

Intramural Co-Rec Indoor Soccer Rules

I. TEAM

- a. Captain:
 - i. Team captains are responsible for the actions of their team and their team's fans. It is the team captain's responsibility to ensure that all team members are listed on the roster.
 - ii. Only the team's designated captain is allowed to consult with the officials.
 - iii. Captains should verify the score at the end of every game, and must sign the score sheet to verify the game winner.
- b. Eligibility:
 - i. All players must present a valid Kutztown University ID to the scorekeeper prior to every game. The scorekeepers will hold all ID's until the end of the game. **NO ID, NO PLAY!**
 - ii. All current Kutztown University students, faculty, and staff are eligible to participate in intramural activities.
 - iii. All players must have paid the Intramural Participation Fee and appear on the IM Leagues roster (Please reference the IM Handbook for payment process).
 - iv. Please see Intramural Handbook for policy on Varsity athletes.
- c. Roster:
 - i. A team will consist of six (6) players on the court, including the goalie. The roster may contain up to twelve (12) players.
 1. A minimum of two (2) females must be on the court at all times.
 - ii. A game may start with four (4) players.
 1. Teams can play a "man down" if only one female is present.
 - iii. Players may only play for ONE TEAM within a division.
 1. Players cannot switch teams within a division once they have played in a game.

II. FORFEITS & STARTING GAMES

- a. Game time is start time!!! If a team does not have the minimum number of players (4) at the scheduled game time, a running clock will be started. The team that does not meet the minimum number of players will have ten (10) minutes to field a team. The game clock will start and the following penalties will be enforced during the period:
 - i. Start clock: Team ready for play will be awarded one (1) point.
 - ii. 3 minutes: Team ready for play will be awarded another one (1) point.
 - iii. 6 minutes: Team ready for play will be awarded two (2) more points.
 - iv. 10 minutes: Team ready for play will be awarded two (2) more points and the game will be awarded a forfeit with a final score of 6-0.
 1. **TEAMS MUST BE READY TO PLAY AT THAT TIME!**
 2. If no members of a team are present at the scheduled game time, the game will automatically be ruled a forfeit and no clock will be started.

Intramural Co-Rec Indoor Soccer Rules

- b. Teams should try to notify the Coordinator of Structured Sports of any forfeit by 3pm the day of the game. This allows the Coordinator of Structured Sports time to possibly find a replacement team. If no team is found, the team will forfeit the game and will receive a “B” sportsmanship rating. Forfeits without notice, or after 3pm will result in a “C” sportsmanship rating.

III. ATTIRE & EQUIPMENT

- a. Teams are required to wear shirts of the same color.
 - i. Colors are chosen by the captain when a team is created on IM Leagues.
- b. All players must wear sneakers.
- c. Shin guards are recommended.
- d. Hats are not permitted to be worn during the game.
- e. Participants are **REQUIRED** to remove all jewelry prior to competing. Recreational Services is not responsible for lost or damaged jewelry.
- f. Items of clothing with profanity or deemed inappropriate by Recreational Services will not be tolerated. Players will not be allowed to wear such clothing when participating.
- g. Recreational Services will provide game balls. If both teams agree to use a different ball, it may be used in place of the intramural ball.

IV. GAME LENGTH

- a. A game will consist of two (2) 15-minute halves.
- b. Halftime will be two (2) minutes long.
- c. The game clock will only stop for timeouts (team and official) during the first 28 minutes of the game.
- d. During the last two (2) minutes of the second half, the clock will stop on dead balls (goals, ball out of bounds, penalties, etc.)
- e. Each team is granted one (1) timeout per game. There are no timeouts in overtime.
- f. Mercy Rule:
 - i. If a team is leading by five (5) or more goals with less than five (5) minutes to play in the second half, the mercy rule will be in effect and the game will end.
- g. Tie Games:
 - i. **REGULAR SEASON**
 - 1. All games will end in a tie
 - ii. **PLAYOFFS**
 - 1. A five (5) minute sudden death overtime will be played. If the game is still tied at the end of overtime, a shootout (5 shots) will occur to determine a winner. Teams must use different players for each shot. A coin toss will determine which team will kick first.
 - 2. If the score is still tied, a sudden death shootout will take place.

Intramural Co-Rec Indoor Soccer Rules

V. RULES OF PLAY

- a. Starting the Game
 - i. A coin toss will determine which team begins the game on offense or defense.
- b. During the Game
 - i. Substitutions
 1. There are unlimited substitutions during the game. Subs may enter at any time. When possible, subs should be made when the ball goes out of play, or when play is at the opposite end of the court.
 2. The player leaving the court must leave through the doors on the side of the court that the team is defending before the substitution is permitted on the court.
 - a. A sub entering the court early can result in a penalty for too many players on the court.
 - ii. Kicks
 1. All fouls and penalties will be direct kicks (goals can be scored). There are no indirect penalty kicks.
 - a. Players from the opposing team must be a minimum of three (3) yards from the ball and cannot move until the ball is put in play.
 - b. The offense has five (5) seconds to put the ball in play.
 2. PENALTY KICKS
 - a. Any foul that occurs inside the penalty box will result in a penalty kick from the foul line.
 - i. The goalie will not be able to move from their line until the ball is kicked.
 - b. All other players other than the kicker and goalie must remain outside the 3-point line.
 3. All “corner kicks” must be taken from the corner nearest to where the ball went out of play.
 4. All goal kicks must be taken from the goalie box.
 - iii. Goalkeeper
 1. Will be designated to wear an off-color shirt or pinnie to indicate his/her position.
 2. A goalie is only permitted to use hands to play the ball within the penalty area (labeled on the court by a red box).
 3. A goalie may only distribute the ball by throwing it. No punting! The ball must touch a teammate, floor, or wall BEFORE crossing midcourt.
 4. After making a save the goalie has 5-seconds to release the ball.
 5. Goalies may not use their hands in receiving a throw in or kicked ball from a teammate.

Intramural Co-Rec Indoor Soccer Rules

- a. This will result in an indirect kick from where the goalie picked up the ball.
- iv. Out of Bounds
 1. The following areas are out-of-bounds and will result in a stoppage of play:
 - a. Ceiling, lights, roof, or upper track
 2. Play will resume with an indirect kick for the opposing team at the spot nearest to where the ball left the field of play.
- v. Inadvertent Whistles
 1. In the case of an inadvertent whistle, play will be stopped and restarted from the point of interruption. On all loose balls such as a ball in flight, play will restart from the previous spot.
- c. Fouls & Violations
 - i. There will be no offsides.
 - ii. Slide Tackling:
 1. For safety purposes, slide tackling is not permitted at any time in Intramural Soccer. All players are required to stay on their feet at all times. Goalies may not come out to stop a ball feet first. A yellow card will be given to a player who slide tackles. If a team receives two (2) yellow cards in a game for slide tackling, the opposing team will receive a penalty kick. All of the following will be considered slide tackling:
 - a. Sliding
 - b. Dropping to one or both knees
 - c. Kicking the ball while on the ground
 - d. Any play that the official deems unsafe
 - e. Sliding to save a ball from going out of bounds or into the goal
 - iii. Warnings, yellow, or red cards may be issued for any of the following (but not limited to):
 1. Slide tackling (yellow card for first offense, red card for second offense)
 2. Unsportsmanlike conduct including:
 - a. Language (Possible ejection)
 - b. Arguing with official (Possible ejection)
 - c. Taunting (Possible ejection)
 3. Flagrant or persistent fouls with/without intent to injure (Possible ejection)
 4. Too many players on the field
 5. Delay of game due to conduct/stalling
 6. Intentional hand balls
 - iv. Any accumulation of the following will result in a player being suspended for a minimum of one game:

Intramural Co-Rec Indoor Soccer Rules

1. Two (2) yellow cards in one game (Ejection from the game)
2. One (1) red card in one game (Ejection from the game)
3. Three (3) yellow cards over three (3) game period.

VI. MISCELANEOUS

- a. All participants of Kutztown University Intramurals are expected to treat their opponent, teammates, officials, and Recreational Services employees with the highest level of respect. Unsportsmanlike behavior will not be tolerated and can result in ejection from a game, suspension from a league, or expulsion from Intramurals.
 - i. Unsportsmanlike acts include (but are not limited to):
 1. Taunting
 2. Profanity or obscene gestures
 3. Abusive or obscene language or actions
- b. Any form of violent behavior or contact will result in an immediate ejection of the player from the game, a suspension, and possible expulsion from Intramurals.
- c. Any player ejected from a game will receive a minimum one (1) game suspension.

VII. PROTESTS & APPEALS

- a. The proper process for filing an appeal or protest can be found in the Intramural Participant Handbook.
- b. A copy of the Intramural Handbook can be obtained from the Intramural Office or found online.