

INDOOR SOCCER RULES

Fall 2009

All games will be governed by Futsal Rules with the following GSU Intramural Sports modifications:

PLAYERS & EQUIPMENT

1. Each participant must present a current GSU student or faculty/staff ID card in order to be eligible to participate.
2. Each Men's, Women's, and Co-Rec team shall consist of six (6) players (3 men and 3 women for Co-Rec play). Each team must have a minimum of five (5) players (3 men and 2 women or 3 women and 2 men for Co-Rec play) in order to begin a game.
3. A regulation Futsal ball shall be used for play. A game ball will be provided for each game.
4. **Shoes:** Tennis shoes are the recommended footwear. Players may not play barefoot. No combat boots or hiking boots may be worn. Tennis shoes must be approved court shoes that have a non-marring sole.
5. Each team is required to wear numbered shirts of one distinguishable color. Any team not dressed in like-colored shirts may wear the colored jerseys provided by Intramural Sports. Each goalie should wear a shirt that contrasts in color to that of the other players.
6. **Shin guards are required during play for personal safety.** Shin guards may be checked out with the Intramural Supervisor or players may choose to provide their own. **Socks that completely cover the shinguard are also required.**
7. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces may not have any exposed metal and/or screws. Braces made of any rigid material (including plastic) must be covered with a padded sleeve or at least one-half inch padding for safety reasons. Under no circumstances will a player wearing a cast or splint be permitted to play.
8. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own eyeglasses.
9. **Jewelry:** No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.
10. **Headwear:** Players may wear a knit or stocking cap (no caps with bills) during play. Bandanas which are tied with a knot are not permitted.

GAME FORMAT

1. All games will consist of two 20-minute halves with a running clock.
2. **Game time is forfeit time.** A team must have the minimum number of players to start a game. If there is an insufficient number of players, the opposing captain has the option of taking the win or waiting for the minimum number of players to show. In the event that he/she decides to wait, that decision is irreversible and the game clock will begin at the scheduled game time. If a team chooses to wait, it will be required to wait until the opposing team has the minimum number of players present or a maximum of 20 minutes (1st half). Play will start as soon as the opposing team has the minimum number of players present. The minimum number of players to start a game is five (5).
3. Each team shall be permitted one (1) timeout per half. Timeouts will only be granted during a dead ball or before the referee's whistle for play. Timeouts do not carry over from the first or second half or from overtime periods. A timeout shall not exceed one (1) minute.
4. **Mercy Rule:** A game shall be called if a team is ahead by five (5) goals with five minutes or less remaining in the game or by ten (10) goals with seven minutes or less in the game.
5. In the event that a score remains tied at the end of regulation play, the tie will be broken by a shootout consisting of a series of penalty kicks. The shoot-out will proceed as follows:
 - A. The referee shall choose the goal at which all of the penalty kicks shall be taken.

- B. Each captain will select five players on the court, including the goalkeeper, to take the penalty kicks. In Co-Rec play, the five players shall consist of 3 men and 2 women or 2 men and 3 women.
 - C. The winner of a coin toss shall have the option of kicking first or second.
 - D. Teams will alternate kickers. There is no follow-up on the kick.
 - E. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
 - F. If the score remains tied after each team has had 5 penalty kicks, each team will select additional players (The last player on the court then 4 from the bench) to take kicks in a sudden death situation. Each team will alternate kicks until one-team scores and the other team does not score, thus ending the game without more kicks being taken.
 - G. No player may take an additional kick until all those players who were listed on the scoresheet and present have kicked.
 - H. Any eligible player may change places with the goalkeeper.
6. **Substitutions:** The number of “flying substitutes” made during a match is unlimited, except in the case of the goalkeeper, who can only be replaced when the ball is not in play. A player who has been replaced may return to the court as a substitute for another player. A “flying substitution” is one that is made when the ball is still in play, however, the player leaving the court must do so before the player replacing him/her enters the playing surface.
 7. A substitute must enter for a player that has been cautioned (received a yellow card). The cautioned player may re-enter the field of play at the next legal opportunity.

THE PLAYING COURT

1. **Markings:** The playing court shall be marked with visible lines. The *goal line* is the line that extends from wall to wall inside the goal. The walls are in play and a ball may be played off any wall, provided it contacts the wall below the designated height of the *wall line*. A *midfield line* shall be marked out across the court. The center of the court shall be designated by a center spot.
2. **Penalty Areas:** At the end of the playing court, 6 yards from the goal line, a yellow box shall extend into the field of play. This area enclosed by this box shall be called the **penalty area**.
3. **Penalty Mark:** At a distance of 12 yards from each goal line, a mark shall be placed on the court. This mark shall be known as the **penalty mark**.
4. **Officials’ Table:** A table and score box will be placed within the player box. This table will be operated by the supervisor on duty who will keep the game clock and the score.

START OF PLAY

1. At the start of the game, the team that wins the toss will have the choice of the side to defend OR possession for the kickoff.
2. At the referee’s signal, the game will be started by a player taking a place-kick while the ball is stationary in the center spot of the court (the ball must be played forward). All players shall be in their team’s half of the court (behind the gray line), and not less than 10 feet from the ball until it is kicked. The ball shall be deemed in play as soon as it is touched by the player taking the kickoff. For any infringement, the kickoff shall be retaken.
3. During the kickoff, the kicker shall not play the ball a second time until it has been touched or played by another player.
Penalty: Indirect free kick at the spot of the foul.
4. After a goal is scored, the team scored against shall restart play by a kickoff.
5. Between halves, teams will exchange goals to defend and the team who won the coin toss prior to the first half will kick off second half.
6. After any temporary interruptions for any reason not mentioned elsewhere, and if, immediately before the suspension of the game the ball did not leave the playing court’s boundaries, the referee will restart the game with a drop ball at the place the ball was when play was suspended. If the ball was in the penalty area, it shall be dropped on the 6 yardline at the spot nearest to the position of the ball when the game was stopped.
7. The ball will be considered in play only at the moment it touches the ground. If, however, it crosses over the touchline or goal lines after it was dropped by the referee but before it was touched by a player, the referee shall drop it again. No player can touch the ball until it has hit the ground. If this provision of the rule is not complied with, the referee shall drop it again.

SCORING

1. A goal is scored when the entire ball passes legally beyond the goal line inside the wall boundaries of the recessed goal, provided that it has not been carried, thrown, or propelled by the hand or arm. A ball on the goal line is not considered to have crossed the goal line.
2. A goal **CANNOT** be scored directly from a kickoff.
3. A goal **CANNOT** be scored directly from a shot behind the free throw line in a team's own half of the court.

BALL IN AND OUT OF PLAY

1. The ball is out of play:
 - A. When it enters the player's bench area and does not promptly return to the court.
 - B. When the game is stopped by the referee, including if the ball is kicked and contacts the wall above the designated wall line or hits the roof (indirect kick).
2. The ball will be in play on all other occasions, from the beginning of the game until its end, including:
 - A. If the ball bounces off the edge of the goal into the playing court.
 - B. If it hits the referee or assistant referee when they are in the field of play.

FOULS AND MISCONDUCT

1. A **direct free** kick is to be taken by the opposing team from the place where the infringement occurred. Should a player of the defending team commit one of the following offenses within his penalty area, he/she shall be penalized by a penalty kick, regardless of the position of the ball, as long as it is in play.
Offenses for which a **direct** free kick may be awarded include the following violations:
 - A. Kicking or attempting to kick an opponent
 - B. Tripping an opponent; i.e. throwing or attempting to throw him by use of the legs or by stooping in front of or behind him
 - C. Striking or attempting to strike an opponent
 - D. Holding an opponent
 - E. Pushing an opponent
 - F. Charging an opponent with the shoulder
 - G. Sliding in an attempt to play the ball, when it is being or attempted to be played by an opponent (slide tackle)
 - H. Handling the ball with the hand or arm, except for the goalkeeper in his/her penalty area
 - I. Spitting at an opponent
2. An **indirect free kick** is to be taken by the opposing team from the place where the infringement occurred, unless it happened in the penalty area, in which case the indirect free kick shall be taken from the outside of the penalty box at the point closest to the spot where the infringement occurred.
Offenses for which an **indirect** free kick may be awarded include the following violations:
 - A. Playing in a manner considered by the referees to be dangerous (including kicking above the waist, lowering head below the waist, or playing the ball while lying on the ground, in the immediate vicinity of another player)
 - B. Illegal obstruction (interfering with an opponent's movement without the ball)
 - C. Charging the goalkeeper except when he/she has passed outside the penalty area
 - D. The goalkeeper touches or controls the ball with his hands inside the penalty area after it has been deliberately kicked to him by a teammate
 - E. Following a kick-in taken by a player on his own team, the ball is directly passed to the goalkeeper, who touches or controls it with their hands inside the penalty area
 - F. The goalkeeper possesses the ball with his/her hands in his/her own penalty area for more than four (4) seconds
 - G. After putting the ball in play with the goalkeeper's hands, the ball is not touched or played by a player or does not touch the surface in the goalkeeper's own half of the court (indirect kick to be taken from any point on the halfway line)

3. A player shall be **cautioned** if:
 - A. During a “flying” substitution, he enters the playing court before the player being substituted for has entirely left it.
 - B. He/she demonstrates, by words or actions, dissent from a decision of the officials.
 - C. He/she is guilty of unsportsmanlike conduct.
 - D. Slide Tackling

For any of these offenses, the referee shall restart play with a drop ball. (Except a slide tackle which would be a direct kick)
4. A player shall be ejected from the playing court, if, in the opinion of the referee, he:
 - A. Is guilty of serious foul play.
 - B. Is guilty of violent conduct.
 - C. Uses foul or abusive language.
 - D. Is guilty of persisting in misconduct after cautioning (a second caution).

If play is stopped by reason of a player being ejected from the playing court play shall resume with a free kick. The ejected offense will determine whether or not it is a direct or indirect kick.
5. If, in the opinion of the referee, a player who is moving towards his opponents’ goal with an obvious opportunity to score is intentionally impeded by an opponent through unlawful means, i.e. an offense punishable by a free kick (or penalty kick), the offending player shall be sent off the court for serious foul play.
6. If, in the opinion of the referee, a player other than the goalkeeper within his own penalty area denies his opponents a goal or an obvious goal scoring opportunity by intentionally handling the ball, he shall be sent off the court for serious foul play.
7. Once expelled, the player concerned may not re-enter the game. He may be replaced two minutes after the expulsion, unless a goal has been scored before the two minutes have elapsed. In this case, the following will apply:
 - A. If there are six players against five and the team with the larger number scores a goal, the team with only five players may be completed.
 - B. If both teams are playing with five players and a goal is scored, both teams shall be completed.
 - C. If the team scoring a goal is the team with fewer players, the game shall continue without changing the number of players.
 - E. The player who enters the game as a substitute for the one sent off shall only enter when he has received the consent of the referee.

FREE KICKS

1. Free kicks shall be classified as:
 - A. Direct - one touch in which a goal may be scored directly against the offending side.
 - B. Indirect - two touches in which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal.

All free kicks may be kicked in any direction from the point where the infraction occurred.

EXCEPTIONS:

 - A. A penalty kick, which must be taken from the penalty spot and kicked forward
 - B. Indirect kick inside the penalty area, which must be taken from the penalty box at the point closest to the spot where the infringement occurred
2. When a player is taking a free kick, all opposing players must be at least 5 yards from the ball, until it is in play. The ball shall be deemed in play as soon as it is touched. If a player of the opposing team encroaches within 5 yards of the ball before the free kick is taken, the referee shall order the free kick to be retaken. **EXCEPTION:** If there is not 5 yards between the ball and the goal, then the opposing players must line up on the goal line in between the goal posts.
3. The ball must be stationary on the court for the kick to be taken, and the kicker shall not play the ball a second time until it has been touched or played by another player.
 - A. If the player taking the free kick, after having kicked the ball, plays the ball a second time before it has been touched or played by another player, an indirect free kick shall be taken by a player of the opposing team.
 - B. If the team taking the free kick takes more than four seconds to do so, the referee shall award an indirect free kick to the opposing team.
4. In order to distinguish between a direct and an indirect free kick, the referee, when awarding an indirect free kick, shall indicate so by raising his/her arm above his/her head. He/She shall keep his/her arm in that position until the kick has been taken and the ball has been played or touched by another player or goes out of play.

ACCUMULATIVE FOULS

1. Beginning with the sixth accumulative foul, a penalty kick will be awarded for all fouls, regardless of the infraction. ALL Accumulative Foul Kicks will be taken from the Penalty Mark.
2. The first five accumulative fouls for each team during each period must be recorded in the summary of the game.
3. A player who commits three (3) fouls in one half will have to sit out for a two-minute penalty. He/she may re-enter or be replaced according to the procedure for an expelled player.

PENALTY KICK

1. A Penalty Kick is a free kick taken from the penalty spot on the playing court. At the moment of the kick, all the players, with the exception of the goalkeeper and the player taking the kick, should be inside the playing court, outside the penalty area, and at a distance of 5 yards from the penalty spot. No player may cross the line until the ball has been touched.
2. The opposing goalkeeper should take his position on the goal line and between the goal posts, and may not move forward until the ball is kicked.
3. The player taking the kick must kick the ball forward; he shall not play the ball a second time until it has been touched or played by another player.
4. The player taking the free kick must kick the ball with the intent of scoring a goal, and may not pass the ball to another player.
5. The ball shall be deemed in play directly after it has been kicked. A goal may be scored directly.
6. For any infringement:
 - A. By the defending team, the kick will be repeated, if the kick did not result in a goal.
 - B. By the attacking team, other than by the player taking the kick, if a goal is scored it will be disallowed and the kick retaken.
 - C. By the player taking the penalty kick after the ball is in play, a player of the opposing team shall be awarded an indirect free kick from the penalty mark

THE ADVANTAGE CLAUSE

1. The “Advantage Clause” gives the referee the power to refrain from penalizing, when, by doing so, he/she would be giving the advantage to the offending team.
EXAMPLE:
 - A. If a defensive player sees that his/her goalkeeper has been beaten, handles the ball before it goes across the goal line in order to prevent a goal, but does not succeed in stopping the ball from entering the goal, the referee should not blow the whistle for a foul but allow the play to continue and award the goal.
 - B. If a defensive player grabs an attacking player to stop him/her from scoring, but he/she is able to pass the ball to a teammate who can score, the referee should allow play to continue, because to stop the game would give the advantage to the defending team.

CO-REC RULES

1. Each Co-Rec team will consist of six (6) players (3 men & 3 women with one of them being the goalkeeper). At no time may the difference between males and females on a team be greater than one. In addition, the difference between the number of males and females playing positions outside the goal may not be greater than one. Each team must have a minimum of 5 players in order to begin a game.
2. Substitutions must be male for male and female for female (Exception: goalkeeper). A team that begins a game with fewer than 6 players may add players to bring the team to its full complement, as is permitted by substitution rules.

3. Position requirements are as follows:

The difference between male and female players who are playing in the field (excluding the goalkeeper) may not exceed one (1). When participating with an odd number of players (ex: 5 players), the gender that has the greater number of players must play the goalkeeper position.

 - A. **Legal:** 5 players (3 males and 2 females)
2 males and 2 females in field, Goalkeeper = male
 - B. **Legal:** 4 players (2 males and 2 females)
2 males and 1 female in field, Goalkeeper = female
 - C. **Illegal:** 5 players (3 males and 2 females)
3 males and 1 female in field, Goalkeeper = female
4. In Co-Rec play, a goal scored by a female counts for 2 points. The last offensive player to touch the ball shall be credited with the score. This rule is **not** in effect during an overtime shootout.

Example: Male player A1 shoots the ball. The ball touches female player A2 and then is deflected into the goal by male goalkeeper B1. Because the last offensive player to touch the ball was the female player A2, the ruling would be a 2-point goal.
5. All other GSU Intramural Indoor Soccer rules apply.