



ST. CLOUD STATE UNIVERSITY INTRAMURAL SPORTS INDOOR SOCCER RULES



POSTINGS

Schedules for the league will be posted online at http://www.stcloudstate.edu/intramurals/intramural_listing.asp

RESPONSIBILITIES OF CAPTAINS OF TEAMS

1. Read-know the rules. Have a team meeting.
2. Control teammates and your spectators.
3. Represent your team at meeting and during games.
4. All Team Members must bring SCSU Student ID to participate.

ELIGIBILITY

1. To be eligible, a player must be currently enrolled (Fall/Spring Quarter) at SCSU, or be a current faculty/staff member.
2. All eligibility protests must be settled within 24 hrs. after the game or when the protested player first enters the game.
3. You may play for one team ONLY!
4. All players must have played in one regular season game to be eligible for the tournament.
5. Violation of any of the above may mean forfeiture of the game and/or season.

PRE-GAME

1. Teams must check in all possible players 5 minutes before the scheduled game time on the score sheet.
2. Pre-game talk with captains:
 - (a) Ground rules
 - (b) Captains questions
 - (c) Coin-toss – winning team selects goal which they want to defend and losing team starts with the ball at mid-field.
3. Games will start as quickly as possible, so that the maximum time can be used for the game.
4. Forfeit time is 5 minutes past the scheduled start time. Each team must have at least five (**4 + goalie**) players present by forfeit time.

TEAM

A team consists of seven (**6 + goalie**) players. A team must have five (**4 + goalie**) to start a game. If a team doesn't have 5 players by five minutes after the scheduled starting time, that team will **forfeit** the contest. You must have a minimum of 2 females on the field at all times. **The only exception to this rule is if a team is 1 female short, the team may still play, but must also play 1 male down.

RULES

1. A team consists of seven players on the floor at one time (**6 + goalie**). A team may start with five (**4 + goalie**) players. Any time there is less than five (including the goalie) players on the floor that team will than forfeit the game. There can only be three current intercollegiate players on a team. (Refer to ELIGIBILITY sheet)
2. A game consists of 2 periods of 20 minutes each with running time. Time will be stopped on all whistles within the last 2 minutes of each half. There is a 2-minute break between periods.
3. In case of a tie, a one-minute rest period is followed by a five-minute overtime with the first team scoring a goal wins. The clock will run continuously for the first 4 minutes with stop time on each whistle during the last 1 minute. If the score is still tied after the overtime period the game will end in a tie. For the playoffs, if the score is still tied after the first overtime period, a second overtime will be played following the same procedures as the first. If the score remains tied after the second overtime the game will end in a shoot out.
4. Start of game: The kick-off is used at the beginning of each period and after each goal. Kick-off must go forward.
5. Scoring a goal. Each goal is scored as one point. A goal is scored when the entire ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been intentionally thrown, carried, or propelled by the hand or arm of a player on the attacking side.
6. **NO Slide Tackles**
7. Fouls and Penalties.
 - A. Minor fouls result in an indirect free kick (10 yards on a free kick).
 - B. Intentional fouls or handballs result in a direct free kick (10 yards).

- C. Obstruction: hindering or preventing the opponent's progress or play. Referee may consider this either a minor or major penalty.
8. The following actions result in automatic ejection from the game:
- Continuous unnecessary roughness.
 - Hitting or shoving officials or players.
 - Any other unsportsmanlike conduct in the opinion of the official.
 - Deliberate swearing – you will get one warning to stop and then be automatically ejected.
9. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before that player can continue playing. If there is blood on any clothing, you must get a clean one before resuming play.
10. Direct Free Kick awarded when:
- If a player intentionally kicks, strikes, attempts to kick or strike, or jumps at an opponent
 - If a player intentionally trips or attempts to trip an opponent
 - If a player intentionally handles the ball
 - If a player intentionally pushes an opponent with the hand(s) or arm(s) extended from the body
 - If a player intentionally holds an opponent or places hand(s) on an opponent in an effort to reach the ball
 - If a player intentionally charges an opponent in a violent or dangerous manner
 - If a player intentionally charges into an opponent while the opponent, in the act of playing the ball, has both feet off the ground
- When any of the above occur inside the penalty area it is a P.K. (penalty kick).**
11. Indirect Free Kicks are awarded and taken from the point of the infraction:
- If the ball is played next by the kicker following a kickoff, a free kick, a penalty kick, a goal kick, a corner kick, or by the thrower following a throw-in. If the ball is not touched by someone else first.
 - If a player fairly charges into an opponent when neither is within playing distance (10 feet) of the ball
 - If a player who is not in possession of the ball obstructs an opponent who is attempting to play the ball
 - For dangerous play
- *The following indirect free kicks are taken from where the ball was when the referee stopped play:
- For temporary suspension of play for an injury or unusual situation and one team has clear possession of the ball
 - If the game is stopped because of misconduct by a player or spectator
12. Forfeits.
- Teams have five (5) minutes after scheduled start time to begin play if they are missing players or the game will be forfeited.
 - 1st Forfeit:** Team must pay a \$5 re-entry fee.
2nd Forfeit: Team is automatically dropped from the league!
13. Hand balls only called if intentional.
14. The game will be called if a team is up ten (10) goals at any point in the game.
15. A Drop ball must touch the ground first and only occurs when:
- Ball goes out of bounds by opponents simultaneously
 - Temporary suspension of play and no team has clear possession
 - Simultaneous fouls of same degree