All games will be played in the Athletic Center. Tennis shoes must be worn. Numbered vests and indoor soccer balls will be provided by the Athletic Center.

**TEAM SIZE:** Teams will consist of six (6) players (five players plus the goalie) with one female on the court at all times. Substitutions may be made on the fly, but should be done quickly to avoid advantage toward goal.

**TIME LIMITATIONS:** Games will consist of two (2) twenty minute halves of running time. The clock will stop on goals, penalty kicks and injuries only. There will be one 20 second time-out allowed each half.

**TIE GAMES:** If a tie, 5 vs. 5 penalty kicks for each team will determine the winner of the match.

**KICK-IN:** When the ball leaves the playing area, it will be kicked in at the point it went out of bounds. Any ball going out of bounds will be put back into play with a kick in by the team not responsible for propelling it out of bounds. Balls kicked by the attacking team and striking the end wall behind the defensive team’s goal are considered out of play and will be put back into play by the goalkeeper with a goal kick.

**DROP BALL:** A drop ball will be called when play is stopped due to an inadvertent whistle or an injury when there is no clear possession when the whistle was blown. A drop ball is also used when the ball goes out of bounds and it is not clear who the ball last touched before going out of bounds. A drop ball is when the referee drops the soccer ball between a player from each team. The ball has to touch the ground before either player touches it. Any player on the floor may take a drop ball.

**CORNER KICK:** A corner kick is awarded to a team when a defensive player kicks or heads the ball over his own line. An opposing team member puts the ball into play with a direct free kick in from the corner of the field nearest the point where the ball went out of bounds.  

**NOTE:** The last man to touch the ball before it goes out of bounds is considered to be the one who caused it to go out.

**FREE KICKS:** This is awarded when:  
- A penalty kick is awarded against a team that commits one of the following offences, inside its own penalty area and while the ball is in play:  
  - Kicking, striking, or jumping at an opponent  
  - Tripping  
  - Handling the ball  
  - Charging in back or charging roughly or violently  
  - Charging an opponent while he has both feet off the ground in an effort to head the ball  
  - Placing his/her hands or arms on an opponent in an effort to reach the ball  
  - Carrying the ball outside the penalty area (applies to goalkeeper).  

**If any of the above fouls are committed outside the penalty area by either team, an indirect free kick is awarded to the opponents at the point of the foul. THERE ARE NO DIRECT KICKS OTHER THAN PENALTY KICKS**

Opposing players must be at least 3 yards from the ball until it is kicked, with exception of the goalie standing on their own goal line. If the kick is by a team in its own penalty area.

**ADVANTAGE CLAUSE:** If a player or team has gained nothing by committing a minor foul, the referee will not stop play. This is the “advantage”. You may see the referee motioning to players to ‘play on’. This means that he has seen an infraction, but feels that the game is better served by continuing play. The advantage is usually applied when a player is proceeding to the goal, is fouled, yet retains possession of the ball.
**PENALTY KICK:** A penalty kick is awarded as mentioned above or when a defensive player other than the goalie uses his hands within the penalty area. The kick must be taken from the center spot of the penalty line directly in front of the goal. Only the goalie may defend against the penalty kick; all other players must stay outside the penalty area until the kick has been made. Any rebound is considered live and in play. The goalie must be stationed on the goal line. The player attempting the penalty kick must do so in one continuous motion within three seconds of the referee's whistle.

**OFF SIDES:** There will be no off sides for indoor soccer.

**STARTING THE GAME:** The game begins with a kick from the center circle at the whistle by the team winning the toss. The ball must be advanced forward toward the opponent's goal first. All players must be in their half of the field at the kickoff; the defensive team may not approach the circle (from behind the restraining line) until the ball has been moved by the attacking team. After scoring a goal, the team scored against kicks off from the center circle.

**CONDUCT/GAME EJECTION:** A team is responsible for the actions of any individual members of the team or spectators directly related to the team. Good sportsmanship will be displayed before, during and after a game. The following are evidences of poor sportsmanship and will result in a warning, penalty or ejection from a game:

- Profanity
- Unnecessary delay of the game
- Striking or shoving an official (probable ejection from the game, expulsion from all intramurals for one year and disciplinary action by the College)
- Excessive arguing - discussion can only occur between the team captain and the official
- Derogatory or abusive remarks toward an opponent or an official
- An action, the intent of which is to physically injure an opponent. The playing captain, game official or intramural supervisor have the authority to remove without warning, any player from the game who is playing in a dangerous manner or unsportsmanlike conduct.
- Continuous harassment (verbal or physical) of the game officials
- Physical abuse of players on the opposing team

**RULE INTERPRETATION PROTESTS:**

- Any rule interpretation protest must be made on the field of play by the team manager to the game official. This must occur at the time of the disputed play and before play resumes. The official shall record on the scorecard that the game is being played "under protest". All game conditions at that time will be noted (score, time remaining, etc.). Protests after the fact will not be honored.

- A written protest must then be submitted by the team manager to the Assistant Director within 24 hours after the completion of the scheduled contest, excluding days when the office is closed. A maximum of one week is given to decide each protest. If a formal protest is upheld, the game will be replayed from the point at which the improper decision was made or in its entirety in order to correct the error. If the protest is denied, the game stands.

- Absolutely no protests on judgment calls by an official will be considered.

Any individual who is removed from competition will not be allowed to play until reinstated by the Director. **There will be no substitution allowed to replace an ejected player.**

Intramurals competition is for the enjoyment of all its participants. As part of its objective, it should provide a social outlet for the participant, while also being fun. **Do not ruin this atmosphere by being a poor sport.**