
Each player must present their own, valid LAKER ID Card before each contest to be eligible to participate.

- a) Any player caught attempting to use another person's ID Card will be ejected and ineligible for participation in any Intramural Sports for a minimum of four-months from the date that they meet with the Assistant Director for Intramural Sports.
- b) Students, faculty and staff who have paid their Recreation & Wellness fees and have a valid LAKER ID are eligible to participate.

NO EXCEPTIONS!

Students, faculty, and staff who are eligible for entrance into the Student Activity Center: Fitness Center are eligible to participate. Intramural Sports are **FREE** for all participants

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Health Care Center before participating in Intramural Sports.

Game time is forfeit time, however the team that is present shall choose to accept the 10 minute grace period before games are forfeited.

The officiating will be done by officials who are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a technical foul, ejection or forfeiture of the game. Spectators must also remain in the area designated by the officials. The official shall have the power to make decisions on any matters or questions not specifically covered in the rules.

General Rules & Guidelines that all participants should know for Intramural Indoor Soccer

A team's roster may only have 10-players on it for the entire season. Once a player signs a team's roster to play in a game, they are considered to be a part of that team, and cannot switch teams, or be removed from the roster.

Roster additions may only be made by a player participating in an Intramural game.

- i. There will be absolutely no slide-tackling permitted
 - a. Any player making an attempt to slide-tackle will receive a minimum of a yellow card
- ii. ALL PLAYERS MUST WEAR SHIN GUARDS
 - a. Any attempt to deceive the Intramural Sports Staff may result in a yellow card.
- iii. No headers are allowed. The result of a header will be an automatic yellow card
- iv. The sidelines of the basketball court will be used as playing boundaries, however, the ball will remain in play at the end lines.
- v. Clayton State's IM indoor soccer league is meant to be a controlled game and excessive play such as high kicks and out of control passes will not be tolerated. These observations will be left up to the officiating referee.

I. Players and Substitutes

1.1 A team consists of **four** players, but may start with three players. A team must have three players on the court at all times. The roster maximum is 8 players. Exception: Less than three players are allowed if an individual cannot continue due to an injury or he/she has fouled out of the game, as long as the officials deem the team to have a legitimate chance to win the game.

1.2 There is no goalie and we will use a 'last man back' policy meaning that no player should contact the ball with their hands. If teams decide to position a player in front of the goal, the player must remain in front of the basketball out of bound line.

1.3 When a team has forfeited, the opposing team must have at least three players checked in with the supervisor to receive a win.

- 1.4 Rolling Substitutions: Substitutes may enter the game only when the official beckons them. Penalty: Yellow Card
- 1.5 Teams will be required to wear assigned uniforms provided by the department of Recreation & Wellness
- 1.6 All players must wear non-marking rubber-soled athletic shoes. Vibram Five Fingers are not permitted.
- 1.7 Jewelry of any kind (friendship bracelets, rubber bands, chains, rings or earrings) may not be worn. Penalty: Yellow Card.
- 1.8 Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official or athletic trainer may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed.

II. Length of Game and Timing

- 2.1 There will be two fifteen minute halves of continuous running time. Clock stops only for official time-outs (e.g. for injuries or retrieving a ball). Clock is not stopped for violations. The clock will not stop on a scored goal. NO TEAM TIMEOUTS.
- 2.3 There will be a three minute intermission period between halves.
- 2.4 Overtime: If necessary, a three minute period shall be played to determine a winner with a 'golden goal' policy. If numerous overtimes are needed, there will be a one minute break between overtime periods. The overtime period will be repeated until a winner is declared.
- 2.5 Mercy Rule: A team up by 10 goals or more at any time in the second half or up by 5 goals or more with two minutes or less remaining in the game, the game will end.

III. Player Equipment

- 3.1 **ALL PLAYERS ARE REQUIRED TO WEAR SHIN GUARDS!**
- 3.2 A player may not wear anything which, in the referee's opinion, is dangerous to other players.
- 3.3 ALL players must wear canvas, tennis, or indoor soccer shoes (i.e. non-marking shoes). NO TURF SHOES WILL BE ALLOWED!
- 3.5 All players must remove all jewelry (earrings, necklaces, rings, Live-strong bracelets, etc.).

IV. Play

- 4.1 The ball shall be in play continuously unless:
 - 4.1.1 It should leave the basketball playing area.
 - 4.1.2 It should leave the court of play in any other manner.
 - 4.1.3 The referee stops play.
 - 4.1.4 If the ball unintentionally strikes any portion of the basketball goal structure and goes upward touching the ceiling, **no penalty shall be awarded. An indirect kick for the opposing team will result.** If the ball comes back down to the floor after touching the basket structure, play shall continue.
 - 4.1.5 A goal is scored
- 4.2 Start of Play
 - 4.2.1 At the beginning of the match, choice of ends and the kick-off shall be decided by the toss of a coin. The team winning the coin toss shall have the option of the kick-off or choice of ends.
 - 4.2.2 The game shall be started by a player kicking the ball into the opponent's half of the court of play. The ball must travel forward the distance of its own circumference to be considered in play.
 - 4.2.3 Every player must be on their own half of the court. Only the players of the kicking team shall be in the center circle.
 - 4.2.4 The kicker shall not play the ball a second time until it has been touched or played by another player.
 - 4.2.5 After a goal has been scored, play shall be re-started in the same manner by a player of the team scored upon.
 - 4.2.6 After half-time, ends shall be changed and the kick-off shall be taken by a player of the team who did not kick-off to start the game.
 - 4.2.7 A goal cannot be scored directly from a kick-off.
 - 4.2.8 *NOTE: A forfeit shall be awarded if a team cannot field a minimum of five (3) players within five (10) minutes of the scheduled match time. The forfeit score shall be 1 to 0.

4.3 Ending the Game

4.3.1 The team with the most goals at the end of regulation time shall be the winner. During the postseason in the event of a tie at the end of regulation play, there will be a sudden victory overtime period played.

V. Goal and Corner Kicks

5.1 Only under the following circumstances shall there be a goal or corner kick:

5.1.1 In the event a goal kick is taken, it cannot be kicked across half-court in the air. An indirect kick will result at mid-court.

5.1.2 Ball travels into the goal from indirect kick. A goal kick will result.

5.1.3 A ball becomes idle or caught behind the goal and therefor dangerous to play. The defensive team will then gain control of the ball.

VI. Violations

6.1 Resulting in an indirect kick, as well as the potential for a red or yellow card depending on the severity:

6.1.1 Charge an opponent

6.1.2 Kick or attempt to kick an opponent

6.1.3 Trip an opponent

6.1.4 High kick – Over shoulder height

6.1.6 Jump at an opponent

6.1.7 Strike or attempt to strike an opponent

6.1.8 Hold an opponent

6.1.9 Push an opponent

6.1.10 Handle the ball

6.1.11 Slide - Tackle

6.1.12 Play dangerously in the opinion of the referee

6.1.13 Obstruct an opponent

6.1.14 Delay the play of the game

6.1.15 Ball strikes the overhead lights or goals

6.1.16 There is no off-sides rule!

6.1.17 An indirect kick shall be awarded if the referee should issue a card to a player for:

- i. Entering the court of play without the knowledge and consent of the referee.
- ii. Persistently violating the rules of the game.
- iii. Showing disgust for any decision by the referee - by action or word.
- iv. Being guilty of unsportsmanlike conduct.

6.1.18 An indirect kick shall be awarded if the referee shall eject a player for:

- i. In the opinion of the referee, being guilty of violent play.
- ii. Using foul or abusive language.
- iii. Persisting in misconduct after receiving a caution.
- iv. Intentionally denying a player an obvious goal-scoring opportunity by violating the Laws of the game.

6.2 Resulting in a timed penalty delay.

6.2.1 There will be a one (1) minute penalty assessed to a player if:

- i. He/She kicks the ball and it crosses over the wall into the fitness area

6.2.2 There will be a two (2) minute penalty assessed to a player if:

- i. A foul is committed (such as mentioned in Rule 3.1) that is viewed as flagrant by game officials.
- ii. A slide tackle will be an automatic yellow card as well as a two (2) minute penalty.
- iii. A ball is kicked that strikes any portion of the ceiling (including lights and goals).
- iv. All yellow cards = two (2) minute penalty (mandatory) If a player is ejected (red card), he/she will be ineligible to play in the remainder of that match and the next scheduled match. The team will not be allowed to substitute for the ejected player and must play the remainder of the match one (1) player short.
- v. The penalized player will sit in the designated penalty box until the supervisor notifies him/her to leave or until the other team scores. During the penalty time, his/her team will be short-handed

6.2.3 Penalty Kick

- i. A penalty kick will only be awarded in the case that a player blatantly uses his/her hands to block a goal scoring opportunity. This will also result in an automatic red card and game ejection of the defender.

VII. Indirect Kicks

- 7.1** All infractions occurring outside of the penalty area will result in an indirect kick for the opposing team at the spot of the infraction. Fouls which occur in the penalty area will result in a direct kick.
- 7.2** When an indirect kick is taken, the offending team must stand no closer than **four (4) yards**.
- 7.3** All penalties may result in a yellow or red card depending on the severity of the infraction.
- 7.4** No player may head the ball. This will result in a yellow card and an indirect kick.

VIII. Direct Kicks

- 8.1** A direct free kick is to be taken by the opposing team from the place where the infringement occurred. Should a player of the defending team commit one of the following offenses within his penalty area, he/she shall be penalized by a penalty kick, regardless of the position of the ball, as long as it is in play.
- 8.2** Offenses for which a direct free kick may be awarded include the following violations:
 - 8.2.1** Kicking or attempting to kick an opponent
 - 8.2.2** Tripping an opponent, i.e. throwing/attempting to throw him/her by use of the legs or by stooping in front of/behind him/her
 - 8.2.3** Striking or attempting to strike an opponent
 - 8.2.4** Holding an opponent
 - 8.2.5** Pushing an opponent
 - 8.2.6** Charging an opponent with the shoulder
 - 8.2.7** Sliding in an attempt to play the ball when it is being or attempted to be played by an opponent (slide tackle)
 - 8.2.8** Handling the ball with the hand or arm, except for the goalkeeper in his/her penalty area
 - 8.2.9** Spitting at an opponent

IX. Player Conduct

- 9.1** Any player that receives two (2) or more yellow cards during a game will automatically be ejected from the game and be ineligible to play any Intramural Sports until he/she has met with the Assistant Director for Intramural Sports.
- 9.2** Any player that accumulates three (3) or more yellow cards during the season will automatically be ineligible for the next match.
- 9.3** Any player that receives a red card will automatically be ejected from the game, must leave the building immediately. He/she will be ineligible to play Intramural Sports until meeting with the Assistant Director for Intramural Sports. Any player receiving two (2) red cards will be ineligible for the rest of the season and the tournament.
- 9.4** Bench clearing: Automatic forfeit for the team(s) involved. Teams must sit at their respective benches throughout the match.

X. The Referee

- 10.1** The referees shall be appointed by the Clayton State University Department of Recreation & Wellness to officiate each game.
- 10.2** The referee shall:
 - 10.2.1** Enforce the rules of the game.
 - 10.2.2** Be the final authority. A referee's judgment is final.
 - 10.2.3** Have the authority to terminate a game due to interference by spectators or other cause if he/she deems such action necessary.
 - 10.2.4** Have the authority to caution (yellow card) any player guilty of unsportsmanlike conduct and to eject (red card) any player who persistently is guilty of misconduct or who is guilty of violent conduct.
 - 10.2.5** NOTE: A team that is warned by the officials (yellow card) for abusive language or unsportsmanlike conduct from the bench, that continues in the behavior and then subsequently receives a red card, will automatically forfeit the match. Teams are also responsible for their fans' conduct.

XI. Player's Eligibility

- 11.1** No former professional, national, or World Cup players are eligible to play.
- 11.2** Only one (1) present soccer club members are permitted to be on a team's roster. This rule applies to the current academic year.
- 11.3** No current varsity soccer players are allowed to play. You must be one year removed from the varsity team.