling more than half the length of the court without being touched by another player before entering the goal will result in a goal kick for the defensive team.

After a score the defending team will have 10 seconds to put the ball into play with a goal kick.

Mercy Rule: The game will be over if any team is ahead by 12 goals at the end of the first period or anytime during the second half of the game.

Passes/ Goal Kicks:

A goal kick is to be played within the goal box. Goal kicks must be received by the offensive teammate on the same side of the midfield line as the goal from where it is being played. If offensive player does not touch the goal kick before crossing midfield line the defensive player may make a play on the ball. If the defense does not make a play on the goal kick after crossing midfield line, then the play will become dead and result in a midfield kick for the team that did not kick the goal kick. Defensive players must allow a 5-yard radius from the initial point of the goal kick and any kick in.

Fouls/ Penalties:

Pushing, tripping, dangerous play, and other rough play fouls (which are listed below) as judged by the officials will result in a direct kick/indirect kick from the spot of foul unless in the penalty area and may provoke the issuance of a yellow card. Checking will result in a **two-minute penalty** and the issuance of a yellow card or red card depending the intent of foul (official's judgment on issuance of red card). The team of the player that was issued the card will play one man down until the two-minute penalty time is over. Repeated fouling will result in the issuance of a red card and a disqualification. Penalties will be served in the penalty box next to the timekeeper. The timekeeper will notify the offender when the penalty time has been served. Any fouls inside the penalty area will result in a penalty kick. Penalty area is defined as inside three point arc of the basketball court extended to the baseline. Penalty kicks will be placed 3 feet outside of the 3-point line. **No sliding, slide tackling or slide blocking into an opposing player this will result in an automatic ejection of that player from the game and he/she cannot be replaced.**

Direct Kick- Awarded when penalty is called on the team's scoring side of the court. Goals can be scored from a direct kick that is kicked directly into goal.

Indirect Kick- Awarded when the penalty is called on the team's defensive side of the court. Goals cannot be scored from an indirect kick. Must touch another player before entering the goal.

Free Kicks procedures:

- o Defensive Wall: At least 5 yards away until the ball is in play
- o Ball in Play: After it has traveled the distance of its own circumference
- o Time Limit: Kick must be taken within 10 seconds
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

Kick-in procedures:

- To be taken in place of the throw-in.
- The ball is placed on the touch line before kicking.
- The kicker's foot not kicking the ball must be outside or at least on the touchline

- The kick-in must be taken within 4 seconds
- The kicker cannot play the ball a second time until it has been played by another player
- Players on opposing team must be at least 5 yards away from point of kick-in.
- A goal cannot be scored directly from a kick-in.

Direct/Indirect free kick penalties:

(All penalties here can result in ejection depending on the degree of infraction)

- kicking or attempting to kick an opponent
- tripping an opponent
- charging an opponent in a violent or dangerous manner
- charging an opponent from behind
- striking, attempting to strike, or spitting at an opponent (**IMMEDIATE EJECTION**)
- holding an opponent
- pushing an opponent
- charging an opponent with shoulder (i.e., shoulder charge)
- Attempting a slide-tackle (**IMMEDIATE EJECTION**)
- hand balls (unless touched in the "No Touch Zone", goal or goal kick will be awarded)

GAME RESCHEDULING:

**** IF YOUR TEAM FORFIETS, YOUR TEAM WILL NOT BE ELIGIBLE FOR PLAYOFFS****

If a team cannot make a scheduled game they have the following options:

Forfeits - If a team fails to contact the IM Coordinator by 2pm the day of the game and fails to field a team, they will no longer be eligible for playoffs.

Defaults - If a team contacts the IM Coordinator that they cannot field a team by 2pm the day of their game, that team will avoid a Forfeit and take a Default loss, but still remain eligible for playoffs.

Rescheduling - If more than 48 hours' notice is given, the IM Staff will attempt to reschedule the game. If it cannot be rescheduled, the team will be notified and given the option to default the game if they cannot field a team.

SPORTSMANSHIP RATING

The Intramural Sports Program is committed to providing a safe, fair and enjoyable environment during IM contests. Unsportsmanlike behavior occasionally causes games to become unenjoyable, unfair and, in some cases, unsafe. In an effort to maintain the proper playing environment for IM games, the Sportsmanship Rating System has been established and will be in effect for regular season and playoff games in basketball. Awards will be given to the team with the highest rating.

GENERAL RATING SYSTEM CRITERIA:

(4) Four: Perfect Game

Players from the team go above-and-beyond to display perfect sportsmanship and respect for their opponent. Lending assistance in circumstances they are not required. A (4) rating is not to be associated as a common rating, but a rare occurrence that definitely stands out.

(3) Three: Average Sportsmanship and Conduct (“Normal game”; teams begin at this level)

Couple complaints-questioning some calls/Cooperate with Staff/Reasonable and Rational Conversations/Captain exhibits control over team/Respect is Shown/One team or individual warning given-no infractions/Defaulted game

(2) Two: Fair Sportsmanship and Conduct

Not cooperative with staff-captain exhibited little to no control over team/Repeated complaints, questioning of calls/Unsportsmanlike conduct penalty in SB, VB, FFB, DB, Yellow card in Soc/Technical or Intentional Foul in BB/Captain’s called-Sportsmanship talk given during game to individual or team(s) after One warning given/Forfeited game

(1) One: Poor Sportsmanship and Conduct

Captain is unresponsive and uncooperative with staff/Continued complaining-questioning calls after sportsmanship warning and/or penalties given/Flagrant foul in BB/Physical contact in an aggressive or threatening manner, Red Card in Soccer (ex: pushing, kicking, head butting, excessively swinging elbows)

are considered actions for immediate ejection/Ejection(s)/Intimidation, taunting, threatening staff or participants/Improper use of ID card-using another member's ID card to participate.

(0) Zero: Unacceptable Sportsmanship and Conduct

Team has no regard for opponents, staff, or authority/Conduct is unacceptable of all IM and University expectations, principles and policies/Alcohol-drug-harassment-bias violations/Fighting-an attempt to fight whether contact was made or not/Bench clearings *All players on a team receiving a zero may be subject to probation or suspended INDEFINITELY. There is zero tolerance on fighting or alcohol, drug, harassment, or bias violations.

2. METHOD OF RATING: The officials will rate each team in each contest on a sportsmanship basis. The supervisor can also assist in the rating. The rating will be noted on the score sheet. Teams are not to question the officials about the ratings. Teams can check their ratings at the IM Office. (SAC 312)

3. PLAYOFFS

For a team to be eligible for the playoffs, they must have an average sportsmanship rating of 2.5 or higher. Teams failing to meet this mark must have their Captain meet with the IM Coordinator to determine their playoff eligibility.

TEAM NAME POLICY

The Intramural Department reserves the right to prohibit or alter any team names including but not limited to names deemed inappropriate, discriminatory, sexually explicit, derogatory, degrading in nature, or not within the spirit of good sportsmanship. We are committed to assuring that our program is free from discriminatory, inappropriate, and disrespectful conduct and communication. This is a direct reflection of the entire team, please use good judgment. Must have their Captain meet with the IM Coordinator to determine their playoff eligibility.