
INTRAMURAL SPORTS



Indoor Soccer Rules 2009

ELIGIBILITY

The following eligibility regulations have been established to protect the intramural athletes and to insure them ample opportunity to participate. It is important that all participants observe the rules equally so that no team or individual may gain an advantage over those abiding by the rules. Each participant is responsible for the verification of his/her own eligibility. Each team captain is responsible for the eligibility of his/her team members.

- In order to be eligible to participate in Intramural Sports, an individual must fall into one (1) of the following categories:
 - All Oklahoma State University (Stillwater Campus) and Northern Oklahoma College Gateway Undergraduate and Graduate students who are enrolled during the current semester. The key to being eligible is that a student who has paid the Student Activity Fee (correspondence courses or audited course work do not make participants eligible).
 - Faculty/Staff members who have purchased a Colvin Recreation Center Activity Card.
- Before participation in an Intramural Sport, individuals must be registered on an entry form filed in the Intramural Sports Office. This entry form becomes the official team roster.
 - For each Intramural Sport(s) there are a maximum and minimum number of players allowed. These numbers vary per intramural sport/activity and they are known as roster limitations. At no time will the Intramural Sports Office accept an entry form that does not fit within the roster limitations.
 - Roster additions and deletions may be made throughout the sport season in the Intramural Office, or they may be completed at the game site.
 - During scheduled contest(s), new players' full names may be added at the game site up to the roster limitations.
 - If there is no space remaining on the team roster, names must be deleted and the new name of the team member(s) inserted into that roster spot.
 - The full names, **CWID** numbers **MUST** be clearly written on the appropriate score sheet for the new team member to be added to the permanent roster. Players are not eligible until this occurs.
 - If this procedure is completed properly the Intramural Sports Office will add and delete the player(s) to the permanent team roster. Note: Roster deletions are permanent. The deleted player will not be eligible to compete unless she/he is added back to the roster.
 - For all intramural activities the final opportunity to add/delete a player(s) is during the first contest played in playoffs.
 - No roster additions/deletions will be taken over the phone.
 - Substitutions in individual/dual sports must be made before a player's first scheduled game/match. The original player cannot re-enter the tournament after the substitution is completed.
- An individual may not participate for more than one team within a division in a given sport. For example: a male may not play in Men's A league and Men's B league, but is allowed to play on a Men's team and a Co-Rec. team.
 - If a player wishes to change from one team to another, he/she must do so in the Intramural Sports Office before their current team's first contest played.
 - A player listed on two rosters will be considered a member of the team he/she first plays for. *Any player signed in on a game score sheet will be considered to "have played."
- Any person playing under an assumed name or ID number shall be barred from intramural competition during that season and the team penalized with losses for all the games in which the violator participated.
- Any person who is a member of a varsity or junior varsity squad shall not be eligible to participate in that sport or corresponding sports.
 - Member of varsity or junior varsity sport squads will be defined as: those on scholarship, walk-ons, "red-shirts", academic ineligibles and persons having varsity equipment checked out to them.
 - Any person who has earned an athletic letter at any four year institution which gives college credit, regardless of size and level of competition shall not be eligible to participate in that sport, or

corresponding sport(s) until the lapse of one (1) year from the end of the season in which the player last competed.

- Any person who tries out for or is cut from a team before the second contest of the season shall be ineligible to participate in that sport or corresponding sport(s) until the lapse of six (6) months from the end of the season in which he/she last competed.
- Only four (4) scholarship athletes or past letter winners are allowed per team in any non-corresponding sport (this team must play in A competition only), or only two (2) scholarship athletes or past letter winners are allowed per team in any non-corresponding sport (this team must play in either A or B competition).
- Any person who has competed as a professional in a sport shall not be eligible to participate in that sport or corresponding sport(s) until the lapse of seven (7) years from their last season on a professional roster.
- In order to participate for a fraternity or sorority an individual must be associated with that organization as a pledge, member or alumni.
- In order to compete on a residence hall team, a player must be a current or past resident of the hall. The maximum number of past residents on a team's roster is two (2).
- Independent teams may be composed of persons who may or may not belong to a previously mentioned group.
- Consequences for using an ineligible player(s):
 - The team shall forfeit all contests in which the ineligible individual(s) played.
 - Players participating illegally are referred to the Intramural Sports Coordinator for further disciplinary action.

For any additional information on eligibility please see the Intramural Sports 2008-2009 Policies and Procedures Handbook which can be viewed online at <http://campusrec.okstate.edu> or visit the Intramural Sports Office in room 104 Colvin Recreation Center

EQUIPMENT

- **All players must wear non-marking athletic shoes and shin guards. It is suggested that each team wear a uniform color to the contest. Goalies need to wear a jersey of a different color. If teams have the same color jerseys, the officials will decide who wears contrast jerseys.**
- **Game ball will be provided, but you will need to bring your own warm-up ball.**

FORFEITS

- ****GAME TIME IS FORFEIT TIME, THERE WILL BE NO GRACE PERIOD****
- If a team is scheduled to play at 7pm, they must be signed in, jerseys on and ready to BEGIN playing at 7pm or a forfeit will be declared. It is recommended that teams arrive at least fifteen (15)-minutes prior to the start time to ensure they are ready to play on time.
- In team sports, a Forfeit Fee of **\$25.00** will be charged for any forfeited contest.
 - Team Forfeit Fees may be paid in the Intramural Office within 24 hours of the forfeit. Otherwise, they will be charged to the Captain's Bursar Account.
 - All forfeits, regardless of cause, will result in the Forfeit Fee being assessed (i.e. sportsmanship or illegal player).
- In order to claim a forfeit, the opposing team must have the minimum players present and ready to play at game time.
- Conceding: A team captain may concede a game/contest (No Forfeit Fee will be charged) by notifying the Intramural Office prior to 12-noon the day of the contest that they will not play. (5pm Friday for weekend games).
 - All teams scheduled to play that team will automatically receive a victory and a four (4) sportsmanship rating unless another team is inserted in its place.
 - Members of a team, which has forfeited out are not eligible to participate for another team. Exception: a team, which did not show up for any contests prior to forfeiting out, only by the permission of the coordinator of that sport.
- All teams, which forfeit out of a sport, will not receive All-University Points.

PROTESTS

- The team captain must file all protests with the IM sports Supervisor/official at the time a question occurs, before the next live ball.
- Only protests that concern rule interpretations, policy and procedure, or player eligibility will be considered.

- Rule interpretation protests:
 - **PROTESTS THAT CHALLENGE THE ACCURACY OF A JUDGEMENT CALL BY AN OFFICIAL/SUPERVISOR WILL NOT BE ACCEPTED.**
 - Rule protests must be filed at the time a question occurs and will be settled at that time by the Supervisor (before the next play).
 - NO contests or portions thereof will be replayed due to improper rules enforcement. If you have a question captains, please ASK it.
 - All protests that challenge rule interpretation will be recorded by the IM Supervisor.
 - For further questions about protests, please see the Intramural Sports Calendar.
- Player eligibility protests
 - Eligibility protests will be decided at the time the question is raised whenever possible.
 - Players found to be ineligible after the contest will result in that contest being forfeited and/or that player being suspended.
- If a team is wrong or has their protest declined twice, the result will be a penalty kick from the 10 yard line for the un-challenging team.

THE GAME

- The game will consist of two (2), 15-minute halves with the clock only stopping for injuries.
- A coin toss will determine who will either kick off first or choice of goal.
- Between halves the teams will switch ends, and the team that did not kick off to start the game will kick.
- ***Mercy Rule:*** A game will be called if a team is ahead by 7 goals with 3 minutes remaining in the game. If a team is up by **10** goals at any point in the second half, the game will be called.
- Any ball that hits the ceiling or goes out over the boundaries of the MAC court glass walls will result in a free kick closest to the spot where it went out of bounds for the team that was not guilty of causing it to go out of bounds.

SCORING

- A goal is scored when the entire ball has passed over the goal line, between the goal posts, and under the crossbar.
- ***In Co-Rec:*** Goals scored by males will be worth 1 point and goals scored by females will be worth 2 points, including PK's. All goals that are unintentionally scored by the defending team will be worth 1 point.
- A goal can be scored directly off a kick-off.

PLAYERS

- An official team shall consist of five players (4 field players and 1 goalie).
- There is a maximum of thirteen (13) players who may represent a team.
- Players may only play on 1 Men's or 1 Women's team.
- Co-Rec teams will consist of five players with a 3:2 men: women or women: men ratio at all times.
- Teams may start with a minimum of 4 players, and may continue a contest with less than 4 players if due to injury.
- If an ejection causes a team to have less than 4 players the game will be declared a forfeit.

OVERTIME

- In the event of a tie, the game will be decided by a series of three penalty shots. Teams will take alternate kicks. Must select three (3) players from the five (5) on the floor at the end of the game.
- If the game is still tied at the end of the alternating penalty shots, a sudden death shoot-out will occur with each team taking one shot per round until one team scores and the other team fails to score.
- In Co-Rec play, female goals in OT will **count for 1**.
- The team listed first on the scorecard will call the coin toss to determine the first team to kick. The winner of the toss may elect to kick first or last.

OFF SIDES, 3 LINE PASS

- There will be NO OFFSIDES OR THREE LINE PASS restrictions in intramural indoor soccer.

CONDUCT

- **Yellow Card- two (2) minute penalty team must play down one player. Must serve full time, can't return after score.**
- **Red Card- game length penalty. Team must play down a player and that player is ejected from the game. That player's position cannot be filled.**
- Any player who is re-carded or ejected from a contest by the referee for any infraction (which would include foul and abusive language directed towards the referee) will be disqualified and will have to meet with the indoor soccer coordinator (Jonathan) prior to further participation in Intramural Sports.

FOULS

- Fouls will be called by the game referee and administered by the referee. The referee will penalize for fouls in any of three ways: a) free kick or penalty kick, b) player ejection plus free kick or penalty kick. The penalty to be assessed in accordance with the nature of the foul.
- Handling the ball with the hands or the arms
- Tripping an opponent
- Pushing the opponent with the hand or any part of the body
- Playing Dangerously (kicks, strikes, attempts to kick or strike, jumps at an opponent, charges at an opponent, kicking dangerously high in the direction of an opponent.
- Charging an opponent in a dangerous manner
- A player playing the ball a second time before it has been played by another player on the kickoff, a free kick, or penalty kick
- Improper Substitution
- Dissent towards an official's decision
- Unsportsmanlike conduct
- Illegal obstruction (interfering with an opponent without the ball)
- During a free kick opponents must not be within 10 feet of the ball until it has been played
- Playing the ball with the hands other than the goalie in the penalty area. (Red Card)

RESTARTS – Free Kicks (The ball will be put back in play with a DIRECT kick.)

- Enforcement of free kicks will be from the spot of the foul unless the foul occurred inside the goal arc.
- All goalkeepers' violations that happen within the goal arc will be placed at the top of the goal arc **unless a card is given to the goalkeeper.**
- Perimeter Walls
- If the ball is kicked over the perimeter wall other than over the goal area (back wall), the ball will be put back into play by a free kick taken by the other team from the spot nearest to where the ball went out.
- If the ball is kicked over the perimeter wall in the goal area by the offensive team, the ball will be put back into play by a throw from the keeper of the defensive team.
- If the ball is kicked over the perimeter wall in the goal area by the defensive team, the ball will be put back into play by a corner kick taken by the offensive team from the corner spot.
- If the ball strikes an object above the perimeter wall and over the field of play, the ball will be put back into play by a free kick taken by the other team from the spot directly below where the ball contacted the object. (Unless this occurs within the goal arc, a goalkeeper throw or corner kick will be awarded)

PENALTY AREA

- The goalie shall have unrestricted movement in the penalty area. Any obstruction of a goalie by an opponent in the area, intentional or not, shall result in a goal kick.
- A penalty kick is awarded for any infringement of the above personal offenses by the defending team within their own penalty area that receives a card. A penalty kick (direct kick) shall be awarded to the offended team. The ball will be placed on the penalty line (10 yds); all players must start at the half line, except the person kicking the kick and the goalie who starts with their heels on the goal line. The official blows the whistle and play is live once the person taking the kick touches the ball (the goalie can leave the line and the players on the half line can converge on the player with the ball).

SLIDE TACKLING

- **There will be no slide tackling permitted**
- **Slide tackling will result in an automatic RED CARD**

GOALIE RESTRICTIONS

- The goalkeeper has six seconds to release the ball from his or her hands after each possession.
- The goalkeeper may come out of the goal area at any time, but may only play the ball with his/her hands if in the penalty area.
- Once goalkeepers are designated, they will not be replaced unless injured.
- The goalkeeper may NOT punt or drop kick the ball.
- The goalkeeper may not play the ball with his or her hands if it is **intentionally** passed back with the feet to him or her by a teammate.
- If the goalkeeper plays the ball with his or her feet **outside** of the goal arc and brings it into the arc, he or she may NOT pick it up.
- The goalkeeper **MAY** bounce the ball **ONCE** after he/she has possession of the ball.
- Should the goalie contact the ball with his or her hands, they may not throw or kick the ball past the half court line without it first touching the court or another player.
- A goalie may participate in an overtime situation.

COURT

- All games will be played at the Colvin Recreation Center. These games will be played in the MAC. All walls will be in play.

SUBSTITUTIONS

- Unlimited substitutions may be made at any time during the contest. Free substitutions “on the fly” or at a stoppage play. Substitutes must be acknowledged by the game official. Substitute may not come in until the player being replaced is off of the court.
- If an injury occurs play will resume with a drop ball nearest the spot where play was suspended.

PLAYOFFS

- The top two (2) teams in each league will advance to playoffs.
- Teams/individuals may be barred from participation in playoffs due to unsportsmanlike conduct or eligibility violations during the regular season (see Sportsmanship Policy).
- Teams must also average a three (3) sportsmanship rating throughout the regular season to be eligible for playoffs.
- If a player or team is suspended during playoffs they will be suspended for at least the remainder of the playoff tournament. (These individuals must still meet with the Sports Coordinator to determine future eligibility).
- Individuals must be listed on the team's roster for at least one (1) regular season contest in order to be eligible for playoffs.
- Teams must be represented at the playoff captain's meeting. Those Captains who are not represented will be assessed a \$15 Forfeit Fee.

UNSPORTSMANLIKE CONDUCT

- Any unsportsmanlike conduct (verbal abuse to officials or players, unnecessary roughness, etc.) will result in a penalty being assessed and possible ejection from the contest and/or forfeiture.
- Any individual ejected from a contest will be ineligible for further participation in any IM activity until the incident is resolved with the Indoor Soccer Sports Coordinator (Jonathan). Any player who is ejected must leave the playing area.

For More Information:

Visit the Intramural Sports Office ~ 104 Colvin Recreation Center ~ Stillwater, OK 74078 ~

Tel: 405-744-7407 ~ Fax: 405-744-7531 or online @ <http://campusrec.okstate.edu/> for entry forms, captains' meeting times, schedule information, results and playoff information.