



## GENERAL INFORMATION

**ANY player that is ejected must meet with the GA before they are allowed to play ANY IM sport. If a player is ejected, he/she may NOT be replaced and the team will play short 1 player.**

1. All participants must have their current valid UWG ID card with them and a 971 number in order to participate. No player will be allowed to play without his or her own valid UWG ID and 971 number.
2. Jewelry, pockets are not allowed.
3. All participants must wear full t-shirt. No cut-offs
4. Teams are required to wear numbered jerseys/shirts. Numbers must be 0-99. Teams without their own jerseys will be required to check out jerseys from the I.M. checkout table. The captain's I.D. must be given to check out the bag of jerseys. Players must have a jersey before he/she can check in.
5. The captain must complete the scorecard prior to the game starting and all players must check in with his/her UWG ID.
6. A player may play for ONE men's or women's team, and ONE coed team.
7. A team is allowed no more than 2 club soccer players. Coed teams can have: 2 males, 1 male and 1 female, or 2 females.

## ROSTERS:

Teams may add players at any time except where otherwise noted by the intramural staff and under the following conditions: The new player has not played for another team. If not an independent team, all players must be members from the same organization. There is a **15**-person roster limit. Once a roster has **15** people the roster is frozen. All men and women's divisions play 5 on 5 indoor soccer. Teams will consist of 5 players with one being designated as the goalie, 4 are required to start.

Co-rec: 5 players- 2 men/2 women in the field, goalie of either gender. If playing with 4 there must be 2 men/2 women, 3 on floor, 1 in goal

## Forfeit

A forfeit will be assessed when a team fails to be present with the required number of players at 5 minutes past scheduled game time. Two forfeits will drop a team from the sport. A 5-minute grace period will be given if a team does not have enough players at game time. 1 goal will be given for every minute used of the 5. Forfeit score will be 5-0.

## PLAYERS EQUIPMENT

### Safety Equipment

Captains will be given a warning before the game- that all jewelry should be taken off -it is up to the captain to inform his/her players before the game!

If after that a player is caught with jewelry on- both team captains will get another warning and the specific player will receive a 2-minute illegal use of equipment penalty.

No head gear of any kind.

Knee braces should be covered by some sort of clothing or wrap.

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### Shirts

All participants will be required to wear numbers on their shirts during all games, **NO EXCEPTIONS**. Players can use markers to make numbers but these numbers must be secure and legible. Numbers made with tape will not be allowed. **IM Sports will not provide supplies to make numbers**. All team shirts must also be the same or similar in color. **NO TANK TOPS or CUT-OFFS!**

### Attacker Equipment

Shoes must have non-marking soles. Shin guards are also allowed (not required), but must be covered by a layer of clothing(socks/pants).

### Goalie Equipment

In order to have Goal Privilege a player must have:

- A. Different colored shirt than anyone on either team
- B. Allowed to wear goalie gloves (not required)

## PLAYERS AND SUBSTITUTIONS:

Substitutions are allowed by either team on the fly, and may occur on an unlimited basis provided the player leaving the court arrives at the bench before replacement enters the court. Substitutions are at a team's own risk at any time. The referee must also be notified of any goalkeeper changes prior to the change. Goalkeeper changes must be made during stoppages in play. Teams cannot substitute goalkeeper on penalty kicks. If a team violates the substitution rule for putting excess number of players on a court, a two-minute penalty is assessed to the offending team. (Player coming on the court serves the penalty.) All doors need to be closed before the player enters into the play. \*Penalty- 2 min. dangerous play

## TIME FACTORS:

The duration of the game is two 18 minute halves with running clock. Halftime will be a maximum of 3 minutes. The clock will be stopped for injuries and at the discretion of the officials/supervisor (ex. ball goes out of the court/out of play)

## Timeouts:

Teams will be allowed one time-out per half. Time-outs will be 30 seconds in length. Time-outs must be called when there is a stoppage in play. Time-outs will not carry over into the second half. If excess time-outs are used a two-minute delay of games penalty will occur and the time-out will not be granted.

## Overtime:

If a game is tied after regulation the following overtime procedure is followed:

- A. Each team alternates taking four (2 men/2women) penalty shots. Penalty shots must be taken by the people on the court at the end of regulation. Penalty shots will be taken by both teams at the same goal. If after five penalty shots the game is still tied, one penalty kick will be taken on an alternating basis until an advantage is achieved. Each penalty shot in a shootout must be taken by a different individual. A shooter has ten (10) seconds in which to shoot the ball after it is put in play by the official. No faking will be allowed. Once the shooter starts a motion towards the ball a shot must be attempted. The goalie can move laterally before the ball is kicked but not forwards or backwards.

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## START OF PLAY:

At the beginning of the game, sides will be decided by rock, paper, scissors during the captain's meeting. Winning team decides:

- A. Ball
- B. Side to defend
- C. Teams switch in 2<sup>nd</sup> half
- D. The game is started at the referee's discretion by a kick-off. Every player must be on his/her half of the court.
- E. Team that is kicking off can have 2 players inside the circle. Defending team cannot have anyone inside of circle.
- F. Ball must travel 1 full rotation before it can be touched by another player. 1<sup>st</sup> player to touch the ball cannot touch it again until someone else has. Ball cannot go directly backwards on a kick-off. No goals can be scored directly off of a kick off.
- G. Kick-off will occur after any goal or the start of a new half.

## BALL IN AND OUT OF PLAY:

The ball is out of play when it has completely gone into the bench area of the teams.

The ball is in play at all other times from the start of the game to the finish, including rebounds from a goal post or cross-bar into the court. If the ball rebounds from an official when he/she is on the court, it is still in play.

If the ball hits the rafters above the court without deflection, the player will be issued a delay of game penalty (if the penalty is against the goalie it will be served by a designated player).

If a ball gets lodged in the netting around the court without a deflection, an indirect free kick will be awarded to the other team.

If a ball gets lodged in the netting around the court due to a deflection it will result in a drop ball, otherwise any ball off netting is in play.

Goalies are not allowed to punt the ball.

## Drop balls:

Anytime a ball goes out of play or hits the ceiling off of a deflection a drop ball will be awarded.

For a drop ball:

- a) 1 player from each team will stand across from each other
- b) The official will drop the ball in between them
- c) After the ball hits the ground, the player will kick the ball, who ever gains possession keeps the ball

## SCORING:

A goal is scored when the whole ball has passed over the ENTIRE goal line, between the goal posts and under the crossbar. **It is the position of the ball; not the position of the goalkeeper, that determines whether or not a goal is scored.** All goals worth 1 point. Penalty shots, no matter the gender are worth 1 point.

**Mercy Rule:** In men's or women's games, if a team is ahead by ten (10) goals anytime in the 2<sup>nd</sup> half. In Co-rec games, if a team is ahead by fifteen (15) goals anytime in the 2<sup>nd</sup> half.

Anytime that the defensive team (non-goalie) deliberately uses their hands or arms to stop a ball from going in, a goal will be counted.

## SPECIAL CONSIDERATIONS:

### Indirect Kicks:

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When a player is taking a direct or indirect free kick, all opposing players shall remain at least ten feet away until the ball is kicked. The officials will not step off, but will instruct the defender to move further if he/she considers the defender to be too close. (Penalty for delay of game-2 minutes.)

Any play which results in an indirect kick which occurs in the goal box will result in an indirect free kick from the penalty line.

A team will receive an indirect kick for:

- A. All non-severe penalties (2 mins)
- B. Illegal Substitutions
- C. Delay of Game
- D. Any stoppage of play that does not result in a drop ball
- E. Any penalty that does not result in a direct kick

#### **Direct Free Kicks:**

All direct free kicks awarded in the penalty area against the defending team, are given as penalty kicks.

A direct free kick will be given for the following:

- A. Kicking a ball in possession by the goalkeeper
- B. Handling of the ball
- C. Dangerous plays. These include (1) raising the foot to the level that may endanger an opponent in a normal stance, (2) hitching or double kicking, which may endanger an opponent, (3) lowering the head to a position level with or below the waist in an effort to head the ball in the presence of an on-coming player, (4) a player covering the ball while sitting, kneeling or lying on the court (excluding goal keepers) and (5) a player playing the ball while sitting, kneeling or lying on the court.
- D. Any 5 minute penalties (including severe push, kick, trip, or striking)
- E. Any goal that is scored by a female, in a co-rec game, off of a direct kick will result in two goals being counted.

#### **PENALTY KICKS**

Penalty kicks are awarded for any infringement of the rules by the defending team within the penalty area that is penalized by a direct free kick. A penalty kick can be awarded irrespective of the position of the ball, if the penalty is committed within the penalty area.

The kick is taken from any place on the marked dot. All players, except goalie and kicker, must be outside of the penalty area and at least 10 feet from the ball. The opposing goalkeeper must stand with both feet on the line until the ball is kicked. The goalie can move laterally before the ball is kicked but not forwards or backwards. The kicker may not play the ball a second time until it has been touched by another player.

If the offense infringes on any rules during the kick, it will be retaken if a goal was scored. If no goal was scored an indirect kick will be awarded to the defensive team.

If the defense infringes on any rules during the kick, it will be retaken if a goal was not scored. If a goal was scored, the goal stands.

All penalty kick goals are worth 1 point, no matter the gender of the goal scorer. If a team receives 5, 2 minute penalties in ONE half, it will result in a penalty kick for that team.

#### **Goalie Play:**

Goalkeepers have five seconds to release the ball after recovering from making a save with their hands. If the goalkeeper maintains possession of the ball longer than five seconds, an indirect free kick shall be awarded from the nearest corner spot.

#### **Goalie Privileges:**

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Within own penalty box, a goalkeeper may:

- A. catch, carry, strike or propel the ball with the hands or arms;
- B. not be charged, interfered with or impeded in any manner by an opponent while in possession of the
- C. ball. \*Penalty-2 min. minor for interference.
- D. not be ran into or knocked down. \*Penalty- 2 min. minor for charging
- E. slide to make a save if some portion of the goalie's body remains in the box. If contact is made by
- F. a goalie on a slide outside the penalty area, the goalie will be penalized as if a floor player.
- G. If the goalie is outside of the box they are the treated the same as all other floor players

**Contact in box:**

- A. Player may not make intentional contact with the goalie that results in the goalie being charged, impeded, interfered with, ran into, or knocked down.
- B. The goalie has to avoid making contact with players when making a save. If diving or sliding for a save, goalie must make contact with the ball and try to avoid contact with the player.

**VIOLATIONS:**

**Standard Penalties:**

A player shall be penalized two or five minutes for the following intentional infractions (based on the severity of the act):

- A. kicking an opponent; 2 min.
- B. striking an opponent; 2 min.
- C. jumping at an opponent; 2 min.
- D. tripping an opponent; 2 or 5 min.
- E. tripping an opponent who is on a breakaway; 5mins & penalty kick
- F. handling the ball; 2 min.
- G. holding an opponent; 2 min.
- H. pushing an opponent; 2 or 5 min.
- I. violent or dangerously charging; 2 or 5 min.
- J. fouling a goalkeeper; 2 or 5 min.
- K. hitting the rafters; 2 min.
- L. delay of game; 2 min.
- M. illegal substitution; 2 min.
- N. slide tackling; 2 or 5 min. (automatic penalty)
- O. dangerous play; 2 or 5 min.

**Misconduct Penalties:**

5 minute majors shall be issued for the following:

- A. Persistently infringing upon any rules of the game.
- B. Dissent by word of mouth or action to decisions by the referee.
- C. Unsportsmanlike behavior.
- D. Players will be ejected (10 min. misconduct) from the game for:
- E. Violent conduct or serious foul play.
- F. Fighting.
- G. Foul or abusive language.
- H. Persisting in misconduct after receiving a caution.

**Multiple Penalty Disciplinary Action:**

- A. Any player who receives five (5) player control penalties in 1 game will be ejected
- B. Any player who receives three (3) severe (5 min) penalties will be ejected

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**Penalty situations:**

- A. If team A has one player serving a two-minute penalty, thus playing short-handed, the player would be allowed to return after two minutes or when a goal is scored by team B.
- B. If both teams have one player serving a two-minute penalty, both players would remain in the penalty box regardless of the goals scored.
- C. If both teams have players serving two minutes' penalties and a Team A player receives a 5-minute penalty, neither of the minor or major penalized players could return to the floor regardless of goals scored.
- D. Teams must play with a minimum of three players. Thus, if a team receives two penalties and then is assessed a third, the team can substitute a bench player onto the floor to bring the team to the required 3 player minimum. If no substitutes are available, the game will be forfeited.
- E. Teams that have a player ejected will play short-handed for 10 minutes.