

National Federation Soccer Rules will govern play, subject to restrictions and exceptions laid down in the following rules:

Basic Policies

Rescheduling: All requests to reschedule must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. When rescheduling, both captains (or their representative) must come into the office to complete the rescheduling request form. Captain contact information is available online for your convenience in rescheduling.

Cancellation: Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

Forfeit: GAME TIME IS FORFEIT TIME! A team must report to the game site and be “ready to play” with the minimum number of players to avoid a forfeit. “Ready to play” means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

Protests: Rule interpretation protests must be declared immediately after the play in question. Team captains must announce this to the official/supervisor and the Protest Form must be filed to the Intramural Sports Department no later than 12:00pm the following business day. Rulings involving official’s judgment may NOT be protested. Player eligibility protests must also be filed before 12:00pm the following business day of the game in question.

Sportsmanship: Teams/Participants must receive an average 2.75 sportsmanship rating during league play to be eligible for playoffs. (A=4; B=3, C=2; D=1; E=0) Ratings will be given by officials for officiated sports and supervisors for self-officiated sports.

Conduct: All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

Inclement Weather: During league play and/or playoff games, a game “under play” may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants’ continued play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player’s identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at: www.purdue.edu/recsports/programs/imsports

Equipment

Shoes: Each player must wear non-marking athletic shoes. They must be made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic) which covers the foot attached to a composition bottom

Jerseys: For all Indoor Soccer games, it is required that teams wear numbered and uniformly colored jerseys in order to help distinguish one team from another. Goalkeepers must wear a distinguishing color different from their teammates. Jerseys may be checked out from the Member Services Staff at the Welcome Center.

Other: A size 5 regulation ball will be provided for the game by Intramural Sports staff. Shinguards are highly recommended, but not required.

Illegal Equipment: Absolutely NO JEWELRY, hats, metal barrettes, or anything that would be injurious to participants is illegal to wear.

Game Regulations

Players: An official team shall consist of five (5) players on the court (4 court players and 1 goalie) with unlimited substitutes. A minimum of three (3) players must be present to start the game and avoid a forfeit.

Game Length: A regulation game shall consist of two 10-minute halves. There will be no time outs and the clock will stop only for injury time. There will be a three-minute break between halves.

Overtime: During league play, there are no overtime periods. During the playoffs, in case of a tie at the end of regulation play a three (3) minute golden goal over time period will be played. Teams will be limited to four (4) players per side during this overtime period, three (3) and a goalie. The first team to score will be declared the winner. If the game is still tied after the overtime period, each team will have a series of three penalty shots. Teams will alternate kicks and players on the field must take the kicks. If the game is still tied at the end of the alternating penalty shots, a sudden death shoot-out will occur with each team taking one shot per round until one-team scores and the other team fails to score.

Officials: The Intramural Staff will assign officials for each scheduled game. All games conducted by the Division of Recreational Sports must be played under the supervision of the Intramural Supervisor employed by the Division. No game may be played without its being scheduled through the Intramural Office. An Intramural Official will keep the scorecard.

Playing Area: All Indoor Soccer games will be played in the North Gym of the RSC.

Official Game: In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime, it is considered a cancelled game and will not be counted toward playoff qualification. Cancelled games will only be made up if space and time permits.

Sport Specific Rules

Timed Penalties: Any player who receives a yellow card during a game will serve a 60 second timed penalty in the penalty box. If a goal is scored on the team playing shorthanded, then the timed penalty is over and the player can return to play. If multiple players are in the box, only the player with the fewest seconds remaining may return. If a goal is scored by the team playing shorthanded, the penalty time remains, but no players may return to play.

Offside: There will be no off sides in Indoor Soccer.

Goal Arc: The goalie shall have unrestricted movement in the arc area. Any obstruction of a goalie by an opponent in the arc area, intentional or not, shall result in a goal kick.

Free Kick & Penalty Shots: All free kicks will be direct. All fouls in the goalie area are brought out to the arc and are direct. Handling the ball in the goalie area will be awarded with a penalty kick. Handling the ball inside the goalie arc may result in player ejection. All penalty kicks will be direct and administered at the top of the arc.

Slide Tackling: Slide tackling is not permitted. Playing the ball while on the ground is not permitted by any player other than the goalie. This is considered "dangerous play" and will be called at the discretion of the referee. Slide tackling infractions will result in an automatic yellow card.

Goalie Restrictions: The goalie may play the ball with his hands only inside the arc. Should the goalie contact the ball with his hands he may not propel the ball, either by throw or kick, past the half court line without it first touching any part of the defensive side of the court or be touched by another player. An infraction results in a free kick at the mid-court line. **A keeper may not pick up a ball that is intentionally passed back by a teammate throughout the course of play or from a kick-in.** Goalies may not punt the ball. A team may change goalies only on a dead ball and must first inform the referee. A goalie may participate in the penalty kicks in an overtime situation.

Ceiling: Any ball touching the ceiling will be out of play. The opposing team will have a free kick directly under the spot of contact unless the ball was kicked inside the crease, then the ball will be placed just outside the crease line.

Substitutions: Either team may substitute an unlimited number of players from the bench at any time during play provided they enter and exit through the team box door. The player entering the game during live action must not gain an advantage by becoming part of the play prior to the departing player being in the team box area. Failure to follow correct substitution procedures will result in an automatic yellow card.

Ball Out of Play: Any ball leaving the area of play near the touchline shall be restarted with a kick-in from the nearest spot. Any ball leaving the area of play behind the end line will be restarted with a corner kick or goal kick.

Conduct: A yellow/red card system will be used to control player, coach and bench personnel in unsportsmanlike conduct and improper behavior (persistent infringement of any rules of the game). Any player receiving two yellow cards during one game or a red card will be ejected and must leave the playing facility. Ejected participants will be marked in eligible for all Intramural Sport activities until they have completed the reinstatement process. Yellow/Red cards may be issued for the following:

Yellow Card

- a) Persistently infringes upon any of the rules of the game.
- b) Shows dissent by word of mouth or action to decisions given by the referee.
- c) Is guilty of any incidental vulgar or profane language
- d) Is guilty of unsporting conduct.
- e) **Jumping over the boards**
- f) **Slide Tackling**

Red Card

- a) Is guilty of violent conduct or serious foul play;
- b) Is abusive in language or gesture toward a player or official.
- c) Persists in misconduct after receiving a caution.