



## GENERAL RULES & GUIDELINES FOR **IM INDOOR SOCCER**

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- All players must present their own UGA 81# ID Card at every game. Any player not providing their own valid UGA 81# ID Card will not be permitted to participate.
  - Any player caught violating this rule or any other rules/policies will face the sanctions listed on Page 14 of the Intramural Sports Participant Guide.
- **A team's roster may only have 15 players on it for the entire season.** Once a player joins a team's roster on IMLeagues 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.
  - 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: [https://recsports.uga.edu/uploads/docs/2019-2020\\_IM\\_Participant\\_Guide\\_Final.pdf](https://recsports.uga.edu/uploads/docs/2019-2020_IM_Participant_Guide_Final.pdf)
- **Players may only participate on one single gender team (which includes: Fraternity, Men's Recreational, Men's Competitive, Women's, and Sorority), and one Co-Rec team.**
- A team is only permitted to have **2 Club Soccer** players on its roster.
  - A Co-Rec team is only permitted to have 1 male and 1 female Club Soccer player on its roster.
  - Any team found in violation of this rule will face sanctions. Including but not limited to removal from the league.
- No former professional, national, or World Cup players are eligible to play.
- Teams must be at their assigned gym, signed in, and ready to play (including legal uniforms), no later than 5-minutes after the scheduled game time, or the game will be declared a forfeit or default.
  - A forfeit is when no one from a team is present to check in and participate in an intramural contest.
    - If a team forfeits, they will be required to pay a \$20 Forfeit Buy Back Fee to continue to participate in the league.
    - Any team that defaults two games during the regular season will be removed from the league
  - A default is when a team does not have the minimum number of legal participants ready for play for an intramural contest.
    - A team may email the Competitive Sports Staff ([compsports@uga.edu](mailto:compsports@uga.edu)) by 3PM the day of their scheduled game to let the staff know they will not have enough players to play.
    - Two defaults is equivalent to one forfeit and must purchase a \$20 Forfeit Buy Back Fee to continue to participate in the league.

- Any team that defaults three games during the regular season will be removed from the league
- **Late Arrival Policy:**
  - 1-MINUTE LATE = 1-0
  - 3 MINUTES LATE = 2-0
  - END OF GAME AT 5 MINUTES = 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 EQUIPMENT

#### UNIFORM

- The home team shall wear light shirts, and the away team shall wear dark shirts.
- **Grey shirts are NOT permitted (including the Goalkeeper)**
  - Players will not be permitted on the court until the proper colored shirt is worn.
- Goalkeepers must wear a contrasting color to both teams.
- ALL players must wear canvas, tennis, or indoor soccer shoes (i.e. non-marking shoes).
  - **NO TURF SHOES WILL BE ALLOWED!**

#### EQUIPMENT

- **ALL PLAYERS ARE REQUIRED TO WEAR SHINGUARDS!**
- Hats or head wear with exposed knots are **NOT** permitted.
- Jewelry is **NOT** permitted (earrings, necklaces, rings, bracelets, watches, silicone rubber bracelets, etc.)
- Goalkeepers must wear the knee pads provided by the UGA Department of Recreational Sports.
  - Knee pads will be checked out in Gym East with the Site Manager, please bring your UGA ID.

#### IMPROPERLY EQUIPPED PLAYERS

- Improperly equipped players shall be instructed to leave the field of play when the ball next ceases to be in play. Play shall not be stopped for an infringement of this rule except that the referee may stop play immediately where there is a dangerous situation.
- The removed player may re-enter only after reporting to the supervisor and an official, who shall be satisfied the player's equipment and uniform are in order. The player may reenter when the official waves them on.

### THE FIELD OF PLAY

#### SIZE OF THE FIELD

- The playing areas will be Gym East and Gym West in the Ramsey Student Center.
- The penalty area shall be an arc extending 10 yards from the goal line.

- The penalty spot shall be 30 feet (10 yards) from the center of the goal line (top of the arc).
- The goal area shall be 16 feet in width by 6 feet from the goal line.
- The goal will be 8 feet by 12 feet.

### **THE BALL**

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

### **THE PLAYERS AND SUBSTITUTIONS**

#### **NUMBER OF PLAYERS**

- A game shall consist of two (2) teams, each having six (6) players, including the goalkeeper.
- The minimum number of players on a team shall be NO LESS than five (5) to start the game and four (4) to continue play.

#### **SUBSTITUTIONS**

- The substitutions will be a free-substitution format:
  - An incoming player may not enter the game until the player being replaced has completely left the court of play.
  - Incoming players must check-in through the sideline official at the mid-court point.
- Goalkeeper Subs:
  - The goalkeeper may change places with a player on the field when play is stopped, and it is a substitution opportunity.
  - Any time the goalkeeper is changed, a referee shall be notified.
  - Goalkeepers must exchange knee pads and contrasting shirts in order to be properly equipped to make the change.

#### **CO-REC GAMEPLAY**

- Each team will consist of six players, one of whom shall be the goalkeeper.
- Teams may start with 5 players, 2 males and 2 females with a goalkeeper of either sex. The number of males may exceed the number of females by 1 and the number of females may exceed the number of males by 1 (excluding the goalkeeper).
- Teams may play with the following male/female combinations on the court:
  - 3 males & 2 females
  - 2 males & 3 females
  - 2 males & 2 females
- Substitutions = must be male for male or female for female, except for the goalkeeper.
- The last offensive player to touch the ball will be credited with the goal.
  - Female goal = 2 points
  - Male goal = 1 point
  - All Penalty Kicks = 1 point

## **DURATION OF THE GAME AND LENGTH OF PERIODS**

### **LENGTH OF PERIODS**

- The length of the game shall consist of two (2) twenty (20) minute halves – running clock. NO TIME OUTS.
- The official shall be the sole keeper of the time.
- The official shall allow for stoppages due to injuries or anything which, in the official's opinion, would seriously interfere with game play.
- Half-time shall be no more than five (5) minutes.

### **TIE GAMES AND OVERTIME PERIODS**

- During the regular season if the score is tied, there will be a five (5) minute sudden victory overtime period play.
  - If the game is still tied at the end of the overtime period, the game will be recorded as a tie.
- During the postseason if the score is tied, there will be two five (5) minute periods, which will not be sudden victory.
  - If a tie exists after both overtime periods, a four (4) player penalty kick shoot-out will be enforced.
  - The players on the court at the end of the second overtime period shall be the players taking the penalty kicks.
  - If a tie remains at the end of the penalty shoot-out, a sudden victory penalty kick shoot-out using the remainder of the roster will determine the winner.

## **THE START OF PLAY**

### **KICK-OFF**

- At the beginning of the match, there will be a coin toss to decide what team gets the ball first and what side to defend. The winner of the coin toss will get to pick first of either choices.
- 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.
- Every player must be on their own half of the court. Only the players of the kicking team shall be in the center circle.
- The kicker shall not play the ball a second time until it has been touched or played by another player.
- After a goal has been scored, play shall be re-started in the same manner by a player of the team scored upon.
- 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.
- On a kickoff, the ball must be touched by a second player prior to a goal being scored.

## PLAY

- The ball shall be in play continuously unless:
  - It should become lodged in the basket structures or ceiling.
  - It should leave the court of play in any other manner.
  - The referees stop play.
  - 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.
  - A goal is scored.

## THE GOALIE

- The ball cannot be drop-kicked or punted by the goalkeeper.
- The ball cannot be thrown across half-court in the air.
  - **An indirect kick will result at half court.**
- Once the goalie has control of the ball with their hands, if the ball is set down to be played with their feet, it cannot be picked up again. **The result will be an indirect kick from the top of the penalty arc.**
- **After the goalie puts the ball in play, the goalie cannot touch the ball with their hands after it is deliberately kicked back to them by a teammate. The result will be an indirect kick from the top of the penalty arc.**
- Teams may change goalkeepers only after both officials have been properly notified.
- 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.
  - If an attacker brings the ball into the goal box, while the goalie is in the box, it will result in a goal kick.

## GOALS AND CORNER KICKS

- Only under the following circumstances shall there be a goal kick:
  - Ball travels into the goal from indirect kick without touching a second player. A goal kick will result.
  - A ball that strikes above the out-of-bounds line on the walls behind the goals, that is last touched by an offensive player will result in a corner kick.
- Only under the following circumstances shall there be a corner kick:
  - A ball that strikes above the out-of-bounds line on the walls behind the goals, that is last touched by a defensive player will result in a corner kick.

## ENDING THE GAME

- The team with the most goals at the end of regulation time shall be the winner.

## FOULS AND MISCONDUCT

### FOULS

- An indirect free kick is awarded to the opposing team from the place the foul, **as well as the potential for a red or yellow card**, occurs if a player commits any of the following fouls:
  - Charge an opponent
  - Kick at or attempt to kick an opponent
  - Trip an opponent
  - Jump at an opponent
  - Strike or attempt to strike an opponent
  - Hold or push an opponent (wall pushes included)
  - Handle the ball
  - Slide-tackling
    - Slide tackle without contact = yellow card
    - Slide tackle with contact = red card/ejection
  - Play dangerously in the opinion of the referee
  - Obstruct an opponent
  - Delay the play of the game
  - Ball strikes the Challenge Course equipment in Gym East
  - **There is no off-sides rule!**

### INDIRECT KICKS

- An indirect kick is when a player taking the kick cannot touch the ball again until it has touched another player.
  - A goal cannot be scored from an indirect free kick until it is touched by another player.
- All infractions occurring outside of the penalty area will result in an indirect kick for the opposing team at the spot of infraction. Fouls which occur in the penalty area will result in a penalty kick.
  - When an indirect kick is taken, the offending team must stand no closer than four (4) yards.
- An indirect kick shall be awarded if the referee should issue a card to a player for:
  - Entering the court of play without the knowledge and consent of the referee.
  - Persistently violating the rules of the game.
  - Showing disgust for any decision by the referee – by action or word.
  - Being guilty of unsportsmanlike conduct.
  - Slide-tackling without contact.
- An indirect kick shall be awarded if the referee shall eject a player for:
  - In the opinion of the referee, being guilty of violent play.
  - Using foul or abusive language.
  - Persisting in misconduct after receiving a caution.
  - Intentionally denying a player an obvious goal-scoring opportunity by violating the Laws of the game.

- Slide-tackling with contact.

### **PENALTIES**

- There will be a one (1) minute penalty assessed to a player if:
  - A player kicks the ball and strikes the Challenge Course equipment in Gym East. There will be no card assessed. If the player deflects the ball, there will be no penalty.
  - A ball is kicked purposely that strikes any portion of the lights, the scoreboard or higher up to and including the ceiling.
- There will be a two (2) minute penalty assessed to a player if:
  - A foul is committed that is viewed as flagrant (yellow card) by game officials.
  - A slide tackle without contact will be an automatic yellow card as well as a two (2) minute penalty.
- The penalized player will sit in the designated penalty box until the supervisor notifies them to enter the game or until the other team scores.
  - During the penalty time, the team will be short-handed.
- Players who receive two (2) yellow cards for slide tackling without contact will be Disqualified from the game. If a player is ejected (red card), they will be ineligible to play in the remainder of that match and will need to meet with the Competitive Sports Staff before being eligible for the next game.
  - The team will not be allowed to substitute for a disqualified or ejected player and must play the remainder of the game with one (1) player short.

### **PENALTY KICK**

- A penalty kick shall be awarded if a defensive player should commit one of the fouls listed in (Indirect Kicks) within their own penalty area.
- The penalty kick shall be taken by one (1) player from the opposing team from the penalty spot, which is the top of the penalty arc. All other players must remain outside the penalty area until the ball is kicked.
- The player who committed the foul will receive the penalty and will go to the designated penalty box.
- If a goal is scored, the penalized player is released. If no goal is scored, play continues immediately, and the penalty begins.