



UTM INTRAMURALS COED INDOOR SOCCER

RULES AND REGULATIONS

All Indoor Soccer rules are set out by Ontario Soccer with the following exceptions:

NUMBER OF PLAYERS

- Games may begin with a minimum of 3 players and a maximum of 5 players, including the goalkeeper.
 - Minimum of 1 per gender are always required to be on the playing field at all times.

DEFAULTS

- If a team does not have enough players by 5 minutes past the scheduled time, the team will lose by default.
- The default will be recorded as 2-0

LENGTH OF GAMES

- Games will consist of two 20-minute halves with a 5-minute half time.
 - Stop-time will be played for the last two minutes of the second half, if the goal difference is one goal or less. The clock will stop on every dead ball.

OFFICIALS

- The referee will be supplied for all UTM Intramurals games
- The referee will have the final decisions on all rules and disputes

EQUIPMENT & UNIFORMS

- An indoor soccer ball will be used
- Proper playing attire is mandatory. Shin guards are highly recommended.
- Players must wear numbered shirts of the same colour.
 - Pinnies may be signed out from the RAWC Control Desk at no charge.
 - T-Card is required to sign out pinnies
- The goalkeeper must wear a jersey of a different colour than those of their own team and those of the opposing team.
- Shirts do not have to be tucked into their shorts.

ELIGIBILITY

- All participants (including late players) must check-in on the game sheet before every game in order to participate.
- No spectators are allowed on team benches, except for a Registered Coach and/or team captain on the team roster.
- For eligibility rules, please refer to the UTM Intramurals Student Handbook.

SCORING SYSTEM

- The league is run using a point system:
 - WIN = 3 points
 - TIE = 1 points
 - LOSS = 0 point
 - DEFAULT = -1 points

START OF PLAY

- The home team will start the first half with an indirect kick-off. The away team will start the second half.
- The home team will take the team bench by the main scoreboard.

PLAY

- Kick-ins, kick-offs, corner kicks, and free kicks are indirect. The ball must make contact with a player before entering the goal.
- If the ball hits the ceiling, the play will resume with a kick-in.
- On a free kick, the defensive team must retreat 5 feet.
- No offensive players are allowed inside the goalkeeper's crease. This will result in an indirect free kick.
- Teams may make substitutions on the fly or at a stoppage of play.
 - The departing player must be on the bench before the new player enters.
- Slide tackles are not permitted.
 - Slide tackles may result in a 2-minute penalty or a yellow/red card, at the discretion of the referee.
- There are no offsides.
- The ball is out of play when it has fully crossed the boundary line, whether on the ground or in the air. Play will be restarted with a kick-in.
- A foul committed by the defending team inside their own penalty area will result in a penalty kick.
- If a penalty kick is scored, the conceding team will restart at kick-off. If it is not scored, play will restart with a goal kick.
- Goalkeepers cannot use their hands outside the goal area.
 - If a teammate kicks the ball to their goalkeeper, they may not handle it with their hands. This will result in an indirect free kick just outside goalies crease.
- Goalkeepers cannot throw the ball, drop kick or advance further than the halfway line.
- Goalkeepers may only switch during a stoppage of play.
- For further playoff information, please refer to the UTM Intramurals Student Handbook.

SCORING

- A goal is scored when the entire ball passes over the goal line, between the goal posts and under the crossbar.

FOULS & EJECTIONS

- Two-minute penalties, yellow, and red cards will be handed out at the referee's discretion.
 - The referee may assign a two-minute penalty for any action they believe warrants it.
 - The referee may assign a yellow card for rough play, repeated infractions, unsporting behaviour, or verbal abuse.
 - Yellow cards are an automatic 2-minute penalty and players must serve the 2-minute penalty at the score table.
 - The referee may assign a red card for fighting, excessive rough play, a second yellow card, or verbal abuse. The player must immediately leave the gym and is suspended for their team's next scheduled game.
 - A player from individual team must serve the 5-minute penalty for the player who received the red card.
- If a team has 2 players ejected from the game, the team will lose by default.
 - Two defaults and the team will be disqualified from the league.
- Fighting, verbal slurs and excessive verbal abuse of officials will **not** be tolerated.
- An ejection will result in an appearance before the administration staff. *NOTE: the minimum penalty for fighting is a minimum one-year suspension.*

END OF GAME

- The game will end once the regulation time ended and the official calls the game.

TIE BREAKING RULE

- If regular time in a playoff game ends as a draw, a 5-minute golden goal extra time will be played.
- A coin toss will determine what team will kick-off with the ball
- The first team to score a goal will win the game.
- If the golden goal extra time ends as a draw, the winner will be determined through kicks from the penalty mark.
 - A coin toss will decide which team kicks first.
 - The goalkeeper who finished the game must stay in goal.
 - A minimum of 1 of each gender must be represented in the 3 shooters
 - Each team will alternate until they have both taken 3 kicks.
- If the score is still tied after 3 shooters, team will alternate shooters until the tie is broken.
- Teams must go through the entire roster on the floor including the goalkeeper before a player may shoot from the bench.