

Southern Illinois University Edwardsville
Intramural Sports
Indoor Soccer
Spring 2012

General Information

Rosters: A player is not eligible to play until his/her name and signature is on the team roster form. A player can only sign in using their Cougar Card, **NO EXCEPTIONS!!! Rosters are capped at 16 participants!**

Teams: A team may have no more than 16 members on the roster. Each team will consist of four players on the court at a time. A team must have at least three players present to start a game, and can finish with no fewer than three. Coed will consist of two males and two females at all times.

Mercy Rule: If at any time after halftime a team is winning by 10 or more goals, the game is over.

Forfeit: A forfeit will occur if a team does not have at least three players present at game time! Coed, this is two players who are male or female and one player of the opposite gender.

Jerseys: Players of opposing teams must wear contrasting colored jerseys, numbered on either the front or the rear. Teams may provide their own uniforms but all jerseys must be the same.

Equipment: Teams may wear shin guards if they wish too. This is highly suggested but not required. No players may wear hats or jewelry.

Game: The game shall consist of two halves of twenty minutes each with a four minute break between each half. The clock will run continuously throughout the entire game, except after an injury, a goal is scored (only stops under two minutes in each half), or due to a time-out.

Goals: All goals scored will count one point in Men and Women's leagues. During co-rec play, a goal scored by a male is worth one point, while a goal scored by a female is worth two points. The whole ball must be in the goal for it to count.

Time-Outs: Each team has two time-outs per game. Each time-out is one minute long.

Substitutions: Substitutions may be made "on the fly" at any point during the game.

Start of Play: The game shall begin with a coin toss for choice of ends or the ball. Upon the referee's whistle, the game will start or restart after a goal by a free kick forward into the opponent's half of the court. All players begin in their own half of the court. All defensive players must be **ten feet from the ball** until it has been kicked. Offensive players may be anywhere on their half. A goal may NOT be scored directly from the kickoff. The initial kicker may not touch the ball again until another player from either team has touched it.

Kick-Ins: Kick-ins will occur when the ball goes out-of-play above the painted black line, above the boards (into the curtain), into the bench area, or touches the ceiling or rafters. All kick-ins will be played as indirect kicks.

- a. The opposing team will place the ball in play with a quick kick at the point where it went out of play.
- b. If the point where it went out of play is above the end line wall, the result shall be (i) a corner kick if the ball went out on the offense and (ii) a goal kick if the ball went out on the defense.
- c. If the officials can not determine who touched the ball last, a drop ball will take place (a drop ball is one which the referee holds the ball waist high between two opposing players and drops the ball to the floor. The ball must touch the floor prior to either player touching the ball).

Fouls: All fouls committed outside of the yellow arc will result in a direct free kick. Fouls committed inside the yellow arc will result in a penalty kick.

Penalty Kicks: Penalty kicks will be taken from a spot, identified by game officials, halfway between the top of the yellow arc and the basketball free throw line, directly in front of the goal. The offensive player must wait until the official's signal, and cannot touch the ball after the penalty kick until another player from either team has touched the ball, including the goalie. All players except the goalie must be outside the black line and the goalie must start within three feet of the goal line.

The following infractions warrant a free or penalty kick:

1. Using your hands (goalie excluded).
2. Obstruction (interfering with a player away from the ball).
3. High kick.
4. Dangerous play.
5. Ball hitting out-of-play.

Rules of Play

Overtime Procedure: During the regular season, no overtime will take place. Games ending in a tie shall remain a tie. In the playoffs, however, there will be a 3-minute sudden death period. If the score still remains tied, a shoot-out will take place with the 3 players on the floor for each team participating. If the score is still tied, teams will continue the shoot-out alternating through their rosters until each player has shot.

- Playoffs and Sportsmanship: Each team that finishes the regular season with a Sportsmanship Rating of at least 2.75 will make the single elimination playoffs. Furthermore, each team must maintain a Sportsmanship Rating of at least a 2.75 each game to remain in the playoffs.
- The following scale will be used to rate all teams in all contests played:
 - 4: Excellent, no problems.
 - 3: Occasional problems, some verbal dissent.
 - 2: Unreasonable comments and conduct.
 - 1: Continuous verbal dissent, unreasonable conduct.
 - 0: Fighting, vulgar language, unreasonable conduct.

PENALTIES: MINOR = 2:00, can return if opponent scores a goal
MAJOR = 4:00, cannot return until entire 4:00 is served

* Charging: Running at someone without the ball with the intent of making body contact (2:00 MINOR).

* Roughing: Excessive body contact with another player (2:00 MINOR).

- * Illegal use of the hands: Using hands to gain an advantage over an opponent (2:00 MINOR).
- * Holding: Grabbing an opponent with your hand, arm, leg or otherwise to gain an advantage (2:00 MINOR).
- * Elbowing: Hitting or attempting to hit an opponent with your elbow (2:00 MINOR).
- * Kneeing: Hitting or attempting to hit an opponent with your knee (2:00 MINOR).
- * Pushing: Pushing your opponent to gain an advantage (2:00 MINOR).
- * Tripping: Using any part of your body to cause an opponent to fall (2:00 MINOR).
- * Jewelry violation (2:00 MINOR).
- * Boarding: Ramming an opponent into the boards or wall, whether they have the ball or not (4:00 MAJOR).
 - * **ANY PENALTY CALLED AGAINST, OR IN THE VICINITY OF THE WALL OR THE BOARDS WILL BE UPGRADED TO A 4:00 MINUTE MAJOR.**
- * Fighting: **THERE SHALL BE NO FIGHTING, SLUGGING WITH THE FISTS, KICKING OR ATTEMPTS OF THE AFOREMENTIONED** (Automatic ejection).

IF IN THE JUDGMENT OF THE OFFICIAL, ANY OF THE ABOVE ACTS WERE FLAGRANT, A MINOR PENALTY ACT MAY BE CHANGED TO A MAJOR PENALTY ACT AND/OR THE PLAYER MAY BE EJECTED.

Player Status: 2 MINOR Penalties = Yellow Card (Warning)
3 MINOR Penalties = Red Card (Ejection)
2 MAJOR Penalties = Red Card (Ejection)
1 MAJOR + 2 MINOR Penalties = Red Card (Ejection)

Any player receiving a GAME MISCONDUCT or being EJECTED from a game will serve at least a one game suspension and must meet with the Intramural Director. If a player is ejected from two games in a season, he/she will be suspended for the remainder of the season.

CAMPUS RECREATION