UTOLEDO INTRAMURAL INDOOR SOCCER  
Revised 10/2/07

**GENERAL**

- Spring Indoor Soccer is offered as a double elimination tournament format.
- All participants must be currently enrolled as a student, faculty or staff member of The University of Toledo.
- All games will be played at the Student Recreation Center in the Auxiliary Gym.
- Intramural Guidelines govern all participation - see Intramural Guidelines at the following site: (http://www.utreccenter.com/intramurals).
- All participants must present a current, valid UT Rocket Card upon checking in with the IM Staff. Participants who do not have their UT Rocket Card with them WILL NOT BE ALLOWED TO PARTICIPATE. No other form of identification will be accepted. There are no exceptions to this rule.
- Players may only play on one single sex team (men/women) and one coed team. Teams with players found to be playing on more than one team will be required to forfeit all games in which the illegal player participated or signed in. The first team you play for is the team you are committed to for the season. If you have not played for a team, you are allowed to transfer teams, with proper notification to the Intramural Coordinator.
- ONLY the captain may address questions concerning a player, the game, or an official's call.
- All players must be attired in gym clothes and tennis shoes (JOGGING SHOES OR ANY OTHER SHOES THAT MARK THE FLOOR WILL NOT BE PERMITTED).
- The following items are not permitted to be worn during competition: Baseball caps, hats, jewelry, and any item an official or supervisor feels may be a risk to the personal safety of the participant.

**General**

- Intramural Guidelines as set forth in the Intramural Handbook govern all participation.
- All participants must be currently enrolled as a student, faculty, or staff member of the University of Toledo.
- All participants (including Health Science Campus students) must present a valid UT Rocket Card or Student Recreation Center ID Card prior to playing in any intramural sports contest. Players forgetting their ID's must complete a participation pass and present their Driver's License, picture ID, or hand stamp as well as providing a correct social security number to the supervisor to participate. Players may only complete a participation pass twice per semester. No other exceptions to this rule will be made.
- Individuals may only play for one same sex team and one coed team per sport. The first team for which a participant plays is the team to which she/he is committed for the duration of that season.
- A player may not participate unless she/he is recorded on the scoresheet. Players may be added to a roster at any time during the regular season provided all other eligibility criteria are met (see Intramural Handbook).
- Game time is forfeit time. There is no grace period. All players must be signed in and ready to play at the exact scheduled game time.

**Forfeits/Defaults**

Any team or individual that fails to appear for any scheduled contest will be charged with a forfeit. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing field by the time of the game. **Game time is forfeit time. There is no grace period.** It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited games will be recorded as a loss. This policy will be unilaterally enforced.

Furthermore, any team that forfeits a game will be suspended from further competition in that particular sport/event. The team then must pay a forfeit/re-entry fee of $15 in order to resume participation in the sport/event. All forfeit/re-entry fees must be paid within 3 business days or before the next scheduled game,
whichever comes first. If the forfeit/re-entry fee is not paid accordingly, the team will be eliminated from further competition. All forfeit/re-entry fees must be paid for in the Main Office at the University of Toledo Student Recreation Center.

Defaults
If a team knows in advance that it will not be able to make a scheduled contest, the manager should contact the Intramural Department. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:

- Games scheduled Monday-Friday → notification must be received by 12pm on the day of the scheduled game
- Games scheduled Saturday/Sunday → notification must be received by 3pm on the Friday before the scheduled game

Captains may contact the Intramural Department by notifying the Assistant Director of Intramurals at 530-3704 or by email at joe.bendix@UTOledo.edu. This notification must come from the team captain only. All defaulted contests will be counted as a loss. However, the team will not be charged with a forfeit/re-entry fee.

Dropped from Play
Any team that forfeits a game will be immediately dropped from play for the remainder of that particular season unless the forfeit/re-entry fee is paid as noted above. Teams are allowed to default one game per season and still remain eligible for competition. Teams that default tournament games in a double elimination tournament will remain eligible unless the defaulted contest results in the second loss. Teams that default more than one game will be dropped from further competition. Forfeited and defaulted contests will not be rescheduled.

Forfeit/Default

- Forfeits:
  Any team or individual that fails to appear for any scheduled contest will be charged with a forfeit. Similarly, a forfeit will result when a team does not have at least the minimum number of players needed to play the activity signed in and ready to play at the appointed playing field by the time of the game. Game time is forfeit time. There is no grace period. It is recommended that teams arrive 15-30 minutes prior to the start of each game in order to allow time to sign in and warm up. All forfeited contests will be recorded as a loss. This policy will be unilaterally enforced.

  Furthermore, any team or individual that forfeits a game will owe a $15 forfeit fee and will be immediately dropped from further play. This fee will be charged to the Captain of the team and must be paid for at the University of Toledo Student Recreation Center. Any team that has forfeited a game must pay this forfeit fee within 2 business days of the forfeited game. Individuals or teams that fail to pay the forfeit fee accordingly will not be allowed to play until this fee is paid. In addition, the Captain will be declared ineligible and will be suspended from any further Intramural participation until the fee is paid. Once the forfeit fee is paid, the Captain will be reinstated and become eligible to participate in all Intramural activities.

- Defaults:
  If a team knows in advance that it will not be able to make a schedule contest, the manager should contact the Intramural Department. A default will be granted to each team or individual that has notified the Intramural Department according to the following deadlines:
  - Games scheduled for Monday-Friday notification must be received by 12pm on the day of the schedule game
  - Games scheduled for Saturday/Sunday notification must be received by 3pm on the Friday before the schedule game. Managers may contact the Intramural Department by notifying the Coordinator of Intramurals at 530-3704 or by email at joe.bendix@utoledo.edu. This notification must come from the team manager only.

  All defaulted contests will be counted as a loss. However, the team manager will not owe a forfeit fee and will still be eligible to participate in all Intramural activities.
• **Dropped from Play:**
  Any team that forfeits a game in a double elimination tournament will be dropped from play. Any team that defaults a game in a double elimination tournament will be allowed to continue in the tournament provided the default does not result in the team's second loss.
• **Forfeited and defaulted contests will not be rescheduled.**

**FIELD OF PLAY**
1. All games will be played in the Student Recreation Center Auxiliary Gymnasium.
2. Playing area is defined as the confines of the Auxiliary Gym court from the floor to wall height. All walls except curved walls in team box area may be used for strategic moves or plays, however, players may not leave the boundary lines of the basketball court (white lines).
3. Goal area is 7' x 10' x 4' deep. The ball may not be touched in the goalie crease area (yellow).
4. Team benches are located on the west side of the playing area and the penalty boxes are located in the north and south corners of the team benches.
5. Only one coach per team will be allowed in the team area.

**EQUIPMENT**
1. All players must wear court shoes or tennis shoes. Cleats, turf shoes, street shoes, any shoe that marks the floor, bare feet or stocking feet are not permitted. Without proper footwear, player will not be permitted to participate.
2. Uniforms - Both teams should wear jerseys. The goalkeeper must wear a jersey of a different color from his/her teammates.
3. Jewelry and other items, which may be considered dangerous, are not permitted. Players must remove any jewelry before participating. Taping over jewelry is not allowed. Lance Armstrong "Livestrong" or any bracelet like it are to be removed during play. All hats or any other headgear with knots are not permitted.
4. Players must store their belongings in a locker. Players may not bring items such as coats or gym bags to the Auxiliary Gym.
5. Plastic water bottles may be brought into team bench areas.

**PLAYERS, ROSTERS, AND SUBSTITUTIONS**
1. Four (4) players per team (3 field players and 1 goalie).
   • COED: 2 males and 2 females
   • A team may begin with 3 players, (Coed: 2 males and 1 female or 1 male and 2 female).
2. Individuals may be added to the roster at the game site at any time during regular season.
3. Substitution
   • Must be made on the fly, through the swinging door, and may occur on an unlimited basis provided the player leaving the playing area arrives on the bench before the replacement enters the game. Substitutions are at the team’s risk at all times.
   • Goalkeepers, the referee must be properly informed and the change made during a stoppage in play. The goalkeeper must be properly uniformed.
   • Teams may pull their goalies at any time and replace with another player according to the normal substitution policy.
   • If a team violates the substitution rule for putting excess number of players on the field, a 2 minute penalty is assessed to the offending team (Designated team member serves penalty).

**THE GAME**
1. Coin toss - visiting team calls toss. Winner shall have the choice of the ball or end to defend.
2. Two halves - 20 minutes running time each half. The clock will run continuously unless a time out is called by the team, the officials stop the clock for any reason and/or the Mercy Rule is in effect. Halftime will be 3 minutes.
3. Team time-outs: 1 time-outs per half, each 1 minute in length.
4. Overtime will only be used in the playoffs. Regular season games may result in a tie.
5. If overtime is warranted, overtime rules are as follows: a new coin toss will be used with the visiting team calling the toss. Teams will play in a sudden death overtime session. This will consist of one five (5) minute overtime (first goal
scored will be used to determine the winner). If the game is still tied, a penalty kick tiebreaker will be used in the following manner:

- **Home team calls the coin toss to determine the first team to kick, with winners electing to go first or second.**
- **Each team shall take an initial series of 3 kicks alternately from the penalty mark. A different player shall take each kick. The team scoring the greater number of goals shall be declared the winner.**
- **If score still remains tied after each team has 3 kicks, they shall continue alternately in the same order until a team has one more goal in the same number of kicks.**
- **If an ejection occurs after the start of the shootout and the ejected is one of the designated kickers for that team, he/she may be replaced by choosing another player from that team's bench.**

6. A kick-off begins from the center of floor, on the referee's whistle. The game shall be started by a player kicking the ball into the opponents' half of the field (the ball must travel forward one full circumference of the ball). Every player shall be on his/her half of the field at the time of the kick-off. The opposing team shall remain outside the yellow lined box until the ball is kicked. A goal may be scored directly from the kickoff.

7. Goalkeepers have 5 seconds to play the ball outside the goal box after making a save. If a goalkeeper maintains possession of the ball longer than five seconds, an indirect free kick shall be awarded to the opposing team at the initial spot of control. (A goalie may pass the ball to a teammate, who may then return the ball to the goalie, however the goalie may only use their feet). The goalie may not throw the ball over the half-court line on the fly.

8. The goalie may use his/her hands within the entire penalty box ONLY. The goalie is allowed to play the ball outside his/her respective penalty box. (i.e. The goalie may play the ball anywhere on the court). Only defensive players are allowed to enter the area defined as the goal box/crease. There is a 5 seconds time limit on a defensive player holding the ball in the goal box/crease.

9. A goalie may only use their hands once to pass the ball to a teammate. If that teammate returns the ball to the goalie, then the goalie may only use his/her feet to play the ball. This will also hold true if the teammate, or any teammate, continue to pass and return pass with the goalie.

10. During kickoffs, direct kicks, and indirect kicks, the player kicking the ball may not play the ball a second time until another player touches the ball.

11. Teams exchange ends of the playing floor at the start of the second half and overtime.

12. **Mercy Rule:** If one team is 15 goals ahead by the final ten minutes of the game, 11 goals ahead by the final five minutes of the game, or 7 goals ahead by the final two minutes of the game, the game will be ended.

**Scoring**

A goal is scored when the whole ball has passed over the goal line between the goal posts and between the crossbar and floor, provided the ball has not been intentionally thrown, carried or propelled, by hand or arm, by a player of the attacking side. The attacking team must make the attempt at a goal from the outside of the goal area. A goalkeeper may not score by throwing the ball.

**Penalty Kicks**

1. Any infringement of rules which ordinarily requires the awarding of a direct free kick shall be penalized by a penalty kick if the foul is deliberate and committed by a defender within the penalty box. 
   Note: Only intentional fouls occurring in the penalty area will be awarded with a direct penalty kick. Fouls occurring in the field of play, but not within the boundaries of the penalty areas, will be penalized by direct/indirect free kicks and/or yellow cards.

2. A penalty kick can be awarded irrespective of the position of the ball, if in play at the time the defending team within the penalty area commits a deliberate offense.

3. A penalty kick shall be taken only from the penalty spot. All players except the kicker and opposing goalkeeper shall be outside the penalty area and at least 10 feet from the penalty spot. The goalkeeper must stand on his/her own goal line until the ball is kicked. The player kicking the ball must kick the ball forward. S/he is not allowed to play it a second time until another player has touched it. The player taking the kick must have a continuous motion forward and may not stop and restart on their approach to the ball or in their progression towards the goal.

4. If there is an infringement during a penalty kick:
   - By a member of the defending team, the kick is to be retaken if a goal has not resulted (The infringement is ignored if a goal is scored).
   - By a member of the attacking team other than the player taking the kick, the kick is not permitted if a goal resulted (The defending team is awarded an indirect free kick from the spot of the infringement).
   - By the player taking the kick, a goal may not be scored and the kicker's opponents are awarded an indirect free kick from the spot of the infringement.
5. If the ball touches the goalkeeper before going into the goal when a penalty kick is being taken at or after the expiration of time, it does not nullify the goal. If necessary, time of play is to be extended at the end of a period to allow a penalty kick to be taken. If a penalty kick is taken after the expiration of time, only the kicker may play the ball. If the ball caroms off the goalkeeper and goes directly into the goal, it should be counted as a goal.

**Penalties/Fouls**

1. **Minor Penalty** – Two (2) minutes or until scored upon.
2. **Major Penalty** – Five (5) minutes. Opposing penalized team may score as many goals throughout the 5 minutes without the penalized player returning to the game.
3. **Misconduct Penalty** – Disqualification from the game and a five (5) minute major penalty is assessed to the player's team.
4. All penalties do not carry over halves.
5. A team shall never play with more than two (2) players short, provided they have a full team present at that particular game. If a team is already in the penalty situation (shorthanded) with two players in the penalty box, and that team receives another penalty, the new penalty shall not take effect until one of the initial penalties is over or the opposing team scores (only if minor penalty). In the event of progressive penalties, the player(s) waiting to serve their penalty cannot participate in the game until their penalties are served, unless the penalized team does not have enough players to continue. In this situation, the penalized player can continue to play until one of his/her teammates is released from the penalty box. The penalized player will then serve his/her penalty.
6. **COED:** There must be one or more equal number of women or men on the court for each team. Exception: if the coed team has only 4 players, consisting of 2 men or 2 women, and a woman receives a 2-minute penalty, that team will be allowed to play with 2 men and 1 woman for the duration of the penalty.

**Two (2) minute minors**
- Illegal substitution - putting excess number of players on the field.
- Delay of game - during an indirect or direct free kick, all opposing players do not remain at least 10 feet away until the ball is kicked, kicking the ball over the wall intentionally.
- Slide tackling – there will be no slide tackling allowed during intramural play.
- Any intentionally kicked ball that hits the green beams or above on the track level.
- Any intentionally kicked ball that goes over the wall.
- All other minor penalties assessed at the discretion of the official(s) or supervisor.

**Five (5) minute majors**
- Any player/goalie hanging on the goal supports.
- Pushing or forcing a player into the wall.
- Spit, kicking, striking, pushing, tripping, or attempting to kick, strike or jump at an opponent or official.
- All other major penalties assessed at the discretion of the official(s) or supervisor.
- Misconduct Penalty
  - Players may be ejected from a game for the following reasons:
    - Any of the above-mentioned infractions
    - Persistently disputing an official's decision, and/or failing to go directly to the penalty bench.
    - Involvement in a physical altercation or verbal harassment.
    - Upon receiving a third major violation.
    - Any verbal or physical action deemed to be unsportsmanlike.
    - For any action deemed threatening to the physical well being of the officials, supervisors, or players.

**Indirect free kick** - from which a goal may not be scored unless a ball is touched or played by another player of either team.

An indirect free kick is awarded and taken from the point of the infraction.
- If the ball is played next by the kicker following a kickoff, a free kick, goal kick or penalty kick.
- If a player fairly charges into an opponent when neither is within playing distance of the ball.
- If a player who is not in possession of the ball obstructs an opponent who is attempting to play the ball.
- If the goalkeeper takes more than five (5) seconds to release the ball.
• If a defensive player takes more than five (5) seconds to release the ball from the goal box/crease.
• If the goalkeeper illegally handles the ball while in his/her own penalty area after once relinquishing possession of the ball.
• If the game is stopped for misconduct of a player and no other restart takes precedence.
• If the goalkeeper's throw or punt crosses over the half court line in the air.
• If a player plays the ball out-of-bounds.
• For temporary suspension of play for an injury or unusual situation and one team has clear possession of the ball.
• If the game is stopped because of misconduct by a person in the team and coaching area.
• If during a penalty kick, the player taking the kick interrupts his/her movement towards the goal.
• If an attacking player touches the goal crease or breaks the plane of the crease in playing the ball.

**Direct free kick** - from which a goal may be scored against the offending team

A direct free kick is awarded if a player...

• spits at, kicks, strikes, attempts to kick or strike, or jumps at an opponent.
• trips or attempts to trip an opponent.
• attempts to strike, strikes or pushes an opponent with the ball.
• other than the goalkeeper in his/her own penalty area, deliberately handles the ball.
• pushes an opponent with the hand(s) or arm(s) extended from the body.
• holds an opponent or places a hand(s) on an opponent in an effort to reach the ball.
• charges an opponent in a violent or dangerous manner.
• If a player kicks or attempts to kick the ball while it is in possession of the goalkeeper.
• For dangerous play.