

# **INTRAMURAL SPORTS INDOOR SOCCER RULES 2019-2020**

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## **WILLIAM & MARY CAMPUS RECREATION**

### **Mission**

*The Department of Campus Recreation provides quality recreational opportunities to all members of the William and Mary Community to enhance and foster a lifelong appreciation for health, wellness, and recreation.*

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## **PURPOSE AND PHILOSOPHY OF INTRAMURAL SPORTS**

The purpose of Intramural Sports is to provide structured, competitive leagues and tournaments featuring a variety of sports and activities throughout the school year.

William & Mary Campus Recreation staff is dedicated in interest and spirit to the responsibility of serving all students, faculty and staff. The success of our program depends in a large part on the ability of the staff to: present a positive attitude, communicate and act in a courteous and professional manner. Your job is to serve the students, faculty and staff of William & Mary while officiating intramural sports contests and maintaining an atmosphere supportive of friendly competition. Your leadership directly influences all participants and provides game control and safe play. The example you set, the manner in which you answer questions and give direction, and the way you offer assistance will either contribute to or detract from the services provided by Campus Recreation Program.

**SPORTSMANSHIP**

The William & Mary Department of Campus Recreation encourages sportsmanlike conduct from all participants. Unsportsmanlike or other unspecified, inappropriate behavior occurring in College facilities or during Campus Recreation events will be handled in an expeditious manner within the guidelines set forth in the Sportsmanship/Punitive Action Policy.

Teams will be awarded a sportsmanship rating by officials after each game. The point scale used will be 1-5, with 1 being poor sportsmanship and 5 being exceptional sportsmanship. Any team having a rating of less than 3 for any 2 games of the regular season will be dropped from the league. Any team with less than a 3 average for the entire regular season will not advance into the playoffs. Any team not receiving at least a 3 rating for each game in the playoffs will not advance to the next round in that playoff.

### **EQUIPMENT**

- The Department of Campus Recreation will provide indoor soccer balls and colored pinnies. Teams are responsible for lost equipment and will be charged replacement costs.
- All players must wear shoes. Only gym or tennis shoes are permitted. Street shoes or shoes which leaves marks on the floor are not permitted.
- Any equipment determined by the officials to not be safe for play is prohibited. Only pads made of soft material or plastic are permitted. Watches and other jewelry items are prohibited, religious items excepted.

## **PLAYERS AND SUBSTITUTES**

### **Number of Players**

Maximum number of players on a team roster is 20. There will be 6 players on the court at one time per team. One of these shall be the goalkeeper. In Co-Rec play, three of the players must be women, three must be men. Teams may play with a minimum of four players. In Co-Rec play, there must be at least two women and two men for a team to play. If a Co-Rec team plays with 5 players, they can either have 3 men and 2 women or 3 women and 2 men on the court at a time.

### **Substitutions**

Substitutions may be made at any time by "running on" while the game is in progress. Any number of eligible substitutes may replace players provided the new players do not enter the court until the players they are substituting for are completely off the court. **The referee must be notified in the event there is a change of goalkeepers.** Illegal substitution without notification will result in an indirect kick from the point of the substitution. Roster players may be added throughout the game with no penalty. In Co-Rec play, the male-to-female ratio must be maintained during substitutions.

### **Captain**

Each team will designate a captain to the referee for communication purposes. The team captain will represent the team in all dealings with the officials.

## THE GAME

### Start Time

Teams must be ready to begin play at the scheduled start time of the game. Teams are given a 5-minute grace period if at least one player from each team is present. If a team does not have the minimum number of players after the grace period, the team forfeits the game.

If the preceding game runs longer than the allotted time, the game will be permitted to finish. If the preceding game runs over five minutes late (taking up the time of the succeeding game's grace period), there shall be no grace period awarded. All players must present a photo ID in order to play.

### Length of Games

Games will consist of two 15-minute halves, with a 2-minute interval between halves during which teams shall change sides. **The halves will be stopped exactly at 15 minutes.** The clock will stop only for injuries or other unusual delay as determined by the official.

### Scoring

#### *Goal*

When the whole ball has crossed the goal line. If at the end of the half the whole ball has not crossed the goal line, no goal has been scored.

If an outfielder on the defending team makes a deliberate move to stop a ball from entering the goal with their arms or hands and the ball goes into the goal, it is counted as a goal. If the ball does not go into the goal, the offensive team shall be awarded a direct free kick if outside the penalty box. If the infraction occurred inside the penalty box, the offensive team shall be awarded a penalty kick. The team member committing the foul is to be given a red card. After a goal is scored, play will re-start with a kick from the center line.

### Ball in and Out of Play

If a ball goes out of play, play will be started by an indirect kick by the opponent at the point of where the ball went out. The following areas are designated as out of play:

- Curtain
- Lights
- Bench areas

To start the game one does **not** have to play the ball forward.

Players **must** wait for the official's whistle at the beginning of the half, when a card is given, or when asking for a 3-yard distance to be given on any kick.

### Mercy Rule

If any team is behind by 10 goals or more after 15 minutes of play the game will be ended and declared official. Officials and supervisors hold the right to terminate a game at any time if deemed necessary.

**Goalkeeper Play**

- The goalkeeper must have **one foot in the box and the ball must be in the box** in order for him/her to play the ball with his/her hands (the line is part of the box).
- **The goalkeeper may not touch the ball with his/her hands after it has been deliberately kicked to him by a teammate.** This will result in an indirect free kick from the spot where the ball entered the penalty box. If the player was in the penalty box when he/she deliberately kicked the ball to the goalkeeper, the ball will be placed on the edge of the penalty box nearest the location of where the goalkeeper touched the ball. A miskicked clearance by a teammate is not considered “deliberately kicked.”
- The goalkeeper may not score against the other team by throwing the ball in the goal. **When the goalkeeper throws the ball he/she may not throw the ball, in the air, beyond the half court line on the MAC. If the ball touches another player and flies over the half court line, or hits the ground and then rolls across half court that will be allowed. If the goalkeeper commits this infraction an indirect free kick will be awarded to the other team from where the ball crossed the midcourt line.**
- The goalkeeper may not hold the ball in his/her hands for longer than 6 seconds after having an opportunity to release the ball.
- The goalkeeper may not control the ball with his/her hands, release the ball, and control it again unless it is touched by another player.
- The goalkeeper may not punt the ball. When the ball is in the goalkeeper’s possession and he goes to kick the ball, the ball must touch the ground at least once, or be placed on the ground, before the goalkeeper can kick it. If the goalkeeper does punt it, it will result in an indirect free kick from the spot where the punt crossed the midcourt line.

## VIOLATIONS AND MISCONDUCT

### Reckless Foul

When a player, in the opinion of the official, has committed a reckless foul. The player will be cautioned, shown a yellow card, and assessed a 1-minute penalty. The offending team shall play a man down for the duration of the penalty or until a goal is scored.

A second yellow card to a player or red card will result in ejection and the offending team playing man down for the remainder of the game. A team that has received two red cards in a game will result in termination of the game.

### Play on Your Feet

Except for the goalkeeper making a save, no players shall go to the ground to make a play. This includes, but is not limited to, diving, slide tackling, and playing the ball from the ground. An infraction of this rule will result in a direct free kick for the opposing team and a yellow card.

### Penalty Kicks

If a foul is committed inside the penalty box that would result in a direct free kick elsewhere, the team shall be awarded a penalty kick. Penalty kicks will be taken from the top of the half circle at the top of the penalty box.

The goal keeper is permitted to move back and forth along the goal line during a penalty kick. If no goal is scored, the ball is declared dead and put back into play by a goal kick. The shot will be retaken if the goal keeper moves off the line before the ball is kicked or another player infringes upon the shot.

### Direct Free Kicks

The following offenses shall result in the opposing getting a direct free kick from the spot of the foul.

- Slide tackling, going to ground in any fashion, or playing the ball while already on the ground (except for the goalie within the designated goal area)
- Kicking or attempting to kick an opponent
- Tripping or attempts to trip an opponent (i.e. throwing or attempting to throw the opponent by use of the legs)
- Jumping at an opponent
- Charging an opponent
- Striking or attempts to strike an opponent
- Pushing or holding an opponent with the hands or any part of the arms
- Deliberately handling or attempting to handle the ball, i.e. carries, strikes, or propels the ball with hands or arms

**Indirect Free Kicks**

The following offenses shall result in the opposing team getting an indirect free kick from the spot of the foul.

- Playing in a manner considered by the referee to be dangerous, i.e. high kicking when an opponent is within playing distance, playing a ball that forces them to the ground, or playing the ball while on the ground at any time
- When not playing the ball, intentionally obstructing an opponent, i.e. running between the opponent and the ball, or interposing the body to form an obstacle to an opponent while the ball is not in playing distance of either player
- A player playing the ball a second time before it has been played by another player: at the kick-off, a free kick, a corner kick, or a goal kick (if the ball is passed outside the penalty area)
- A player putting both hands on the wall in a manner such that a defending player is shielded from the ball
- Improper substitution

## **PLAYOFFS**

### **Format**

The format of the playoffs will be a single elimination tournament. Playoffs may occur on dates and times other than those preferred, take this into consideration when completing the close-out sheet for playoffs.

All games during playoffs will follow regular season rules (except championship games, which will go the full 30 minutes).

### **Overtime**

In the event of a tie after regulation, there will be a 5-minute overtime period (no sudden death). If the game remains tied at the end of the overtime period, **any** 4 players on the court for each team at the end of the overtime period will take penalty kicks until a winner is determined. A “coin toss” shall determine order, with the coin toss winner choosing to shoot first or second.

### *Procedure*

- A “coin toss” shall determine the order, with the winning team choosing to go first or second
- All players, except for the goal keeper and the player taking the shot shall move to the opposite end of the floor
- The ball shall be placed at the top of the half circle of the penalty box
- If tied after eight shots, teams will alternate one shot at a time until the tie is resolved
- All players on the court at the end of the game must shoot before any player may shoot a second time
- During co-rec play, the penalty shots must alternate between men and women as long as possible
- Players have ten seconds after the official’s whistle to take the shot

## **PROTESTS**

- No protest will be considered that concerns the judgment of an official.
- To be valid, a protest of a rule interpretation must be verbally registered with an official at the time the incident occurs. The game will be stopped. The officials and team captains shall separate themselves from the other participants and determine the correct ruling.
- If either captain believes the ruling to be in error, he/she may request that the officials consult with the sports supervisor on duty. The supervisor will make a decision and the game will continue.
- If either captain believes the supervisor's ruling to be in error, he/she should inform the supervisor that he/she wishes to file a formal protest. At that time the protesting captain will complete a protest form with the supervisor. The game will continue under protest.