

IM INDOOR SOCCER RULES

NIRSA rules will govern play except for the following changes made by Ferris State Intramural Sports. General policies and all official sport rules can be found on the Intramural Sports page on the UREC website.

Table of Contents

Rule 1: Facility & Equipment	page #1
Rule 2: Eligibility & Game	page #1
Rule 3: Intramural Indoor Soccer Specifics	page #2
Rule 4: Co-Rec Modifications	page #6
Rule 5: Captain Responsibilities and Sportsmanship	page #6

Rule 1: Facility & Equipment

Article 1. Facility- Ewigen Ice Arena: 210 Sports Drive, Big Rapids, Michigan, 49307

- a) Ferris State intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at Intramural events. Furthermore, Intramural Sports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as Ferris State DPS or a member of the Big Rapids Police Department.
- b) Pets: Due to health and safety concerns, pets are not allowed at Intramural Sports Fields. This includes both formal Intramural competitions/events and informal recreational activities.

Article 2. Equipment

- a) The Intramural Department will provide game balls. These must be used during every game. No exceptions.
- b) Shorts/pants must be of "athletic material" (basketball or workout type).
- c) Shin guards are highly recommended.
- d) Players must wear shoes. Each player must wear CLEAN soled shoes with no metal on them.
- e) Players of opposing teams must wear contrasting colored jerseys. Goalkeepers must wear a different colored shirt than their team.
- f) The Intramural Department will provide pennies for each team. Teams can wear their own jerseys if numbers are present and they contrast with the color of opposing team's pennies/jerseys. Pennies/jerseys may not be tied in any way to create a knot.
- g) No casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed metal are required to cover the exposed metal.
- h) Jewelry is illegal and may not be worn. All equipment shall be subject to approval of the Intramural Staff and their decisions are final.
- i) Headwear: Players may wear a one-piece elastic headband made of soft pliable material. Rubber or elastic cloth bands may be used to control hair. No other headwear will be allowed. No baseball caps, bandanas, or do-rags. Any headwear with a knot/ball attached, is prohibited.

Rule 2: Eligibility & Game

Article 1. Eligibility

- a) Ferris State students, staff, and faculty are allowed to participate in Intramural Sports.
- b) No ID, no play, no exceptions. All players must present their own personal FSU ID card before every game in order to participate. ID's will be checked before each game. If you don't have your ID, you will not play that game.
- c) If you are caught trying to use someone else's ID, your team will forfeit that game, and the other person will need to come to the UREC office the following day to retrieve his/her ID.
- d) Intramural Sports recommends that you have at least two extra players than the required amount on your roster in case you need subs throughout the regular season and for playoffs.
- e) Current Varsity soccer players are not eligible to participate. Must be removed from the roster for one year.
- f) A maximum of two (2) Club Sports participants are permitted to be on each team's roster.



IM INDOOR SOCCER RULES

- g) All players must be listed on the team roster as soon as possible during the regular season.
- h) Rosters will be frozen the final week of the regular season. This means that all players must be signed up on IMLeagues on the roster of that team and paid for prior to the beginning of playoffs.
- i) Subs will be allowed until the final game of the regular season. All substituting of players will be prohibited in the playoffs.

Article 2. The Game

- a) 2 teams of 5 players.
- b) Minimum to start is 3 players. Less than three (3) will result in a forfeit.
- c) Two (2) 20 minute halves.
- d) The clock does not stop once play has begun unless for official timeouts or injuries.
- e) Mercy Rule: If a team is ahead by 5 or more goals with 2 minutes or less remaining, the game will end and the team in the lead will gain the victory.
- f) Regular season games that end in a tie will remain a tie.
- g) Playoffs games that end in tie will play overtime.
- h) In the event of a tie at the end of regulation in playoffs, a 1-minute rest period is followed by 5-minute overtime. The choice of ends and the kickoff will be decided by a coin toss. The first team to score a goal is declared the winner (golden goal). In the case of a tie after the overtime period, a shootout will occur. Four (4) players from each team will kick at the opponent's goal, rotating teams. If the game is still tied after this shootout, then another shootout will take place. This will occur until there is a winner. Any player on the team is eligible to kick one during the shootout (may repeat after all members have kicked).
- i) A coin toss will occur to determine which team shall kick first in the shootout.
- j) Game time is forfeit time. The minimum players must be present and checked in to begin.

Article 3. Substitutions and Time-outs

- a) Free substitution is allowed at all times as long as the substituting team does not gain an unfair advantage.
- b) Teams will be allowed 2 timeouts per half.
- c) Injury time-outs may be determined only by the officials and/or Intramural Supervisor.

Article 4. Goalkeeping

- a) The goalkeeper may use his/her hands only within the penalty area. The goalkeeper must play the ball out of the penalty area within six (6) seconds after control has been established.
- b) A goalie may drop kick the ball at any time and the ball may pass midfield.
- c) During a goal kick, no players can touch the ball before it leaves the penalty area besides the player taking the kick.
- d) A goalkeeper may not, after releasing the ball into play, touch the ball again with his hands before it has been touched by another player of the same team outside the penalty area or by an opposing player either inside or outside the penalty area. If the goalkeeper plays the ball to a teammate and the teammate passes the ball back to the goalkeeper, he/she may not use his/her hands to play the pass. Penalty for violation of this rule is an indirect free kick.
- e) A goalkeeper shall not touch the ball with his/her hands via a throw-in from his/her own team or a deliberate kick by a teammate. Penalty is an indirect free kick.

Article 5. Scoring

- a) A goal is scored only when the entire ball has passed completely over the goal line, between the goalposts and under the crossbar, provided no infraction of the rules has occurred during this process.
- b) The clock does not stop after a scored goal.

Rule 3: Intramural Indoor Soccer Specifics

Article 1. Kickoff Procedure

- a) A coin toss before the beginning of the game will determine which team kicks off and which has the choice of ends. The team not receiving the ball first will have possession to begin the second half.
- b) On the referee's signal, the game shall start or resume following a goal with a kick from the center of the field.



IM INDOOR SOCCER RULES

- c) All players shall be within his/her half of the field. Defending players must line up at least five yards away from the kick off point. The ball must be kicked forward for the ball to be in play. If the ball is not passed forward across the mid-field line, the same team will re-kick.
- d) The kicker shall not play the ball a second time until another player (of either team) has touched the ball. The penalty for this is an indirect free kick.

Article 2. Out of Bounds

- a) After the ball completely crosses the sidelines, either on the ground or in the air, the team that did not touch the ball last shall be awarded the throw-in.
- b) Any ball contacting the ceiling or walls will be out of play; a free kick will ensure directly under the spot of contact.
- c) If the ball touched directly above the goal box area, the free kick will be taken ten (10) yards from the goal line.

Article 3. Throw-Ins

- a) Must be with two hands on the ball, extending directly behind the head and releasing when the arms are over the head, Both feet must remain on the ground at all times. The back foot can be dragged.
- b) A goal cannot be scored directly from a throw-in. An improper throw will result in the award of the throw to the other team.

Article 4. Goal kicks

- a) Awarded when the ball crosses the end line, either on the ground or in the air and was last touched by an offensive player. The ball is then placed anywhere within the goal area (box).

Article 5. Corner Kicks

- a) Awarded when the ball crosses the end line, either on the ground or in the air and was last touched by a defensive player. The ball must be played on the ground on the quarter circle near the corner of the field.
- b) A goal may be scored directly from a corner kick. The opposing team must be ten (10) yards away at the time of the kick.
- c) The kicker cannot retouch the ball until it is touched by another player (either team).

Article 6. Off-sides

- a) There is no off-sides in Intramural Indoor Soccer.

Article 7. Slide-tackling

- a) There is no slide tackling in Intramural Soccer. This rule applied to all players including the goal keeper.
- b) A slide tackle occurs when a player leaves his/her feet and leads with his/her feet to play the ball while the ball is in the proximity of another player. A slide tackle does not require that any contact occur between the players.
- c) Automatic yellow card. If the officials deem the penalty as malicious, the player will be ejected immediately.

Article 8. Restarts

- a) When restarting the game after a temporary suspension of play (i.e. injury), except on a free kick or throw-in, the team that was clearly in possession of the ball at the time of the suspension shall be awarded an indirect free kick from the spot the ball was at the time of the suspension
- b) If neither team was in clear possession of the ball, the referee shall drop the ball at the place where it was when the play was suspended and the ball is in play when it touched the ground. If the play was stopped with the ball in the goal area, the ball is dropped at the nearest point outside the goal area.

Article 9. Violations

- a) The word "kicks" in the text below refers only to circumstances where a player plays the ball with the foot or feet. Similarly, a deflection with the foot or feet is permitted in circumstances where it is not intentional (involuntary deflection or miskick from a teammate).
- b) A player who commits any of the following offenses shall be penalized by the award of an indirect free kick or direct free kick (as noted) to be taken by the opposing team from the spot where the infraction occurred.
- c) (indirect) Dangerous Play- In the opinion of the official, all high kicks above the waist or any attempt to make a play on the ball while kneeling or laying on the ground in a dangerous manner shall be prohibited.
- d) (indirect) Charging a player not in possession of the ball – A player shall not intentionally charge an opponent unfairly. A player shall not charge into the goal keeper who is not in possession of the ball.



IM INDOOR SOCCER RULES

- e) (Indirect) Obstruction - Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.
- f) (Indirect) Goalkeeper holding the ball longer than six (6) seconds after he/she receives it.
Goalkeeper touching the ball with his/her hand when received by throw-in or deliberate kick from a teammate.
- g) (Indirect) Interfering with the goalkeeper - No player of the opposing team shall interfere with a goalkeeper in possession of the ball.
- h) (Indirect) Delay of game - No player or team shall unnecessarily delay the playing of the game.
- i) (Direct) Kicking or striking an opponent - A player shall not intentionally attempt to kick or strike an opponent. The goalkeeper may not intentionally strike or attempt to strike an opponent by throwing the ball at the opponent.
- j) (Direct) Jumping at or tripping an opponent - A player shall not intentionally jump at nor intentionally trip an opponent.
- k) (Direct) Charging a player in possession of the ball - A player shall not intentionally charge an opponent unfairly. Offenses include violently and/or dangerously charging a player or charging from behind.
- l) (Direct) Holding, pushing, or impeding an opponent - A player shall not use his/her hands or arms to hold, push, or impede an opponent.
- m) (Direct) Hand ball (Handling) - A player shall be penalized for intentionally handling, carrying, striking, or propelling the ball with a hand or arm. Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball; this unintentional handling shall not be penalized.
- n) In addition to the above penalties, a referee may issue a yellow (caution), or red (dismissal from game) card for the following offenses:
 - o) (Yellow) Leaving the field or coming onto the field without a referee's permission.
 - p) (Yellow) Unsportsmanlike conduct
 - q) (Yellow) Persistent infringement of the rules of the game.
 - r) (Yellow) Showing dissent (disagreement) toward a referee's call, including objecting by word of mouth or action.
 - s) (Yellow card - or Dismissal) Slide tackling.
 - t) It will also be up to the referee's judgment if the slide tackle was done intentionally to cause harm to the other player (ejection).
- u) (Red- Dismissal) Intentionally handling the ball within his own penalty area during an obvious goal-scoring opportunity - If, in the opinion of the referee, a player, other than the goalkeeper within his/her own penalty area, denies his/her opponents a goal, or an obvious goal-scoring opportunity by intentionally handling the ball, he/she shall be sent off the field of play for serious foul play.
- v) (Red - Ejection) Excessive foul or abusive language.
- w) (Red - Ejection) Persistent misconduct after receiving a caution.
- x) (Red - Ejection) Violent or serious foul play.
- y) (Red - Ejection) Intentionally impeding an opponent through unlawful means during an obvious goal-scoring opportunity - If a player who is moving toward his opponents' goal with an obvious opportunity to score a goal is intentionally impeded by an opponent through unlawful means (an offense punishable by a free kick or penalty kick), thus denying the attacking player's team the goal-scoring opportunity, the offending player shall be sent off the field for serious foul play.
- z) A team caution, a disciplinary action facing an entire team as a result of a violation by a player of that team, may be assessed by the referee in the following instances: encroachment on free kicks,



IM INDOOR SOCCER RULES

intentional hand balls by the defense, and unnecessary delay. Once a team caution has been issued, if any player from that team commits the same foul, that player will be ejected.

Article 2. Individual Sanctions

- a) Addressing officials concerning their decisions.
- b) Making profane or vulgar acts, gestures, or remarks.
- c) Committing acts or gestures attempting to influence officials.
- d) Disruptive coaching or other actions by any team member.
- e) Distracting an opponent while the ball is in play.

Article 3. Degree of Sanction

- a) Offenses committed by a team member may result in the following sanction by the officials:
 - a. **Warning:** For minor unsporting offenses such as talk to opponents, spectators, or officials.
 - b. **Penalty:** For a second minor offense or other serious offenses a penalty is used and recorded on the score sheet. Teams may not get better than a 3.0 sportsmanship rating.
 - c. **Ejection:** Extremely offensive conduct toward official(s), spectators or other players result in ejection of a team member from the game in which the offense occurred. Ejected individuals must leave the facility. They will have a short time to gather their belongings and depart. Further delay may result in team forfeiture. All players ejected from an intramural contest, for any reason, must meet with the Intramural Coordinator before playing in any future Intramural game. Ejected players will serve an automatic one game suspension with severity of the conflict dictating further suspensions. A player who is ejected from two contests during a season will not be eligible for playoff competition. The Intramural Coordinator reserves the right to impose further penalties against player(s) or team at his/her own discretion. Teams may receive not better than a 2.0 sportsmanship rating.
 - d. **Disqualification:** A second ejection during the same game, attempted or actual aggression towards an official, spectator, or opponent results in the disqualification of the entire team as well as match forfeiture. Team may get no better than a 1.0 sportsmanship rating.

Article 4. Free Kicks

- a) AN indirect free kick is a free kick from which a goal may not be scored unless the ball is touched by another player from either team.
- b) A direct free kick is a free kick from which a goal may be scored against the offending team.
- c) The free kick may be taken by any player of the offended team on the field of play at the time of the offense.
- d) When a direct or indirect free kick is awarded, all opposing players must be at least ten (10) yards away from the spot where the free kick is to be taken, unless they are standing on their goal line between the goal posts.
- e) When a player is taking a free kick from within his defensive penalty area, the ball must be kicked beyond the penalty area and all opponents must be outside the penalty area.
- f) The ball must be stationary when a free kick is taken. The kicker shall not play the ball again until it has been touched by another player (either team). The ball may be kicked in any direction.

Article 5. Penalty Kicks

- a) A penalty kick is awarded after a serious or intentional rule infraction takes place in the penalty area by the defensive team. A penalty kick can be awarded regardless of the position of the ball, if the infraction by the defending team is committed in the penalty area. It is not awarded for infractions that call for an indirect free kick.
- b) The penalty kick shall be taken from anywhere on the penalty mark, twelve yards from the goal line.
- c) The penalty kick may be taken by any player of the offended team on the field of play at the time of



IM INDOOR SOCCER RULES

the offense.

- d) All players except the goalie must stay outside the penalty area and at least ten (10) yards from the penalty mark.
- e) The goalkeeper must stand on the goal line and may not move forward until the ball is kicked. The goalkeeper may move laterally.
- f) The kicker must wait for the official to start the play. The kicker must kick the ball forward. If the ball is not put into play properly. The kick will be retaken. Any action to deceive the goalkeeper by the kicker is illegal.
- g) Following the kick, the ball shall be deemed in play if it remains on the field of play; however, the kicker shall not play the ball a second time until it has touched another player (either team).
- h) For any infringement by the defending team, the kick shall be retaken if a goal has not resulted. For any infringement by the attacking team other than by the kicker, the kick shall be retaken if a goal has resulted.

Article 6. Ejections

- a) A red card that results in the ejection of the offending player from the match.
- b) The ejected player may not return for the remainder of the match, must leave the facility, and may not be replaced by a substitute.
- c) Teams will play (finish the match) a player down for each red card/ejection.
- d) Ejected participants are immediately suspended from all Intramural play and must complete the reinstatement procedure to participate in future contests.

Rule 4: Co-Red Modifications

Article 1. Teams

- a) Co-rec teams need a minimum of three (3) players in order to avoid a forfeit.
- b) A team shall not start a game with less than 3 players. Legal ratios include:
 - a. 3 males 3 females
 - b. 3 males 2 females
 - c. 2 males 3 females
 - d. 2 males 2 females
 - e. 2 males 1 female
 - f. 1 male 2 females
- c) Teams may not have more than 3 of either gender on the field at the same time.

Article 2. Goalkeeping

- a) Designating a goalie: A male must be in the goal for one half and a female must be in goal for the other half. The teams will a free on what gender. After that, the goalies can be switched at any time as long as it is the same gender.

Article 3. Penalty Kicks

- a) The person taking the penalty kick must be of the same gender as the person who was found originally.

Rule 5: Captain Responsibilities & Sportsmanship

Article 1. Captain Responsibilities

- a) The Captain must maintain control of his/her team's sportsmanship. Your team will be graded each game and must maintain a 2.75 average to make the playoffs. Every team makes the playoffs as long as they have



IM INDOOR SOCCER RULES

the proper sportsmanship average. The Captain is also in charge of the fans that come to support his/her team. The fans sportsmanship can also have an effect on your team's sportsmanship rating.

- b) **GAMETIME IS FORFEIT TIME.** If your team does not show up ON TIME for your scheduled game, your team will receive a forfeit and a 0 sportsmanship rating. If at least one member of the team shows up before the scheduled start time, a 5 minute grace will be added to the forfeit time.
- c) If your team forfeits, a \$35.00 fee will be issued to the Captain, and will need to be paid by 3pm prior to the next game. Failure to do so will result in a second forfeit.
- d) If your team forfeits a second time, by any means, the Captain will be issued another \$35.00 fee and their current team will be removed for the rest of the season.
- e) **Defaults** are an alternative to forfeiting a game. If your team will not be able to make it to a scheduled game, you may contact the Intramural office by **1:30 on the day of the game (1:30 on Friday for Sunday games)** and let us know you will default the game. Your team will receive a loss, but you will not have to pay a forfeit fee.

Article 2. Appeal Play/Protest

- a) Protests will not be received or considered if they are based solely on a decision involving the accuracy of judgement on the part of an umpire.
- b) The appeal/protest must be made before the next legal or illegal pitch or before the defensive team has left the field of play. The following may be appealed/protested:
 - 1) Misinterpretation of a playing rule
 - 2) Failure of an umpire to apply the correct rule to a given violation
 - 3) Failure of an umpire to impose correct penalty for a given violation

ONLY THE CAPTAIN IS ALLOWED TO APPEAL THE PLAY/PROTEST THE GAME.

Written protests may be filed in the Intramural Office anytime between the initial time of the incident to the following day by 3pm. (See desired articles under Rule 3: Intramural Sport Specifics for rule clarifications.)

