GENERAL RULES & GUIDELINES FOR IM INDOOR SOCCER

- All players must present their own UGA 81# ID Card at every game. Any player not providing his/her own valid UGA 81# ID card will not be permitted to participate. Players may also use a valid government issued photo ID or passport.
  - Any player caught violating this rule or any other rules/policies will face the sanctions listed on Page 7 of this rule packet.

- A team’s roster may only have 15 players on it for the entire season. Once a player joins a team’s roster on IMLeague and participates in a regular season game, they are considered to be a part of that team, and cannot switch teams, or be removed from the roster.
  - All players must login to IMLeagues and sign up on a team prior to being eligible to participate.
  - Players must play in one regular season game to be eligible for the postseason.
  - Roster additions may only be made by a player participating in an Intramural game.
  - All Intramural Participants must meet all eligibility guidelines which can be found in the Intramural Sports Participant Guide at http://www.recsports.uga.edu/im

- Players may only participate on one same sex team (which include: Fraternity, Men’s Recreational, Men’s Competitive, Women’s Independent, and Sorority), and one Co-Rec team.
  - Players violating this rule will face a minimum penalty of being ineligible for participation for one calendar year from the date the violation was found in the sport that the violation took place.

- A Team is only permitted to have two club soccer players on its roster.
  - Any team found violating this rule will risk forfeiting its season.
  - Club players who violate this rule will be suspended for one calendar year from the date of infraction and may be subject to further penalty as deemed appropriate by the specialist for Intramural Sports and/or the Club Sports Executive Committee.

- Teams must be at their assigned gym, signed in, and ready to play (including legal uniforms), no more than 5-minutes after the scheduled game time, or the game will be declared a forfeit or default.
  - Late Arrival Policy: 1-MINUTE LATE = 1-0; 3 MINUTES LATE = 2-0; (END OF GAME AT 5 MINUTES, SCORE 3-0)
  - If a game is scheduled for 6:00pm, once the Intramural Staff’s official clock reads 6:05pm, that game will be declared a default/forfeit.
    - Intramural Staff will not officiate or score keep for unofficial games.

- Player Uniforms
  - ALL PLAYERS MUST WEAR SHIN GUARDS
    - Any attempt to deceive the Intramural Sports Staff will result in a yellow card.
  - Teams will be designated Light (Home) and Dark (Away) on the game schedule.
  - All players must be in appropriate colored uniforms or they will not be permitted to play.
  - NO GREY SHIRTS ARE PERMITTED TO BE WORN BY ANY PLAYERS (including the goalies).
  - Goalies must wear a contrasting color to both teams.

- There will be absolutely no slide-tackling permitted
  - Any player making an attempt to slide for a ball will receive a minimum of a yellow card

- If a team commits five fouls/violations in one half, all free kicks resulting after the fifth will take place in the form of a penalty kick.

- No clothing or personal belongings will be permitted along the sidelines. It is strongly suggested that players use lockers to store personal belongings. If players choose to bring personal belongings to the gyms, they must be outside the court and the Department of Recreational Sports will not be responsible for these items.
All players must show their UGA ID Card or Government Issued ID before every game in order to participate. NO EXCEPTIONS!

A. PLAYING AREAS  
 a. The playing areas will be Gym East and Gym West in the Ramsey Center.  
 b. The penalty area shall be an arc extending 10 yards from the goal line.  
 c. The penalty spot shall be 30 feet (10 yards) from the center of the goal line (top of the arc).  
 d. The goal area shall be 16 feet in width by 6 feet from the goal line.  
 e. The goal will be 8 feet by 12 feet.

B. THE BALL  
 a. The game ball will be provided by the Intramural Sports Department.  
  i. Any team wishing to sign out a ball must do so at Equipment Checkout.

C. NUMBER OF PLAYERS/SUBSTITUTION  
 a. A game shall consist of two (2) teams, each having six (6) players, including the goalie.  
 b. The minimum number of players on a team shall be NO LESS than five (5) to start the game and four (4) to continue.  
 c. The substitution will be a free-substitution format:  
  i. An incoming player may not enter the game until the player being replaced has completely left the court of play.  
  ii. Incoming players must check-in through the sideline official at the mid-court point.

D. PLAYER CONDUCT  
 a. 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 in accordance with the sanctions listed on Page 7 of this rule packet.  
 b. Any player that accumulates three (3) or more yellow cards during the season will automatically be ineligible for the next match.  
 c. Any player that receives a red card will automatically be ejected from the game and must leave the building immediately.  
  i. He/she will be ineligible to play Intramural Sports in accordance with the sanctions listed on Page 7 of this rule packet.  
  ii. Any player receiving two (2) red cards will be ineligible for the rest of the season and the tournament.  
 d. Bench clearing: Automatic forfeit for the team(s) involved. Teams must sit at their respective benches throughout the match.  
 e. Unsportsmanlike actions and/or language in the hallways may result in yellow or red cards.  
  i. If a situation warrants it, any Intramural Sports Professional Staff Members, Graduate Assistants, or Student Supervisors may have the officials issue yellow or red cards.

E. PLAYER EQUIPMENT  
 a. ALL PLAYERS ARE REQUIRED TO WEAR SHIN GUARDS!  
 b. A player may not wear anything which, in the referee's opinion, is dangerous to other players.  
 c. ALL players must wear canvas, tennis, or indoor soccer shoes (i.e. non-marking shoes). NO TURF SHOES WILL BE ALLOWED!  
 d. Teams must wear the designated light (home) or dark (away) colored jerseys as indicated on the season's schedule.  
  i. Players who do not wear the designated light or dark colored shirts will not be permitted on the court of play until the proper colored shirt is worn.  
  ii. GRAY SHIRTS ARE NOT ALLOWED!  
  iii. Final decisions on proper contrasting jersey colors will be at the discretion of the officials.  
 e. The goalkeeper shall wear a color which distinguishes him/her from other players including the opposing team and officials. Goalies are not permitted to wear gray t-shirts.
The goalkeeper must wear the knee pads provided by the UGA Department of Recreational Sports.

All players must remove all jewelry (earrings, necklaces, rings, silicone rubber bracelets, etc.).

F. OFFICIALS

a. The officials shall be appointed by the UGA Recreational Sports Office to referee and officiate each game.
b. The official shall:
   i. Enforce the rules of the game.
   ii. Be the final authority. An official’s judgment is final.
   iii. Have the authority to terminate a game due to interference by spectators or other cause if he/she deems such action necessary.
   iv. 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.
c. NOTE: A team that is warned by the official’s (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.

G. DURATION OF THE GAME

a. The duration of the game shall consist of two (2) twenty (20) minute halves – running clock. NO TIME OUTS.
b. The official shall be the sole keeper of the time.
c. The official shall allow for stoppages due to injuries or anything which, in the official’s opinion, would seriously interfere with game play.
d. Half-time shall be no more than five (5) minutes.
e. Mercy rule: the game will end if one team has a ten (10) goal lead with ten (10) minutes or less left in the game.

H. THE GOALIE

a. The ball cannot be drop-kicked, punted or thrown across half-court in the air by the goalkeeper. An indirect kick will result at half court. Once outside the penalty area - the goalkeeper may kick the ball over half-court.
b. The goalie is prohibited from picking a ball up which he/she brings into the penalty area. The result will be an indirect kick from the top of the penalty arc.
c. Once the goalie has control of the ball with his/her hands, if the ball is set down to be played with the feet, it cannot be picked up again. The result will be an indirect kick from the top of the penalty arc.
d. If the ball is played to a team member inside the penalty area and kicked back to the goalie, the goalie cannot pick up the ball. Result will be an indirect kick from the top of the penalty arc.
e. If the goalie plays the ball to a team member outside the penalty area and that player plays the ball back to the goalie, the goalie may pick up the ball with no infraction.
f. Teams may change goalkeepers only after both officials have been properly notified.

I. GOAL AND CORNER KICKS

a. Only under the following circumstances shall there be a goal or corner kick:
   i. 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.
   ii. Ball travels into the goal from indirect kick. A goal kick will result.
   iii. A ball that strikes above the out-of-bounds line on the walls, that is last touched by a defensive player will result in a corner kick.

J. INDIRECT KICKS

a. 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.
   i. When an indirect kick is taken, the offending team must stand no closer than four (4) yards.
   ii. All penalties may result in a yellow or red card depending on the severity of the infraction.
   iii. No player except the goalie may kick or head the ball while the BALL and GOALIE are in the goal box. If a second defender touches the ball in the goalie box, the play will result in an indirect kick from the top of the penalty arc.
iv. If an attacker brings the ball into the goal box, while the goalie is in the box, it will result in a free kick from the top of the defensive penalty arc.

K. COMMON PENALITIES
   a. Resulting in an indirect kick (or direct kick) as stated in Rule J, as well as the potential for a red or yellow card depending on the severity:
      i. Charge an opponent
      ii. Kick or attempt to kick an opponent
      iii. Trip an opponent
      iv. Jump at an opponent
      v. Strike or attempt to strike an opponent
      vi. Hold or Push an opponent
      vii. Handle the ball
      viii. Slide- Tackle - This is not a new rule! Please inform all players! Officials will strictly enforce this rule!
      ix. Play dangerously in the opinion of the referee
      x. Obstruct an opponent
      xi. Delay the play of the game
      xii. Ball strikes the Challenge Course equipment in Gym East
      xiii. There is no off-sides rule!
   b. 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.
   c. 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.

L. PENALTIES
   a. There will be a one (1) minute penalty assessed to a player if:
      i. A player kicks the ball and it strikes the Challenge Course equipment in Gym East. There will be no red or yellow cards assessed. If the player deflects the ball, there will be no penalty.
   b. There will be a two (2) minute penalty assessed to a player if:
      i. A foul is committed (such as mentioned in Rule #11) 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 protruding cement beam, above the scoreboard or higher up to and including the ceiling (including lights and speakers).
   c. 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.
   d. 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.

M. PENALTY KICK
   a. A penalty kick shall be awarded if a defensive player should commit one of the fouls listed in (Rule K.a.i-K.a.xiii) within his/her own penalty area.
   b. The penalty kick shall be taken by one (1) player from the opposing team from the penalty spot. All other players must remain outside the penalty area until the ball is kicked.
   c. The player still receives the penalty and goes to the box.
   d. If a goal is scored, the penalized player is released. If no goal is scored, play continues immediately and the penalty begins.
N. START OF PLAY
   a. 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.
   b. 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.
   c. Every player must be on their own half of the court. Only the players of the kicking team shall be in the center circle.
   d. The kicker shall not play the ball a second time until it has been touched or played by another player.
   e. After a goal has been scored, play shall be re-started in the same manner by a player of the team scored upon.
   f. 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.
   g. On a kickoff, the ball must be touched by a second player prior to a goal being scored.

O. PLAY
   a. The ball shall be in play continuously unless:
      i. It should become lodged in the basket structures or ceiling.
      ii. It should leave the court of play in any other manner.
      iii. The referee stops play.
      iv. 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.
      v. A goal is scored

P. ENDING THE GAME
   a. The team with the most goals at the end of regulation time shall be the winner. During the regular season if the score is tied, there will be one five (5) minute sudden victory overtime period played. If the game is still tied at the end of the overtime period, the game will be recorded as a tie.
   b. During the postseason in the event of a tie at the end of regulation play, there will be two five (5) minute overtime periods (*NOTE-these are not a sudden victory overtimes). If a tie exists after both overtime periods, a four (4) player penalty kick shoot-out will be enforced.
   c. NOTE: The players on the floor at the end of the overtime play shall be the players taking the penalty kicks. If a tie remains at the end of the shoot-out, a sudden victory penalty kick shoot-out using the remainder of the roster will determine the winner.

Q. PLAYER ELIGIBILITY
   a. No former professional, national, or World Cup players are eligible to play.
   b. Only two (2) present club soccer members are permitted to be on a team’s roster.
      i. A Co-Rec team is only permitted to have one male and one female Club Soccer player on its roster.
      ii. Club players who violate this rule will be suspended for one calendar year from the date of infraction and may be subject to further penalty as deemed appropriate by the specialist for Intramural Sports and/or the Club Sports Executive Committee.
   c. Any team found violating these rules will risk forfeiting its season.

R. CO-REC TEAMS
   a. Teams shall consist of six players one of which is the goalie.
   b. Teams may start with 5 players, 2-men and 2-women and a goalie of either sex. The number of men may exceed the number of women by 1 and the number of women may exceed the number of men by only 1 (excluding the goalie).
   c. Acceptable ways to field a team playing CO-REC:
      i. 3-men, 3-women (Goalie of either gender)
      ii. 4-men, 2-women (Goalie must be male)
      iii. 4-women, 2-men (Goalie must be female)
      iv. 3-men, 2-women (Goalie must be male)
      v. 3-women, 2-men (Goalie must be female)
S. CO-REC SCORING

d. A goal scored by a female is worth 2-points.
e. The last offensive person to touch the ball will be credited with the goal.