

UNIVERSITY OF TENNESSEE

Intramural Sports



CHANGES FROM LAST YEAR ARE HIGHLIGHTED IN **YELLOW**
INDOOR SOCCER RULES HANDOUT

ELIGIBILITY RULES

1. You must have a University of Tennessee ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly RecSports for a period of time determined by the Intramural Program Coordinator.

THE GAME

1. Game time is forfeit time. Any team that forfeits will not be eligible for playoffs.
2. **Team:** A team should have six (6) players. A team may have no less than five (5) players to start and/or continue a match. Goalies must wear a jersey that is not the same color as his/her teammates.
3. **Substitution:** Unlimited substitution is allowed during the match at any time. Substitutes must enter the field from the same door as the player leaving, and may do so before the player is completely off the court. Goalkeepers may only be changed during a dead ball with the consent of a referee. Any violation of this rule, will result in a yellow card
4. **Captains:** Teams are reminded that the only spokesman for the team is the captain. Any other player speaking without an official's permission will be penalized consistent with FIFA regulations (caution or send-off).
5. **Shoes and Shin Guards:** Participants are required to wear gym shoes or indoor soccer shoes while participating in Intramural Soccer. Shin guards are suggested for all players and cleats are not allowed.

6. **Ball:** Intramural Sports will provide all game and warm up balls. No outdoor balls are to be used.
7. **Equipment:** The Intramural Manager will furnish Jerseys, goals, balls, and nets. Each team captain will check out equipment for his team by presentation of his/her I.D. card to the supervisor who, in turn, will be responsible for the equipment being returned to the Intramural Manager.

PLAYING REGULATIONS

1. **Rules:** FIFA Laws of the Match govern all aspects of the match unless otherwise noted on this form.
2. **Match Time:** Matches will consist of two (2) fifteen (15) minute halves and a three (3) minute half-time.
3. **Mercy Rule:** The match will be called if there is a five (5) goal difference in the last five (5) minutes of the match.
4. **Offsides:** Offsides will **not** be called.
5. **Goal Keepers:** Keepers are not allowed to punt or drop kick the ball in any way. Once possession is gained by the keeper, he or she must put the ball into play within six (6) seconds. To put the ball in play the keeper must throw the ball or put it on the ground and play it. The ball **MUST MAKE CONTACT WITH SOMETHING** (another player, the wall, etc...) before crossing the half line.
6. **Slide Tackling:** Slide tackling is **not** allowed. A slide tackle will result in a yellow card.
7. **Playoff Matches:** If a match is tied at the end of regulation play, there will be one five (5) minute overtime period (sudden death). If neither team has scored, the match will be decided through penalty kicks. The only players eligible for these kicks are the five players on the court at the end of the match, including the keeper. Kicks will be conducted in a one on one penalty shot style format. The shooter has five (5) seconds from the officials whistle to shoot. The ball is dead after the shot, no rebounds are allowed. If no winner is determined after all shooters (including the keeper) have taken their shots, kicks will continue in a one for one format until a winner is decided.

FOULS: The following is a list of fouls that will result in direct or indirect kicks:

A **DIRECT FREE KICK** is awarded to the opposing team if a player commits any of the following six offences in a manner considered by the referee to be careless, reckless or using excessive force:

1. Kicks or attempts to kick an opponent.
2. Trips or attempts to trip an opponent.
3. Jumps at an opponent.

4. Charges an opponent.
5. Strikes or attempts to strike an opponent.
6. Pushes an opponent.

A direct free kick is also awarded to the opposing team if a player commits any of the following four offences: A direct free kick is taken from where the offense occurred

1. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
2. Holds an opponent.
3. Spits at an opponent.
4. Handles the ball deliberately (except for the goalkeeper within his own penalty area).

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:

1. Takes more than six seconds while controlling the ball with his hands before releasing it from his possession.
2. Touches the ball again with his hands after it has been released from his possession and has not touched any other player.
3. Touches the ball with his hands after it has been deliberately kicked to him by a teammate. The keeper may pick the ball up with his hands after being played by a teammate intentionally if it is played on his defensive half of the field.

An **INDIRECT FREE KICK** is awarded to the opposing team if a player, in the opinion of the referee: The indirect free kick is taken from where the offense occurred.

1. Plays in a dangerous manner
2. Impedes the progress of an opponent
3. Prevents the goalkeeper from releasing the ball from his hands
4. Commits any other offence, not previously mentioned, for which play is stopped to caution or dismiss a player

SPECIAL POINTS OF EMPHASIS

1. Free kicks - all players of the opposing team will be the appropriate distance (fifteen (15) feet or five yards) away from the ball until the ball is kicked. Any disobedience of this rule will result in a caution (yellow card).
2. Goal kicks must make contact with something (player, wall, floor, etc...) before crossing the half line.
3. Netting above the walls and basketball goals are in play.
4. A player shall be **shown a yellow card and cautioned** for:
 - Persistently committing fouls.
 - Showing dissent from a decision of the referee.
 - Unsporting behavior
 - Any player cautioned and shown a yellow card shall be required to leave the playing field. The offending team will be able to replace this player and will not play down a man.
5. A player shall be **shown a red card and ejected from the game** for:
 - Violent conduct or serious foul play.
 - Using foul or abusive language to either another player or the referee.
 - A second yellow card offense.
 - Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.
 - A player sent off and shown the red card cannot be replaced by a substitute (team will play down one man for the remainder of the match).
 - Exception: soft red.

CO-REC RULES

1. A team consists of 6 (six) players, 3 males and 3 females. Teams must have a minimum of five (5) players (3 males and 2 females or 2 males and 3 females) in order to start and finish a contest.
2. Players may play any position on the court.
3. If a female player scores a goal during regulation play, a penalty kick, or a direct shot, the goal will count as 2 (two) goals.
4. Penalty shots may be attempted by any member of the offended team provided that member is the same gender as the player fouled.

5. During the shoot out of an overtime game: Female shooter must have a female goalie. Male shooter: can be male or female (Defensive choice). Female goals scored during the shoot out of an overtime game will only count as 1 (one) goal. The only players eligible for these kicks are the six players on the field at the end of the game, including the goalie. After four (4) players from Team A and four (4) players from Team B have taken a shot at the goal, the team with the most goals scored will be declared the winner. If a tie still exists, a sudden death procedure will be used. In the sudden death, any 4 players can be used.
6. For penalty kicks that occur during the course of regular play, the defense is not required to switch goalies to match gender. However, they are permitted to if they wish. The replacement goalie must remain in goal until the next opportunity for a legal substitution arises.

IndoorSocRules.....3/09