

All players **MUST** check-in with the supervisor prior to participation. Each player should verify his/her eligibility in one of the following ways:

- 1) Present his/her own, valid Gator 1 Card before each contest to be eligible to participate

OR

- 2) Have a registered IMLeagues.com profile and be part of the team's roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.

NO EXCEPTIONS!

SHIN GAURDS ARE REQUIRED!

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

GAME TIME IS FORFEIT TIME

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

The officiating will be done by officials who are in absolute control of the match. Teams are responsible for keeping their spectators under control. Spectators must remain in the designated seating area. Misconduct of spectators, players or coaches can result in an ejection or forfeiture of the match.

National Federation of State High School Association soccer rules will govern all play for any rule not covered in the following Intramural Sports rules:

1. Equipment

1.1 Each team is required to wear a shirt with the same shade of the same color. Goalkeepers must wear a different colored shirt than either team. Each team must bring an alternate white jersey to each game. Teams may not wear yellow jerseys, including goalkeepers.

1.2 All players must wear non-marking shoes. The shoes must be rubber-soled, athletic shoes. No cleats, black-soled, turf shoes (sneakers with nubs on the bottom), or street shoes are allowed.

1.3 Equipment which may be dangerous to another player (such as hats and bandannas) is not allowed. The supervisor/official will determine if an article is dangerous and will ask the player to remove the article. If the player refuses he/she will be asked to leave.

1.4 Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least ½ inch of slow recovery rubber or similar material will be allowed.

1.5 Religious medallions, jewelry, rubber bands, chains, rings, or earrings may not be worn. Medical alert bracelets may be taped to the body.

1.6 Shin guards must be worn and covered by socks at all times. Players without shin guards that are not covered will not be allowed to participate. Shin guards must be worn properly according to NFHS rules. Final judgment as to whether shin guards are worn legally is left to the discretion of the competitive sports supervisor.

2. Players and Substitution

2.1 A regulation team consists of six (6) players (one of which will be the goalkeeper). A team may start the game with a minimum of four (4) players.

2.2 If a player has been disqualified (red card), then he/she cannot be replaced in that game.

2.3 A team may substitute "on the fly". The player leaving the playing area must be off the court of play before the substitute is permitted onto the court. If any infractions occur on a substitution, an indirect kick will be awarded to the team that did not commit the infraction from the spot where the ball was at the time the referee blew the whistle.

- 2.4** A team who does not have the required number of players to start or continue a game will be forfeited (recorded as a loss).
- 2.5** Goalie substitutions can only be made when the ball goes out of bounds (over the wall of the court), after a scored goal by either team, or on a yellow card/ejection/injury.

3. The Game

- 3.1** Each half will be 18 minutes in length with a continuous running clock. However, the clock will stop with each whistle within the last one (1) minute of the first half and the last two (2) minutes of the second half. Half-time will not exceed three (3) minutes. The clock will be stopped at the referee's discretion for injuries.
- 3.2** Time-outs will not be allowed.
- 3.3** A coin toss will determine possession at the start of the game. The winner of the coin toss decides whether they want kickoff or choice of side to defend. At the beginning of the second half the team that did not kickoff will then do so.
- 3.4** The referee will whistle the ball into play. The kick off must be taken from the center of the court. Each team must be on its own half, and the defensive team must be behind the red volleyball lines until the ball is kicked. The player who initially kicked the ball may not touch the ball until another player has touched it. The ball is in play when it is kicked and moves.
- 3.5** All kickoffs are indirect. If a kickoff is directed straight into the opponent's goal without a second player's touching, the result is a goal kick for the opposing team.
- 3.6** To score a goal, the ball must completely cross the goal line. After the goal, the ball is returned to the center of the court for another kickoff. The team that was scored upon will kickoff.
- 3.7** Teams will change ends at half time. The team that did not kick off the first half will kick off the second half.
- 3.8** The ball is out of play when it touches the ceiling, suspended lights, raised basket goals, the scoreboard (if the direction of flight is altered), or if it goes over the boards towards the seats.
- 3.9** The referee blowing his/her whistle warrants a dead ball (even if inadvertent).
- 3.10** To restart play, the following methods are used:
- 3.10.1** Goal kick: When the ball goes out of bounds – by hitting the ceiling, the raised baskets, etc.- behind the corner kick mark, last touched by the offense.
 - 3.10.2** Corner kick: When the ball goes out of bounds – by hitting the ceiling, the raised baskets, etc.- behind the corner kick mark, last touched by the defense.
 - 3.10.3** Drop Ball: (See rule 3.14)
 - 3.10.4** Kick in: When the ball goes out of bounds (between the corner kick marks)– by hitting the ceiling, the raised baskets and etc.- it will be brought back to the spot closest to where it went out of bounds.
- 3.11** Free kicks: All free kicks are indirect. Only penalty kicks and drop balls are direct.
- 3.12** Mercy Rule: By halftime, or anytime thereafter, if a team is ahead by 10 or more goals, the game will end. In addition, for men's and women's competition, a 5 goal lead within the last 5 minutes will end the game. For Co-Rec teams, a 14 goal lead within the last 5 minutes is necessary to end the game. At the same time, if a team is ahead by one less goal than the mercy rule, and is deemed to be stalling, the officials have the option of ending the game.
- 3.13** No player may place his/her hands on the walls or pads for more than three consecutive seconds while playing the ball. Result is an indirect free kick for the opposing team.
- 3.14** A drop ball will be called when play is stopped due to an inadvertent whistle or an injury when there is no clear possession when the whistle was blown. A drop ball is also used when the ball goes out of bounds and it is not clear who the ball last touched before going out of bounds. A drop ball is when the referee drops the soccer ball between a player from each team. The ball has to touch the ground before either player touches it. Any player on the floor may take a drop ball.
- 3.15** During the regular season, tie games will stand. During playoffs (or tournaments), ties will be broken using the following rules: Two 5-minute consecutive sudden death overtime periods will be played. The first team to score is the winner. If there is no score in the first overtime, play is stopped, teams switch ends of the court, and possession changes as if starting a new half. There will be no intermissions, either between the end of the second half and the first overtime, or the first and second overtime periods. If there is no scoring in the second overtime, then a shootout (penalty kicks) will be conducted. After the second overtime, each team will select 4 players to participate in the shootout (Players must be on the court at the end of overtime to participate in the shootout). The goalie is allowed to shoot in the shoot out but it is not required that they are one of the four shooters. The same goalie that ended the second overtime must defend the penalty kicks, and it must be the same goalie for the entire shootout, unless

the goalie is injured (See Rule 7 - Shootouts - for further clarification). If after both team's four kicks there is still a tie it will become sudden death (meaning each team shoots once until one team scores and the other team does not). The remaining players must shoot first before the original shooters can shoot again.

4. Rule Clarifications

4.1 There is no offside in indoor soccer.

4.2 Fans and substitutes must stay off the court at all times. First violations of this rule will result in a yellow card for the team captain. If the team captain is on the court he/she must sit out the two-minute penalty as described in Rule 5.8c. If the captain is not on the court at the time of the infraction, the captain must choose one of the participants on the court to sit out the two-minute penalty. If there are continued problems with this rule, the captain will be given a red card and ejected. Another captain will be appointed and the preceding rules will be applied. The offending team will then be forced to play a man down for the remainder of the contest.

4.3 The goal crease will extend one yard in front of the goal. The penalty area will extend three yards in front of the goal and one yard to the side. Offensive players may never enter the goal crease unless the ball is already in the crease area. Violations result in a goal kick for the defensive team. A goal scored is nullified.

5. Fouls and Misconduct

5.1 Kicking-Striking-Tripping-Jumping

5.1.1 A player shall not intentionally attempt to kick, strike or jump at an opponent.

5.1.2 A goalkeeper may not intentionally strike or attempt to strike an opponent by throwing the ball at the opponent.

5.1.3 A player shall not intentionally trip an opponent.

5.2 Handling

5.2.1 A player shall be penalized for intentionally handling, carrying, striking or propelling the ball with a hand or arm. If a player handles the ball on an obvious (official's judgment) goal-scoring play, the goal will count, and the player will be issued a yellow card, and the goal will be scored.

5.2.2 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 shall not be penalized.

5.2.3 A player shall not hold, push or impede an opponent with hands or arms extended from the body.

5.3 Charging

5.3.1 A player shall not intentionally charge an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent, does not have arms and elbows close to the body, at least one foot on the ground and the ball within playing distance.

5.3.2 A player having one or both feet on the ground shall not charge into an opponent that has no feet on the ground.

5.3.3 A player shall not charge into the goalkeeper in the penalty area.

5.3.4 An official shall disqualify any player who flagrantly fouls the goalkeeper in possession of the ball.

5.3.5 Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play.

5.3.6 Outside the penalty area, the goalkeeper has no more privileges than any other player.

Note: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.

5.4 Dangerous Play - In the opinion of the official, all high kicks above the waist in a dangerous manner will be prohibited. If a dangerous high kick is committed it is in the official's discretion whether to issue a yellow card, red card, or no card at all depending on the severity of the infraction.

5.5 Obstruction

5.5.1 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.

5.5.2 The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball. This obstruction results in an automatic yellow card for unsportsmanlike conduct.

5.6 Goalkeeper Release

5.6.1 From the moment the goalkeeper takes control of the ball with the hands in the penalty area, the goalkeeper has six seconds to release the ball into play. Failure to do so will result in the other team receiving an indirect free kick from that spot. The goalkeeper may throw to a teammate, or may drop the ball to his/her feet to gain possession, where it is playable by other players as well. No punts or dropkicks are allowed. If a goalie punts or drop kicks the ball, the other team will be awarded a corner kick.

5.6.2 A goalkeeper is permitted to throw the ball. However, due to the court's small size, the ball must touch another player, wall, or the ground before it crosses the midfield/center line. Violations will result in an indirect kick for the opposing team at half court.

5.7 Pass-Back Rule (USSF/FIFA Rule will be in effect) When passing the ball to the goalkeeper via a kick, the goalkeeper must play the ball with his/her feet. The keeper may not play the ball with hands. Furthermore, the keeper may not play the ball with his/her feet and then pick it up with his/her hands. Lastly, a player may not use trickery to play the ball to his/her keeper, to allow the keeper to play the ball with his/her hands.

5.8 Misconduct

5.8.1 A player or coach shall be cautioned for: Persistently infringing upon the rules of the game or acting in an unsportsmanlike manner and/or objecting by word of mouth or action to the decisions given by an official.

5.8.2 A player or coach will be disqualified for: Persistent misconduct or a second caution and/or exhibiting violent conduct or using violent or abusive language.

5.8.3 Yellow Cards- any player warranting a yellow card (rough play, verbal abuse, physical abuse, etc.) will be allotted a two-minute penalty. Penalty time will be kept by the scorekeeper's stopwatch. The team in violation must play a man down when a yellow card infraction occurs. The penalized player must sit out the entire penalty regardless of whether the opposing team scores a goal. If the goalie is the recipient of the yellow card, the team can only use the remaining players on the court to play goalie. The goalie may come back into play at the end of the penalty but cannot sub in as goalie until the proper time (see Rule 2.6).

6. Free Kicks

6.1 Free kicks shall be classified as "indirect" from which a goal may not be scored against the offending team unless the ball is played by another player from either team.

6.2 All free kicks may be taken in any direction and by any player of the offended team.

6.3 A penalty kick is awarded against a team that commits one of the following ten offences, inside its own penalty area and while the ball is in play (taken from the penalty mark):

6.3.1 kicks or attempts to kick an opponent

6.3.2 trips or attempts to trip an opponent

6.3.3 jumps at an opponent

6.3.4 charges at an opponent

6.3.5 strikes or attempts to strike an opponent

6.3.6 pushes an opponent

6.3.7 tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball

6.3.8 holds an opponent

6.3.9 spits at an opponent

6.3.10 handles the ball deliberately (except for the goalkeeper within his own penalty area)

6.4 Opposing players must be at least 10 feet from the ball until it is kicked, with exception of the goalie standing on their own goal line. If the kick is by a team in its own penalty area, defenders must also be out of the penalty area until the ball clears the penalty area. The ball must be stationary prior to the kick. The ball is in play when it is kicked and moved. After the kick, the ball may next be played by any player except the kicker. A kick in a team's own penalty area must leave the penalty area before another player may play the ball.

6.5 Penalty Kick: When Taken.

A penalty kick is awarded for a slide tackle or any infringement of the 10 offenses mentioned in rule 6.3. The foul must be deliberate or of violent nature (this will be the referee's discretion). 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. A goal may be scored directly from a penalty kick.

6.6 Penalty Kick: How Taken.

The penalty kick is taken from any place on the penalty mark line. When it is being taken, all players (except for the kicker and the opposing goalkeeper) shall be within the field of play but outside the penalty area and behind the line designated by the officials. The opposing goalkeeper must stand on

his/her own goal line, until the ball is kicked. The player taking the kick must kick the ball forward in order for it to be in play. If the ball is not put into play properly, the kick must be retaken. If the ball hits the goalpost or the crossbar and returns to play, the kicker may not play the ball until it has been touched by another player. The goalie may not be substituted on a penalty kick unless they were injured during the infraction. The kicker must wait for the official to start the play.

6.6.1 In Co-Rec games, the gender of the individual shooting the penalty kick must match the gender of the fouled individual for which the penalty kick was awarded.

6.7 Infringements

6.7.1 On a penalty kick, for any infringement by the defending team, the kick shall be retaken if a goal has not resulted.

6.7.2 On a penalty kick, for any infringement by the attacking team other than by the kicker, the kick shall be retaken if a goal has resulted.

6.7.3 On a penalty kick, for any infringement by the player taking the kick, a goal cannot be scored and a player of the opposite team shall take an indirect free kick from the point of infraction.

6.8 End of time variations

The ball is dead at the moment the whistle sounds to end either half. A goal cannot be scored if the ball was in the air when the whistle was blown; the ball must have completely crossed the goal line. Time may be carried over only for a penalty kick. If the ball touches the goalkeeper during a penalty kick, before passing between the posts or after the expiration of time, the goal stands if it crosses the goal line. If necessary, time of play shall be extended at the end of either half 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.

6.9 Goal Kick: When taken

A goal kick is taken by a member of the defensive team when the ball goes out of bounds – by hitting the ceiling, the raised baskets, etc.- behind the penalty mark last touched by the offense.

6.10 Goal Kick: How taken

The ball is placed on the ground from any point in the goal area. The ball must be kicked beyond the penalty area, or the kick will be retaken. The goal kick is an indirect kick.

6.11 Corner Kick: When taken

A corner kick is taken by a member of the attacking team when the ball goes out of bounds by hitting the ceiling, the raised baskets, etc.- behind the penalty mark last touched by the defense.

6.12 Corner Kick: How taken

A corner kick is taken from the black corner kick mark, located at the corners of the playing area (corners of the basketball courts), and is indirect. The ball is in play when it is kicked and moved. The kicker may not play the ball until another person has touched it. If the ball hits the wall and rebounds toward the kicker, he/she still cannot play it until another player has touched it.

7. Shootouts

7.1 Four players on the field from each team will be selected by the team to shoot.

7.2 The goalies must be the same as when the game ended in the second overtime and the teams must use the same designated goalie for the entire shootout, unless injured or carded.

7.3 A coin toss will decide which team shoots first. The winner of the toss has the option of shooting first or second.

7.4 Each team has four penalty kicks and will alternate shots. No rebounds are allowed.

7.5 If the score is tied at the end of the first shootout, the shootout will continue alternating players until one team makes it and the other does not. No player may attempt a second penalty kick until all players on his/her team for the shootout has attempted one. This pattern will continue for future rounds as well.

7.6 The kicker must wait for the official to start the play on each kick, and then has five seconds to shoot.

8. Slide Tackles

8.1 Slide tackles are illegal in intramural indoor soccer.

8.2 Slide tackles are left up to the official's discretion as to whether or not the tackle will warrant a yellow card, red card, free kick, or no call. Example: If there is no one around and the player is making a play for the ball it could be considered a no call. If contact is made or a near miss occurs (official's discretion), it will be considered a slide tackle with the possibility of a yellow or red without warning. A red card will result in an ejection and a one (1) in sportsmanship.

8.3 Two (2) ejections in the same game by a team for any reason will result in an immediate loss/default for the game.

8.4 The goalie can slide with bent knees in an effort to make a play as long as the following apply:

- 8.4.1** He/She is in the goal box. Any goalie leaving the box loses their privileges as goalie and is considered a regular field player.
- 8.4.2** He/She is making an attempt on the ball.
- 8.4.3** He/She in no way is putting themselves or another player in danger.

9. Co-Rec Modifications

- 9.1** A regulation team consists of 6 players (one of which is the goalkeeper). A team may start with a minimum of four (4) players. The possible combinations are 3m/3f, 3m/2f, 2m/3f and 2m/2f.
- 9.2** A team may play with less than four players once the game has started, if a player leaves the game due to injury or disqualification. However, there must be a combination of, 2m/1w, or 1m/2w at all times in this scenario. A team with a player who is issued a yellow card must maintain the proper combination of males and females when the players on the court are combined with the player who is sitting out the two-minute penalty.
- 9.3** If a shootout occurs, teams must alternate shots on goal between male and female. Teams will choose four players to shoot. Females must attempt at least 2 shots on goal. A female goal in a shootout still counts as three.
- 9.4** If a goal is scored - during regular play, overtime, or shootout - by a male it will count as two (2) goals, if a goal is last touched by an offensive female player it will count as three (3) goals.