



## INTRAMURAL INDOOR SOCCER RULES AND REGULATIONS

*INTRAMURAL SOCCER WILL BE PLAYED UNDER NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATION RULES, WITH THE FOLLOWING EXCEPTIONS AND/OR AMENDMENTS*

### TEAM CAPTAIN S MEETING

- Attendance at the team captain s meeting is MANDATORY. Any team not represented at this meeting will not be included in the league, unless the captain is able to come to the University Recreation Office and listen to an audio tape of the captain s meeting.

### SCHEDULES

- Schedules can be picked up immediately after the captain s meeting or after listening to the audio tape during office hours (7:45 a.m. — 4:30 p.m.) at the University Recreation Office.

### GENERAL PROCEDURES

1. All intramural participants must be registered with the UW-EC, and have a roster on hand with the University Recreation Department, or is a faculty/staff member affiliated with UW-EC.
2. All team sports will follow an unlimited roster policy. New players can come to the competition and be added to your roster as long as they have their UWEC Blugold I.D.
3. To be eligible for the playoffs, a player must have played at least one regular season game for that team.
4. The regular season of all competitive leagues will be followed by a single elimination playoff tournament when time permits.
5. Abusive, derogatory, and demeaning comments & gestures will NOT be tolerated in Intramural Sports. Violators will face suspension or expulsion from the program. Serious incidents or repeated abuses will be subject to sanctions under the UWEC Code of Conduct.

### GAME RULES

1. The game shall be played between two teams of five players. Each team must have four players present to start or continue the game, or it will be forfeited. In Co-Rec play there is a gender difference of one (1) that can be either male or female and the four (4) attackers must comprise of two (2) males and two (2) females and the goalie can be either male or female. If the game is played with less than the minimum amount of players, it will be declared default. If no game is played at all, it will be declared a forfeit.
2. At the beginning of the game one player is designated as goalie and only he/she may use his/her hands or arms to play the ball, provided he/she remains in his/her penalty area. The goalie shall wear colors, which distinguish him/her from other players. The goalkeeper, when in possession of the ball, may not carry the ball more than four steps while holding, bouncing, or throwing the ball in the air and catching it again, without releasing it so that is played by another player. **The goalie can NOT punt or drop-kick the ball.**
3. Any player except the goalie can NOT play the ball with his/her hands or arms, except when making a throw-in.
4. Substitutions may be made on the fly except for the goalie.
5. Substitutions can be made during time-outs. (Example to replace an injured player)
6. The game shall consist of two (2) periods of 20 minutes each, with 5 minutes between periods. The clock will be stopped only when a goal is scored, and all whistles by the referee within the last two minutes. Each team will be granted two time-outs per half, they will NOT carry over to the next half or overtime.

7. At the time of the kick off, the defending team must remain at least ten (10) yards from the ball until it has been kicked.
8. Games tied at the end of regulation play will be decided by a five-minute sudden death overtime period. If no goal is scored by the end of the five minute overtime period, five players from each team will be designated to attempt penalty kicks, the team with the most successful tries wins. If the score is tied after 5 on 5 penalty kicks then we will proceed to sudden death penalty kicks, where one player from each team kicks until one scores and the other team does NOT. **SCORING: If a female player scores during a Co-Rec game it will result in only 1 point being scored for the team.**
9. **Direct Free Kick** A direct free kick is one from which a goal can be scored directly from the kick against the offending team.
10. **Indirect Free Kick** An indirect free kick is one from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal.
11. A **penalty kick** is awarded for any infringement of the rules by the defending team within the penalty area, which is penalized by a direct free kick. The foul must be deliberate.
12. Goalkeepers have five seconds to release the ball after recovering from making a save with their hands. If the goalkeeper maintains possession of the ball longer than five seconds, an indirect free kick shall be awarded from the nearest corner spot.

### SPECIAL CONSIDERATIONS

1. Walls — If play becomes potentially dangerous along the walls, the official will stop play, move the ball away from the wall and restart the game with an indirect kick. It is illegal to use two hands on the wall to gain advantage from another player, obstruction (indirect kick) will be called.
2. A dangerous charge along the wall will result in a automatic caution (yellow card / 5-minute penalty).
3. A violent charge will result in an ejection (red card) official s discretion.

### THREE LINE VIOLATION

1. A goalie pass or throw can NOT carry over all three lines without being touched by another player regardless of whether the ball is on the court or in the air. **THE PENALTY:** Indirect free kick at the nearest point the ball carried over the first line. **EXCEPTION:** Any team playing shorthanded due to penalty shall not be penalized if the ball carries over three lines, but is not in the air. However, at no time may a goalkeeper throw, punt, drop kick over three lines in the air.

### MISCONDUCT

1. Caution (yellow cards) shall be issued for the following and any decision made by the officials
    - Persistently infringing upon any rules of the game
    - Dissent by word or action to decisions by the officials
    - Unsportsmanlike behavior
  2. Players will be ejected (red cards) from the game (without replacement) for .
    - Violent conduct or serious foul play
    - Foul or abusive language
    - Persisting in misconduct after receiving a caution
- Yellow and Red card violations will result in 5 minute penalty or ejection and a direct free kick from the point of infraction for the opponent.
  - Teams that have a player ejected will play short-handed for the remainder of the game



## POINTS TO REMEMBER

1. Handling the ball by anyone other than the goalie is illegal. A player cannot use their arm or hand to play the ball. Such a play will result in a **direct kick** at the point of infraction or a penalty kick if in the penalty area.
2. On all kicks, opponents of the kicker must remain at least ten (10) yards from the spot of the kick until the ball is in play, unless they are on their own goal line between the goal posts. The referee shall delay the kick until this rule is complied with.

## SPORTSMANSHIP

1. Team managers are responsible for the eligibility and conduct of all their players. Game umpires are instructed to speak with **team captains only!** The umpire may eject players who choose to ignore this rule.
2. The umpire may forfeit the game if physically or verbally abused by any team member or spectator.
3. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for ejection on a daily report. Once on report, a player must meet with an Intramural Director before being reinstated for competition.

## EQUIPMENT

1. **NO JEWELRY** of any kind is permitted while participating in any Intramural activity. Failure to remove jewelry will result in ejection from the contest. Any exposed piercing must be taped. No hats are allowed.
2. Players must wear shoes or soccer type shoes of any kind, but cleats are NOT allowed.
3. Shorts may be worn with some type of shirt, although it is recommended that sweat or long pants are worn. The Recreation Office will provide colored jerseys.
4. No pockets of any kind may be worn, duct tape will not be allowed to secure pockets closed.

## FORFEITS

1. Captains of any team forfeiting a contest must stop by the UR Office, in person by 4:30 p.m. of the next business day to re-enter their team. Failure to do this will result in the team being dropped from further competition. Any team forfeiting a game will not be eligible for post-season play.
2. Any team forfeiting two games will be automatically dropped from competition. Any team may be charged with a forfeit for unsportsmanlike conduct.

## DEFAULTS

1. A team unable to attend a game may default their contest, if this is done twenty-four (24) hours in advance of the scheduled game time. Sunday games must be defaulted by Friday noon. A default will result in a loss by the defaulting team, and will have no effect on playoff eligibility.

