Indoor Soccer Rules

All games will be played in accordance with US Indoor Soccer Rules published by the United States Indoor Soccer Association (USISA) with the following exceptions:

Players/Substitutes

Games will be played with 6 players on the field (including the goalie). Teams must have a minimum of 4 players to start play. For co-rec, teams must have a minimum of 2 males, 2 females to start a game. Teams must play with a minimum of 2 from each gender, and a maximum of 3 from each gender. Teams can have a maximum of 2 club players on a single team. NO Varsity soccer players can play intramural indoor soccer.

Substitutes are free to go in and out without waiting for a dead ball. Players must slap hands in order to make the substitution. The substitute player cannot play a ball until the other player is fully out of the playing area. Teams cannot substitute for players in the penalty area.

Equipment

No jewelry allowed. This includes but is not limited to: earrings, bracelets, necklaces, hats, bandannas, watches, etc. Elastic sweatbands and hair ties are allowed. Athletic shoes and shorts must be worn. Shin guards are not required, but are strongly recommended. Each team must wear the same colored shirts; numbers are not necessary. Teams not wearing matching colors will be provided with jerseys.

Gameplay

GAME TIME IS FORFEIT TIME! Schedules are posted online at www.fau.edu/campusrec/imsports and will be followed accordingly. Teams should check in with the Intramural Supervisor 15 minutes prior to the scheduled game time to complete scorecard and get jerseys if needed.

There will be two 15 minute halves. The game clock is continuous and will not stop for scores or penalties. There are no time-outs, but the referee may suspend the clock for injury if (s)he feels necessary. Mercy rule will go into effect if a team is ahead by 10 in the second half, or up by five in the last two minutes.

Co-Rec Modifications- mercy rule will be at 15 in the second half, or eight in the last two minutes. Female goals will be worth 2 points; male goals will be worth 1 point

Out of bounds - The white portion above the blue padding is out of bounds. If the ball lands inside the sport fence area, it will be out of bounds. Balls that hit anything hanging from the ceiling will be called out. The referee will blow their whistle to signal the out of bounds. Balls that hit the white above the goal is out, and will be restarted with a goal kick or corner kick. All other out of bounds will resume with
a restart kick. All kickoffs, free kicks, and restarts are **indirect**. On all restarts, the opposing team must be at least five yards away from the ball. Restart kicks from out of bounds will be taken 5 feet from the wall where the ball went out of bounds. Kicks that hit the ceiling will restart from midcourt. Restarts from out of bounds can go in any direction. Kickoffs must go forward.

**Penalty Kicks** - Penalty kicks will be taken from the white line, directly in front of the goal. Penalty kicks will be awarded for penalties inside the goalie area and are **direct**.

**Corner Kicks** - The corner kicks will be taken from approximately 5 feet from the side wall and end wall. Corner kicks are **indirect**.

**Goalie Area** - The goalie area will extend forward to the first yellow line. It will extend approximately 5 feet wider than the goal on both sides, and about 12 feet forward.

**Goalie Crease** - There will be no players allowed in the goalie crease. If an offensive player plays the ball in the crease and scores, the goal will be waved off. If an offensive player crosses through the crease, there will be no penalty unless the goalie is obstructed by the player. The goalie crease will be approximately 2 feet wider than the goal on both sides, and 5 feet forward. If a defensive player plays the ball while in the crease (with the exception of the goalie), the goal will be awarded. Any blatant disregard for the rule will result in a yellow card.

**Penalties, Fouls, and Rules Violations**

**Offsides** - There is **NO offsides**!

**Slide tackling or diving** is NOT allowed! Any players sliding/diving (Goalie included!) may be issued a yellow or red card, depending on the severity of the situation. Goalies can stop and fall on a ball, but cannot dive in front of a player to stop the ball. Goallies must throw balls after stopping a ball with their hands. There are no punts or dropkicks. Throws must touch a player or the ground prior to the halfcourt mark. Any throw that goes beyond the halfcourt mark without touching a player or the ground will be restarted with a corner kick. Goal kicks are also not allowed to go past halfcourt without touching a player or the ground. Any punts that are kicked, will result in a corner kick.

Two minute penalties (Yellow Card) may be given for the following, but is not limited to:

- Kicking or attempting to kick a player
- Tripping or attempting to trip a player
- Pushing
- Holding
- Violent or dangerous charging
- Use of profane or abusive language
- Illegal equipment (wearing jewelry)

Fouls occurring within the goalie area will result in a penalty kick. All other fouls will result in an indirect free kick. The player receiving the yellow card must sit in a penalty area for two minutes. That team may not substitute in a player in his absence, and must play down a player until the two minutes are over. In the event of a red card, the player is ejected, and that team must play down a player for the rest of the game.

**Overtime**

Any tied games at the end of regulation will immediately go into a 3 person shootout. Each team will shoot alternating shots on the same goal. After the first 3, it will continue one by one until there is a declared winner. Co-Rec requires teams to alternate genders.