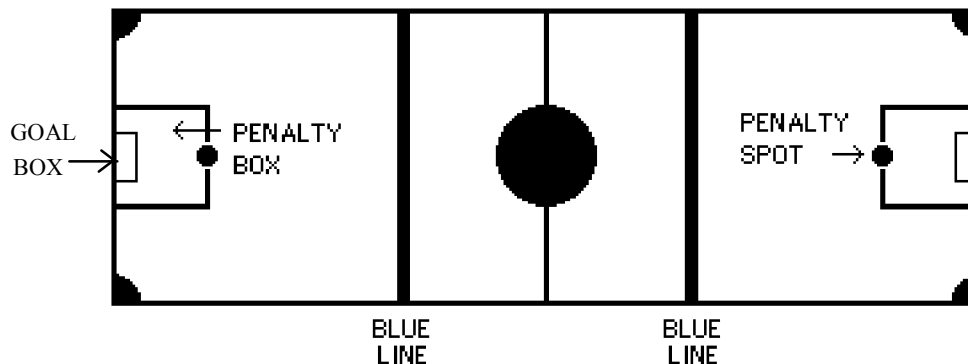


**STUDENT RECREATION & WELLNESS CENTER  
WASHBURN UNIVERSITY**

## **Indoor Soccer Rules**

1. **ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO ENTER THE SRWC.** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.
2. National Federation of State High School Association rules will govern play except where Washburn Intramural modifications are stipulated.
3. Each team will consist of six (6) players, including goalkeeper. Game time is forfeit time. Teams must begin the game with a minimum of five (5) players and may end the game with a minimum of four (4) players. Teams failing to be represented by a least five (5) eligible players at game time shall forfeit the game. The intramural supervisor shall have the official time piece. (Corec modification: Teams will play with 3 men and 3 women, 2 men and 4 women, or 4 men and 2 women.)
4. Prior to each match, team captains must check the roster on the score sheet for accuracy and write in jersey numbers. **To be eligible, players must sign the official team roster prior to participating. THE SCORE SHEET IS NOT THE ROSTER!!** Roster checks will be made throughout the season. Players may sign the team roster in the SRWC Gym prior to any regular season game or at the SRWC front desk Monday through Friday, 8am – 5pm.
5. Jerseys with numbers on either the front or back must be worn by each player. Jerseys may be checked out at each scorer's table (a T-shirt with sleeves must be worn under these jerseys). Teams may provide their own T-shirts or jerseys; however, they must be of similar color and must have **clearly visible** numbers on either front or back.
6. A game consists of two 15-minute running halves of play with a 5-minute halftime break. There are no timeouts; however, the referee may stop the clock at any time.
7. The playing area is shown below:



8. All free kicks are direct, including inbound kicks. Free kicks, after being put into play, must be touched by another player before being played again by kicker.
9. Restraint on all free kicks is 10 feet.
10. A goal box will be used. No one except the keeper will be allowed to play a ball in this box. A free kick will be awarded to the non-offending team. Defensive penalties will result in a penalty kick for the offensive team. Offensive penalties will result in a goal kick.
11. The penalty box is approximately 25' square and the penalty spot is located 25' from the center of the goal.
12. Three line passes in the air are not allowed. The infraction is enforced at the mid-point of the first blue line (free kick).
13. Any ball hitting overhead baskets or any part of the upper-structure will be ruled out of play. The ball will be put back into play at the spot directly below point of contact.
  - a. Exception: Ball hitting the upper structure within the penalty box.
  - b. Offenses by offense - goal kick - (free kick)
  - c. Offenses by defense - free kick at the penalty spot

**For complete information on general intramural information and sportsmanship policies visit  
[www.washburn.edu/getfit](http://www.washburn.edu/getfit)**

14. During a goal kick a defensive player shall not intentionally attempt to block the kick. Penalty: re-kick awarded
  - a. Exception: If the defender is stationary and make no intentional play on the ball, play will resume with no re-kick awarded.
15. Only the end walls may be used. A ball kicked higher than the red line on the end-wall will result in a free kick by the non-offending team.
16. The game may be stopped due to injury or official's discretion. If no team has clear possession at the time of the whistle a drop ball will resume play.
17. **Fouls.** Each player is allowed 4 fouls per game. A foul is interpreted as any illegal/unnecessary contact such as tripping, pushing, tackling, or holding. If a person receives 4 fouls during any game, the player is eliminated from the rest of the game.
18. A ball trapped behind the net is awarded to the non-offending team.
  - a. Offenses by offense - goal kick (free kick)
  - b. Offenses by defense - cornerkick (free kick)
19. Ball out of touch is awarded to the non-offending team. Inbound is by free kick. For goal kicks, the ball will be placed on the goal box line.
20. Slide tackles will not be allowed. Players must stay on their feet when playing the ball, unless jumping to play a ball in the air.
  - a. Exception: The goalkeeper may slide in the penalty box.
  - b. Infractions – Free kick, at point of infraction, is awarded to non-offending team.
21. All dead balls must be put into play within 5 seconds. Any infractions will result in a free kick for the non-offending team. The referee judges when to begin the 5-second count.
22. A goalkeeper unobstructed has 5 seconds to put the ball in play after controlled by hands.
  - a. Infractions - free kick at the penalty spot.
23. Goalies may not use their hands to play a ball that is passed back by a teammate via kick.
  - a. Penalty – free kick at the penalty spot.
24. The Washburn Intramural Sportsmanship Rating System will be in effect for all games.
 

YELLOW CARD	unsportsmanlike conduct. <b>Penalty:</b> caution; a player receiving a yellow card must sit out until the next available substitution.
RED CARD	second yellow card, persistent misconduct, violent contact, or flagrant unsportsmanlike conduct. <b>Penalty:</b> game disqualification; the ejected player must meet with the Intramural Director before the player or their team is eligible for further play. If a player is ejected, their team will play one player short for the remainder of the game.
25. Substitutions may be made **only** on their **own team's inbound free kick and cornerkicks**. There will be free substitution on goal kicks. Substitutes must check in at the scorer's table prior to the dead ball. No substitutions will be permitted during the last two minutes of any period.
26. Overtime will be used during playoffs only. Overtime will consist a 5-minute sudden-death period. If the score is still tied at the end of sudden death, a shootout will be played. During the shootout, all five of the players (including the goalie) on the court at the end of overtime will be used. The same order will be used for the entire shootout. If the score is still tied at the end of the first shootout, a sudden death round will be played until a winner has been determined. Penalty kicks are used for the shootout.
27. All spectators will stand opposite of the players. Teams may have no more than two non-player coaches on their sideline.

Revised 11/2006