General Procedures

1. Each player MUST bring their current TAMUG student ID to each game and present it to the official in order to participate.

2. Player additions may be made at any time during the regular season.

3. Players may play for only **one** Men’s/Women’s/Open team AND **one** Co-Rec team. Participants are allowed to choose how they wish to identify (male/female), but must play as their declared gender on IMLeagues. Female participants can choose to play in a men’s league, but not both a men’s and women’s league.

4. Players may not switch from one team to another after participating in a game for a team.

5. **Discriminatory and offensive language will not be tolerated and will result in a point for the opposing team.**

6. **Game time is forfeit time.**

7. Teams are expected to notify the Intramural and Club Sports Coordinator if they are going to forfeit a game.

8. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.

9. Game officials shall eject from the game any player who commits a flagrant foul or displays any type of poor sports conduct.

10. **Sports Conduct Rankings – Teams will be given a sports conduct ranking between 1 – 4 after each contest by the officials based on their sportsmanship before, during, and after the game.**

11. Teams need to average a 3.0 or higher sports conduct ranking during league play in order to advance to the playoffs.

12. Tobacco use at intramural contests is **PROHIBITED.**

13. Team captains are responsible for knowing all rules on the rule sheet and in the Captain’s Handbook and relaying that information to all players on their team.
PLAYERS:

- Teams will consist of 6 players. Teams may start with as few as 3 players. If a team is reduced to less than 3 players at any time during the contest, a forfeit will result.
- Below are the allowed male – to – female ratios (NO VARIATIONS OF THESE NUMBERS ARE ALLOWED).

<table>
<thead>
<tr>
<th>Indoor Soccer</th>
<th>Male/Female Ratio</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total</td>
<td>Male</td>
</tr>
<tr>
<td>6</td>
<td>4</td>
</tr>
<tr>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>4</td>
<td>2</td>
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<tr>
<td>3</td>
<td>2</td>
</tr>
</tbody>
</table>

EQUIPMENT:

- No jewelry, hats, bandanas, or hard plastic hair ties can be worn.
- Closed-toe, athletic shoes must be worn. No cleats are allowed.
- Shin guards are not mandatory.

THE GAME:

- Games will consist of two fifteen-minute halves with a 3-minute halftime. There will be NO timeouts during regulation play or overtime, nor will stoppage time be added.
- In case of a tie during the regular season, a 1-minute rest period is followed by a 5-minute overtime. The first team to score a goal is declared the winner (sudden death). If the score is still tied after the overtime period, the game will end in a tie. In case of a tie during the postseason, a maximum of two 5-minute sudden death overtime periods will be held. In the case of a tie after the 2 overtime periods, a shootout will occur. Three players from each team will kick at the opponent’s goal rotating teams (2 males and 1 females must kick). If the game is still tied after this shootout, then the shootout will continue head to head according to gender. This will occur until there is a winner. Any player on the team is eligible to kick once during the shootout (may repeat after all members have kicked).
- Mercy Rule: If a team is ahead by 10 or more goals with 5 minutes or less remaining, the game will be ruled a victory for the team in the lead.

SCORING:

During regular time of a game, if a female participant scores a goal, it is worth two (2) points. This does not apply to overtime nor does it apply to penalty shots or shootout goals.

BASIC RULES:

- The bleachers, walls, and ceiling are all in play.
  - If the ball gets stuck on top of the bleachers, the opposing team will receive the ball and put the ball back in play with a kick.
- Free substitution is allowed, but the substitute must wait until the player they are replacing has left the field of play.
- The goalie box will be within the 3 point basketball arc.
- All free kicks are direct (the ball can go directly into the goal without touching another player first). Any defending player, including a blocking wall, must be at least 10 yards from the ball in all directions until it is played by the opposing team. A foul occurring within the penalty area (within the 3 point line) will be penalized with a penalty shot, taken from the top of the 3 point line.
- There is NO sliding or slide tackling.
- There is not offsides.
INFRACtIONS/PENALTIES:

An infraction occurs when the referee blows his/her whistle to signify a foul but does not deem it necessary to administer a card. **All infractions have the chance of being penalties.** To signify an infraction, the referee will blow his/her whistle, stop play, tell the teams what the infraction was, then allot a free kick to the offended team (this is true for all penalties as well). An infraction becomes a penalty if a referee deems the foul worthy of a card. In indoor soccer, there are two types of cards (yellow and red). In the event of a card, the referee will follow all infraction procedures, however, they will also present a card to the player(s) committing the penalty. **Two (2) yellow cards is equivalent to one (1) red card.** In the event of a player getting a red card, that player is **ejected** and their team will play **one (1) player down** for the rest of the game.

LIST OF INFRACtIONS/PENALTIES:

- Sliding/slide tackling (automatic yellow card)
- Cussing/obscene gestures (automatic yellow card)
- Arguing with a referee/call (automatic yellow)
- Illegal substitution (automatic yellow)
- Unsportsmanlike Conduct (automatic yellow)
- Persistent infringement (automatic yellow)
- Handball
- Pushing
- Holding
- Delay of game
- Dangerous play
- Tripping
- Leveraging: Using the body of a player or any part of the field to gain an advantage
- Fails to Respect Required Distance: Entering the protected area of an opposing player (10yds) taking a Free Kick.
- Goalkeeper punting: The goalkeeper is not allowed to punt the soccer ball across half court without it touching something/someone first.
- Goalkeeper handling a backwards pass: The goalkeeper is not allowed to pick up or handle a ball that has been passed (kicked) directly to him. It is up to the Referee to judge intent.
- Any other offense that the referee deems infractionable