



Indoor Soccer Information Sheet

Intramural Sports: 529.7238

IM Hotline: 529.2350

LOCATION: All games will be played at **Recreational Sports Center**.

TEAM: Teams will consist of 4 players, one of whom shall be goalkeeper. Teams must have at least 3 players to begin the contest. For co-rec matches, you must field at least 2 females at all times; the goalkeeper may be of either gender. Players may only play on one team per division, i.e. a player cannot play on both a men's recreational and men's competitive team. Males may play on a fraternity team and a men's competitive team when the two divisions are separate.

EQUIPMENT: The IM Sports Staff will provide all equipment needed to administer the league. Hats, jewelry, and bandanas are prohibited. Exceptions will be made for religious and medical jewelry. Any and all other items, medical medallions for example, need to be approved by the director or assistant director of Intramural Sports prior to play. Elastic headbands are permitted. Game ball and colored jerseys will be provided. Teams may use the official game ball on a first come, first serve basis. If the game ball is lost during the game, both team captains will be charged on his/her bursar bill unless the ball is found. SHIN GUARDS are highly recommended.

RULES HIGHLIGHTS:

- 1. Length:** The game will consist of two 20-minute halves with a 2-minute half-time period. The clock will run continually, except for time-outs and injuries.
- 2. Time-outs:** Can only be called on a dead ball, **each team has one time-out per game** (one minute in length).
- 3. Substitutions:** Players may sub on their own teams restart, and opposing teams may sub at the following times: 1) when the team in possession of the ball subs, 2) after a goal, 3) after a time out, 4) after a time out, 5) at the end of a timed penalty (still has to be on a dead ball), 6) under the discretion of the officials/supervisor. ***The supervisor must be notified before the substitution and will let you when you may substitute. Illegal substitutions can be punished by a yellow card.***
- 4. Free Kicks: ALL FOULS ARE DIRECT KICK OFFENSES. NO INDIRECT KICKS,** except for corner kicks, kick-ins, and the kick-off.
- 5. 3-line violation:** The ball may not travel across all three lines uninterrupted in the air. The restart will be taken from the top of the arc. When an offensive player plays the ball back and it results in a 3-line violation, the opposing team receives a direct kick from their own defensive arc.
- 6. 2-point goal:** Any shot taken completely behind the purple line progressing into the opposing goal is considered a two-point score. *Deflections: A 2-point shot which deflects off of another attacker will revert to 1-point attempt. A 2-point shot which deflects off of an opposing player remains a 2-point attempt.*
- 7. Out of play:** The ball is out of play when it touches the walls above the red line, goes over the glass walls or hits the outside netting. Goal kicks will be taken from anywhere inside the small blue box. All other restarts for balls played out of bounds (above the glass, above the red line, hits any structure such as a backboard or ceiling) will be taken from the exact location the ball left the court. On these restarts, the ball may be no more than 2 feet away from the wall.

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8. Penalty Kicks: A penalty kick is awarded against a team which commits one of the offenses for which direct free kicks is awarded, inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

9. Kick-off: The ball must be touched by at least two players before it is in play. Goals CANNOT be scored from a kick-off. The ball can roll either forward or backward at least one revolution on the kick-off.

10. Yellow and red card penalty: A yellow card may be given for any flagrant or intentional fouls and unsportsmanlike conduct. The player will receive a **two-minute penalty** in which that player will have to sit out for two minutes or until the opposing team scores a goal. The team will play one player short while their player serves the two-minute penalty. If a player is ejected (red carded), that team must play one player short for the remainder of the game.

11. Goalkeepers:

- **Delay:** The goalkeeper has 6 seconds to play the ball after control has been established. The goalkeeper may not play the ball again with his or her hands until touched by an opposing team member. Possession will be given to the opposing team and the kick will be taken from the top of the arc.
 - *Once the goalkeeper releases the ball from his/her hands, the attacking team must touch the ball in order for the keeper to regain use of their hands.*
- **Double possession:** When the ball is passed back to the goalkeeper by his/her teammates from the knee or below, he/she **cannot** use his/her hands! The only instance when the goalkeeper can use his/her hands is:
 - When last touched by the opposing team.
 - If they do use their hands, a direct kick is given to the opposing team at the top of the arc.
 - *The goalkeeper may touch the ball with his/her hands in the small boxes on each side of the goal in addition to the area inside the penalty box.*
- The goalkeeper is permitted to travel up to, but not past the midfield line. This includes taking any kicks. If the keeper does travel past midfield with the ball, the opposing team will receive a direct kick from that spot.

12. Additional Information:

- On all kicks, the opposing team must stand at least 10 feet from where the ball is placed.
- If a keeper or defensive player intentionally plays the ball so that it goes behind the goal, a corner kick is awarded to the opposing team.
- No players allowed behind the net.

CAPTAINS: Each team will designate a player as field captain and he/she is the ONLY person who can communicate with the officials. The captain is also responsible for monitoring the behavior of spectators affiliated with his/her teams. Should the spectators become abusive; the captain will be held responsible. Careful reading of the sportsmanship policy at www.muohio.edu/intramural will clarify the captain's role in enforcing sportsmanship.

ELIGIBILITY AND ROSTER: Each participant may be listed on only one roster per division (men's, women's, and co-rec). All participants are responsible for knowing the rules pertaining to eligibility as outlined in the IM

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Sports Rules & Regulations Handbook. Captains can add players to the roster during a league or tournament by writing the participant's name and university plus number on the score sheet. Players must be listed on a team's roster for 2 league games to be eligible for league playoffs.

FORFEIT/DEFAULT POLICY: Any team not ready to play at game time will forfeit the game. The team captain will be charged \$30 to his/her bursar bill. If a team is faced with a scheduling conflict and/or anticipates a forfeit, they may default the game. For games scheduled on weekdays (Mon. - Fri.) the team captain must call the Intramural Sports Office NO LATER THAN 3:00 P.M. on the day of the game and for games scheduled on weekends (Sat. - Sun.) the team captain must call NO LATER THAN 5:00 P.M. FRIDAY to avoid the forfeit fee.

LEAGUE PLAYOFFS: League playoff games will take place immediately after the conclusion of the regular season. League playoff games shall be scheduled on consecutive days. Captains must notify the program coordinator of any scheduling constraints a minimum of one week prior to the playoff schedules becoming available. All attempts shall be made to accommodate requests but there no guarantees.

AWARDS: The team that wins the competitive league playoff or tournament will receive Miami University All Campus Championship T-shirts and have their team photo posted to the IM website alongside the league or tournament runner-ups. Teams will receive shirts for all players on the roster or 1 ½ times the number of playing positions (whichever is less).