

STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY
INTRAMURAL INDOOR SOCCER RULES

Location

- Games will be played in the Student Recreation and Wellness Center (SRWC), Courts 2 and 3.

Schedule

- Regular season will be played for 3 consecutive weeks at your scheduled day and time. Playoffs for qualifying teams will follow the regular season.
- If your team is unable to make your game contact the Intramural Office at 785-670-1314 by 3:00pm the day of your game to default.

Eligibility

- 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.

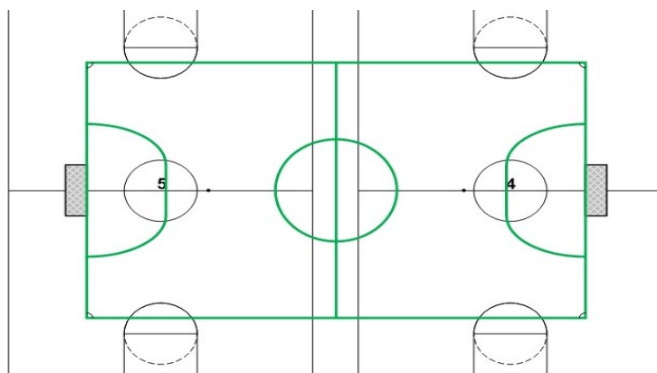
Players

- Each team will consist of five (5) players. Game time is forfeit time. Teams must begin the game with a minimum of three (3) players.
- Teams must have a minimum of five (5) players registered on IMleagues to be entered into the league.
- Players may be added to the roster via IMLeagues, before the end of the regular season. Roster addition instructions are available at the SRWC or online at www.washburn.edu/getfit.

Equipment

- No jewelry is permitted.
- Head decorations, headwear, hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- All players must wear athletic shoes with non-marking court soles. Hard sole shoes or sandals of any kind will not be permitted.
- SHINGUARDS ARE STRONGLY RECOMMENDED
- All teams must wear the same color shirts or jerseys, the goalie must wear a shirt of a different color. Jerseys will be provided if needed.

Gameplay



- **The Playing Court**
 - The boundaries will be defined as the maroon volleyball lines connecting both courts. Cones will be placed in each corner as markers.
 - The game will begin with a kick off that can go any direction. The person kicking off cannot touch the ball again until another player does.
 - When the ball leaves the field of play and is considered out along the sidelines:
 - The whole ball needs to be over the line for it to be out
 - A kick-in will be given to the team that did not last touch the ball
 - If hits the ceiling, ball will be out and put in play at the closest sideline
 - If the ball leaves the field of play along the goal line:
 - Last touched by offense: goalie throw-in
 - Last touched by defense: corner kick
 - The ball is in play at all other times including:
 - When it rebounds from a cross-bar, or post
 - When it rebounds off the referee who is in the field of play

- **Game Timing**
 - Each half will consist of a 20-minute running clock with a 3-minute halftime.
 - There are no timeouts. The referee may stop the clock at any time if needed.
 - Mercy Rule
 - If a team is winning by 15 or more any time in the second half
 - If a team is winning by 8 or more with 3 minutes or less left in second half
 - Regular Season – no overtime will be played in the regular season. Games will end in a tie if necessary.
 - A team winning by forfeit will receive a score of 5-0.

- **Scoring**
 - A goal shall be legal, when the WHOLE ball has crossed the plane of the goal-line, between the goalposts and the crossbar; pending no foul has occurred.
 - A goal may be scored during regular play from:
 - Normal game play
 - Penalty kick
 - Drop ball
 - A goal may not be scored from:
 - Indirect free kick
 - Kick-in
 - Corner Kick
 - Goalie throw-in
 - Kickoff

- **Goalkeeping**
 - Goalkeepers need to wear a shirt/jersey with contrasting colors to easily distinguish from teammates and/or opponents.
 - Goalies can come out of the box to play the ball, but will lose all goalie privileges until they return to the box.
 - Goalkeepers may not handle the ball when it has been deliberately kicked back by a teammate or handle the ball outside the box.
 - Goalkeepers may not throw the ball overhand (sidearm and underhand are acceptable) or punt the ball.
 - Goalie throw-ins can take place anywhere inside the box.

- **Fouls**
 - Each team is allowed 5 fouls per half.
 - After a team has committed 5 fouls in a half, all subsequent fouls will result in a penalty kick for the opposing team
 - All fouls and misconduct except penalty kicks shall be **INDIRECT** kicks. The following offenses shall be indirect free kicks
 - Kicking or attempting to kick an opponent
 - Tripping an opponent
 - Jumping at an opponent
 - Charging at an opponent in a dangerous or violent manner
 - Striking or attempting to strike an opponent
 - Holding or pushing an opponent
 - Sliding
 - Handballs
 - Dangerous play
 - Obstruction
 - Overhand Goalie throw
 - Bicycle kicks
 - Indirect means it cannot be directly scored but has to touch someone else before going in the goal to count. The wall will be placed 7 yards from the spot of kick.
 - Penalty Kicks will be taken from marked spot on floor. All other players besides goalie and kicker must be behind half court until the ball is kicked.

- **Substitutes**
 - Substitutions may be made at any dead ball.
 - Substitutes must check in with the official and be beckoned in at the next occurring dead ball.
 - If substituting for the goalie must let the official know that before entering

- **Overtime**
 - Overtime will be used during playoffs only.
 - Overtime will consist a 3-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.
 - For CoRec shootouts, kickers must alternate gender with the higher numbered gender shooting first

CoRec Modifications

- CoRec teams may play with any combination of the following:
 - 2 males & 2 females on the floor + a goalkeeper of either gender
 - 2 males & 1 female on the floor + a goalkeeper of either gender
 - 1 male & 2 females on the floor + a goalkeeper of either gender
 - 1 male & 1 female on the floor + a goalkeeper of either gender
 - Number of players needed to start the game

Sportsmanship

- **Red and Yellow Cards**
 - **Yellow card**: Will be given to players that exhibit poor behavior and/or commit a hard foul, a substitution will be made for that player as they must leave the court until the next potential

substitution time. Examples include dissent towards an official, **sliding**, unsportsmanlike act to another player, etc.

- **Soft Red card**: This will be given to an individual player receiving two yellow cards and will result in an ejection. When a team's player receives a soft red, the team may not substitute a person for the offending individual
 - **Red card**: An immediate red card will be awarded for any player exhibiting extremely poor sportsmanship, a severe penalty, extreme dissent to an official, attempt at or actual act of fighting, etc. When a team's player receives a red card, the team may not substitute a person for the offending individual
- The Washburn Intramural Sportsmanship Rating System will be in effect. Any person receiving a yellow card must come out of the game until the next available substitution. Any person receiving a red card or second yellow card will be ejected from the game. All ejected players must leave the SRWC immediately and arrange to meet with the Assistant Director of Intramural Sports before they are eligible for further competition.