



# INDOOR SOCCER

*Any rules or play interpretations not discussed below will be covered by the National Federation of State High School Association Soccer Rules Book and Official's Manual.*

## I. GENERAL

### A. Rosters

- i. Players may play for only **one** men's or women's team and **one** co-rec team.
- ii. A team consists of 6 players. A minimum of 4 players is needed to start the game.
  1. Co-Rec teams consist of 6 players. The Goalkeeper's gender does not matter, only the field players. This means that the acceptable combinations are as follows:
    - a. 3 Men, 2 Women, 1 GK
    - b. 2 Men, 3 Women, 1 GK
    - c. 2 Men, 2 Women, 1 GK
    - d. 2 Men, 1 Woman, 1 GK
    - e. 1 Man, 2 Women, 1 GK
- iii. Players may join a team any time during the regular season or playoffs, as long as they have not already joined and played for another team.
- iv. There is no limit to players on the roster. Please note, the maximum number of t-shirts awarded to a team will be two (2) times the number of required players for a game.
- v. **NOMAD RULE:** Players may play for more than one team if they are playing as a "nomad" for any additional teams other than their original team.
  1. Players may not play for a team as a nomad if they are not already on another team. If they are not on any team, they will be added to the roster of the first team they play for.
  2. Players may only play as nomads in order to help a team meet the full roster size in order to play (i.e. if a team only has 2 players present for a 3v3 basketball game, they may only pick up one nomad player for that night).
  3. Nomads will not be allowed during playoff games.
  4. Teams may not use the nomad rule more than twice during the regular season.

### B. Roster Restrictions

- i. No current professional soccer players may play in intramural soccer.
  1. Player must be five (5) years removed from professional soccer.
- ii. No current varsity soccer player may play in intramural soccer.
  1. Player must be one (1) year removed from the varsity soccer team.
- iii. No more than 2 current club soccer players may play on the same team.
  1. All club players must play in the competitive league.

2. Any individual on the official competitive roster for that academic year of a registered/recognized FAU Club Sport who competes and/or travels with the FAU Club team. Individuals who submit Club paperwork and/or have practiced with the Club team are considered members for Intramural Sports purposes.

**C. Who is Eligible?**

- i. Students with their active OWL Card.
  1. Another photo ID may be used in place of an OWL Card if the participant is already on the roster.
- ii. Those with a membership to the gym, must show membership ID.

**II. Equipment**

- A. Game balls are provided by Intramural Sports. However, both teams may agree to use their own ball, as long as it meets regulations.
  - i. Size 3 futsal balls will be used as game balls.
- B. All participants must wear proper athletic attire as per Campus Recreation Center policy in order to participate.
  - i. Shin guards are not required but are RECOMMENDED.
- C. Team members must wear like colored shirts/jerseys with numbers.
  - i. Intramural Sports has pennies for teams without like colored shirts/jerseys. Participants must wear a **shirt with sleeves** underneath the intramural sports pennies.
- D. Goalkeepers must wear a jersey that is distinguishable to both teams and opposite goalkeeper.
- E. **Prohibited Equipment:**
  - i. Participants **may not wear jewelry**.
    1. Participants **may not** cover up jewelry with tape, Band-Aids or other such items.
  - ii. Participants **may not wear** hats, caps or bandanas.
  - iii. Cast or splints (hard or soft) **are not permitted**.

**III. Timing**

- A. Two 15 minute halves will be played.
  - i. The clock will run continuously until the end of the game.
    1. The clock will not stop at any point except for official's time-outs, major injuries or at the discretion of the official if a team is deemed to be stalling. There is no injury time added to the end of each half.
- B. All games in the regular season that end in a tie will remain a tie.

**IV. Regulations**

**A. The Game**

- i. A coin toss shall begin the game.
  1. The options given to the winning team are to direction or ball.
- ii. Teams will switch sides after the first half.
- iii. The referee will whistle the ball into play. The kickoff must be taken from the center of the court. Each team must be on their own half.
  1. To kickoff the ball, it must be kicked and clearly move in any direction. The player who kicked off the ball may not touch the ball until another player touches the ball. Violations will result in a retake of the kickoff.
  2. All kickoffs are indirect.
- iv. The ball is **in** play at all times **unless**:

1. The ball crosses completely over the goal line.
2. The ball contacts the wall or anything above the blue padding.
- v. To restart play, the following methods are used:
  1. Kick-ins: When the ball crosses the sidelines.
    - a. The ball must be stationary.
    - b. The kick must take place within one yard of the wall.
  2. Goal kick: when the ball is last touched by the offensive team and goes out of bound against the wall with the goal.
    - a. The ball is placed on the ground from any point in the goal area.
    - b. The ball must be kicked beyond the penalty area, or the kick will be retaken.
    - c. The goal kick is an indirect free kick.
  3. Corner kick: when the ball is last touched by the defensive team and goes out of bound against the wall with the goal.
    - a. A corner kick is taken from one of the corners of the field.
    - b. The ball is in play when it is kicked and moved.
    - c. The kicker may not play the ball until another person has touched it.
      - i. If the ball hits the wall and rebounds toward the kicker, they still cannot play it until another player has touched it.
  4. Direct and indirect free kicks: Taken after a foul has been called.
- vi. A drop ball will be called when play is stopped due to an injured player, inadvertent whistle or when it is not clear whom the ball last touched before going out of bounds.
  1. A drop ball is when the referee drops the soccer ball between a person from each team; the ball has to touch the ground before it can be kicked by either player.
- vii. There is NO OFFSIDE in intramural indoor soccer.

## **B. Scoring**

- i. A goal is scored when the entire ball passes completely over the goal line.
- ii. A goal may be scored during play directly from a direct free kick, penalty kick, corner kick, or drop ball.
  1. A goal may not be scored directly from an indirect free kick.
- iii. In the case of a penalty kick, the person taking the kick must be of the same gender as the person who was fouled originally (Example: a female is fouled in the penalty area, the penalty kick must be taken by a female).
- iv. After the goal, the ball is returned to the center of the field for another kickoff. The team that gave up the goal will kickoff.

## **C. Substitutions**

- i. There will be unlimited substitution.
  1. Substitutions will only occur during deadballs.
  2. A player can only enter the field when the player they are replacing is completely off the field.

## **D. Overtime**

- i. In Playoffs, if a game is tied, there will be one 3-minute golden goal overtime period.
- ii. If the score remains tied after the golden goal period the winner will be determined by alternating penalty kicks.
  1. 3v3 for Men's, & Women's.
  2. 4v4 for Co-Rec (must use 2 men and 2 women).
    - a. Teams must alternate shots on goal between males and females.
- iii. Teams must use the same goalie that ended regulation.
- iv. All players including bench players must be used before repeating kickers.

1. Exception: If the number of players present for each team is uneven, the number of kickers used for each team will be equal to the team with the smaller amount of players.
  - a. Example: If Team A has 7 players and Team B has 10 players, both teams will be required to use 7 players before a player may kick a second time.
- v. Golden Kick Rule: If after the end of three overtime PKs, a winner has still not been determined, the Golden Kick Rule will be in place. Teams will alternate penalty kicks until a winner has been determined.

#### **E. Mercy Rule**

- i. The game will end if any team is up by 10 goals or more at half time or 5 goals with 2 minutes or less left in the second half.

#### **F. Forfeits**

- i. Ready to Play and Game Time
  1. A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time.
  2. If at game time, there is one team ready to play and one team that is not, the captain of the team ready to play will be presented the following options by the Intramural Sports Supervisor:
    - a. Elect to offer the team that is NOT ready to play a 10-minute grace period to acquire the needed amount of players to begin.
      - i. If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.
    - b. Elect to NOT offer the 10-minute grace period, and automatically take the win.
  3. The decision made by the captain of the team ready to play is final. They may not change their mind.
- ii. Penalty Points
  1. In the event that the team ready for play elects to offer the 10-minute grace period, the Captain will then be presented with the following options by the Intramural Sports Supervisor:
    - a. Elect to start the game tied 0-0.
    - b. Elect to start the game up the following amount of points:
      - i. All Leagues: 3
  2. The decision made by the captain of the team ready to play is final. They may not change their mind.
- iii. Forfeit Fee
  1. A team that forfeits will have to pay a \$30 forfeit fee before they are eligible for their next game.
  2. Teams may default to avoid this fee.

## G. Defaults

- i. If it becomes impossible for a team to play a scheduled contest, and if the team captain notifies the Intramural Sports staff in person, by calling the Recreation and Fitness Center, or by email and by 4:00pm the day of the game, the game will be scored as a loss by default.
  1. Defaulting through email – [fauimsports@gmail.com](mailto:fauimsports@gmail.com)
    - a. In the subject, please include the sport and team name that the email is about.
- ii. If a game has begun and cannot continue due to injury, which leads to having less than the required minimum number of players, or a team chooses to not continue the contest, a default will be recorded.
- iii. The Intramural Sports staff will contact the opponent in case of a default. If you do not receive confirmation from an Intramural Sports staff member, the game has not been defaulted.
- iv. A default does not include a forfeit fine or exclusion from the playoffs.
  1. Teams that default will receive a “3” in Sportsmanship.

## H. Rule Clarifications

### i. Goalkeeper Restrictions

1. The goalkeeper may use their hands in the penalty area.
  - a. The penalty area is marked with tape on the floor.
  - b. From the moment the goalkeeper takes control of the ball with the hands in the penalty area, the goalkeeper is penalized for taking more than 5 seconds bouncing or throwing the ball into the air and catching it again, without releasing it into play. The ball must be played by another player for the goalie to be allowed another five seconds. Penalty: Indirect kick
  - c. A goalkeeper shall not touch the ball with their hands after receiving a kick by a teammate. Penalty: Indirect free kick.
  - d. A goalkeeper who obtains possession of the ball from an attacking player while outside of the penalty area may dribble the ball into the penalty area and handle the ball.
2. They may NOT punt the ball past half court.
3. They may not kick or throw the ball in the air over the half court line without it touching another player first.
  - a. Penalty: indirect free kick from half court.
4. They may leave the penalty area, but they must play as a field player.
5. Once the goalkeeper has gained possession of the ball with their hands **and releases it**, they cannot pick it up again with their hands until it has been touched or played by an opponent, or has been played by a teammate.

### ii. Slide Tackles

1. There is absolutely NO SLIDE TACKLING in intramural indoor soccer. This rule applies to all players including the goalkeeper.
  - a. In intramural soccer, a slide tackle occurs when a player leaves their feet and leads with their feet to play the ball while the ball is in the proximity of another player.
    - i. A slide tackle does not require that any contact occur between players.
2. On the first offense, a slide tackle will result in a “yellow card” for the offending player and a direct free kick awarded to the offended team. The offending player

will be dismissed from the field for 2 minutes or until opposing teams scores a goal.

- a. The offending player will remain out of the game for TWO minutes of game time. The Intramural Sports Supervisor will alert the player of when they may re-enter the game.
- b. If the offending team does not have any eligible substitutes, the team will “play down” during the TWO minute penalty, OR until the offended team scores a goal.
  - i. Once a goal is scored, the player dismissed may return to the match. A player's dismissal due to a blue card will not necessarily affect the team's sportsmanship rating.
3. On the second offense, a slide tackle will result in a red card for the offending player and a direct free kick awarded to the offended team. The offending player is immediately dismissed from the field and the team shall “play down” for the remainder of the match.
  - a. A player's dismissal due to a red card/yellow card will negatively affect the team's sportsmanship rating.
4. At any time, if the slide tackle is deemed malicious (playing the player and not the ball and/or from behind), a red card will be issued to the offending player and a direct free kick will be awarded to the offended team.

iii. **Free Kicks**

1. Free kicks shall be classified as "indirect or direct".
2. **Indirect kick offenses:** Cannot result in a goal until someone else has touched the ball.
  - a. Unintentional hand ball.
  - b. Jumping at an opponent.
  - c. Using foul or abusive language.
  - d. The kicker playing the ball next after a kickoff, free kick, penalty kick, goal kick or corner kick or the thrower playing the ball before another player plays the ball.
  - e. Kicking or attempting to kick the ball while it is in possession of the goalkeeper.
  - f. Obstruction.
  - g. Dangerous play (can also be direct if contact is made).
  - h. Taking more than five seconds by the goalkeeper to release the ball.
  - i. Goalkeeper illegally handling the ball after relinquishing possession.
  - j. Delay of game.
  - k. Unsportsmanlike conduct (can also be direct).
3. **Direct kick offenses:** May result in a goal without having anyone else to touch the ball.
  - a. Slide tackle.
  - b. Corner kicks.
  - c. Tripping.
  - d. Striking an opponent.
  - e. Spitting at an opponent or official.
  - f. Dangerous play (if contact is made).
  - g. Unsportsmanlike conduct (if contact is made).

- h. Fighting.
- i. Intentional hand ball.
- 4. **Free Kick:**
  - a. Opposition players must be at least 5 yards, if it is requested, from the ball until it is kicked, unless standing on their own goal line between the goalposts.
  - b. If an indirect penalty is by a team in its own goal area, the ball will be moved just outside the goal area and an indirect kick will take place.
  - c. The ball must be stationary and may be kicked in any direction.
  - d. After the kick, any player except the kicker may play the ball.
- 5. **Penalty kick:**
  - a. **When taken**
    - i. A penalty kick is awarded for any direct kick penalty by the defending team within the penalty area.
    - ii. The foul must be deliberate.
    - iii. A penalty kick can be awarded regardless of the position of the ball, if the infraction by the defending team is committed in the penalty area.
    - iv. A goal may be scored directly from a penalty kick.
  - b. **How taken**
    - i. The penalty kick is taken from any place on the penalty mark line.
    - ii. No players (except for the kicker and the opposing goalkeeper) shall be in the penalty area and at least ten yards away from the penalty mark.
    - iii. The opposing goalkeeper may move laterally, but is not permitted to advance off the goal line until the ball has been kicked by the offensive player.
    - iv. The player taking the kick must kick the ball.
    - v. If the ball rebounds off the wall and returns to play, the kicker may not play the ball until another player has played it.
    - vi. The goalkeeper may not be substituted for on a penalty kick unless they were injured during the infraction.
    - vii. The kicker must wait for the official to start the play.

## **I. Penalties and Sanctions**

### **i. Kicking-Striking-Tripping-Jumping**

- 1. A player shall not intentionally attempt to kick, strike or jump at an opponent.
  - a. A goalkeeper may not intentionally strike or attempt to strike an opponent by throwing the ball at the opponent.
  - b. A player shall not intentionally trip an opponent.

### **ii. Handling**

- 1. A player shall be penalized for intentionally handling, carrying, striking or propelling the ball with a hand or arm. Penalty: direct free kick.
- 2. If a player handles the ball on an obvious (official's judgment) goal-scoring play, the goal will count and the player will be issued a yellow card.

3. Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball.
4. A player shall not hold, push or impede an opponent with hands or arms extended from the body. Penalty: Indirect free kick.

iii. **Charging**

1. A player shall not intentionally charge an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent, does not have arms and elbows close to the body, and has at least one foot on the ground and the ball within playing distance. Penalty: direct free kick.
2. A player having one or both feet on the ground shall not charge into an opponent that has no feet on the ground. Penalty: direct free kick.
3. A player shall not charge into the goalkeeper in the penalty area. Penalty: Direct free kick.
  - a. An official shall disqualify any player who flagrantly fouls the goalkeeper in possession of the ball.
  - b. Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play.
  - c. Outside the penalty area, the goalkeeper has no more privileges than any other player does. Note: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.

iv. **Dangerous Play** - In the opinion of the official, all high kicks above the waist in a dangerous manner will be prohibited. Penalty: direct or indirect free kick.

v. **Obstruction**

1. Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle. Penalty: direct free kick.
2. The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball. Penalty: direct free kick.

vi. **Misconduct**

1. A player is shown the **yellow** card if they commits any of the following offenses:
  - a. is guilty of unsporting behavior.
  - b. shows dissent by word or action.
  - c. persistently infringes the Laws of the Game.
  - d. delays the start of the game.
  - e. fails to respect the required distance when play is restarted with a corner kick or free kick.
  - f. enters or re-enters the field of play without referees permission.
  - g. deliberately leaves the field of play without the referee's permission.
  - h. denies the opposing team a goal or an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick.
2. A player receiving a **yellow** card will be required to leave the game for **TWO** minutes.
  - a. Their team may replace them on the field. The Supervisor on duty will alert the individual when they may return to the game.



3. A player is sent off and shown the **red** card if they commits any of the following offenses:
  - a. is guilty of serious foul play.
  - b. is guilty of violent conduct.
  - c. spits at an opponent or any other person.
  - d. uses offensive, insulting or abusive language.
  - e. receives a second yellow card in the same match.
  - f. an official shall disqualify any player who flagrantly fouls the goalkeeper in possession of the ball. Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands, when bouncing it to the ground, and when releasing the ball into play. Outside the penalty area, the goalkeeper has no more privileges than any other player does.  
Note: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.
- vii. Two ejected players on a team in the same game will result in forfeiture of the game.

## V. SPORTSMANSHIP

### A. Ratings

- i. FAU Campus Recreation's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point.
  1. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.
  2. The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in a "3".
  3. Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
  4. Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit).
  5. Any player that is ejected for any reason must come in to speak to a Competitive Sports professional staff member before their next game. That player or team is **not** eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not comply with this policy.

### B. Rating Criteria

#### i. 4.0 – Great Conduct and Sportsmanship

1. Team members and spectators (on or off the playing area) cooperate fully with the supervisors and officials and the team captain has full control of their teammates and fans. If the captain converses with the officials about rules interpretations or calls, they do so respectfully and calmly. Team members and spectators were respectful of opponents and officials and encouraged each other's efforts. At no time was this team disrespectful towards participants or officials.

ii. **3.0 – Average Conduct and Sportsmanship**

1. Team members and spectators (on or off the playing area) are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from the game officials or supervisor. These complaints may have been voiced verbally or non-verbally toward officials, opposing players, or opposing fans. The team captain exhibits control over teammates and themselves. Teams that default an Intramural Sports contest will receive a “3” in Sportsmanship. A team winning a game due to a forfeit/default will receive a “3” in sportsmanship.

iii. **2.0 – Below Average Conduct and Sportsmanship**

1. Team members and spectators (on or off the playing area) show continuous or sustained verbal dissent toward officials, supervisors, and/or opposing team. The team captain exhibits little control over teammates and themselves. Teams receiving multiple warnings or having players penalized for an unsportsmanlike act (i.e. conduct yellow card, conduct technical foul, unsportsmanlike conduct penalty) should receive no higher than a “2” rating. Teams that forfeit an Intramural Sports contest will receive a “2” in Sportsmanship.

iv. **1.0 – Unacceptable Conduct and Sportsmanship**

1. Team members and spectators (on or off the playing area) complain excessively to officials and/or opposing team. The team captain exhibits no control over teammates and themselves. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. The team captain of any team receiving a “1” in sportsmanship must meet with a Competitive Sports professional staff member prior to the team’s next contest.

v. **0.0 – Season Ending Conduct and Sportsmanship**

1. Team members and spectators (on or off the playing area) are completely uncooperative and out of control before, during, and/or after Intramural Sports contest(s). The team captain (spokesperson) exhibits poor control over self, the team, and/or the spectators. Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

**C. Positive Contributions to Sportsmanship Rating:**

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:
  1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
  2. The team captain exhibits control over their team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
  3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
  4. Respect is shown for FAU Campus Recreation facilities and equipment.

**D. Negative Contributions to Sportsmanship Rating:**

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:
  1. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
  2. Team captain (spokesperson) exhibits little control over their team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
  3. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
  4. Taunting an opponent or opposing team spectator (trash talk)
  5. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
  6. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
  7. Any threatening behavior (verbal and/or nonverbal) to any FAU Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
  8. Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
  9. Damage to or destruction of any FAU or FAU Campus Recreation facilities including failure to remove trash from the field or court following a game or match.