UTM INTRAMURALS OPEN INDOOR SOCCER
RULES AND REGULATIONS

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

NUMBER OF PLAYERS
- Games will be played with 6 players on each team, including the goalkeeper.
  - A match may not begin with fewer than 4 players.
- Teams are permitted a maximum roster of 12 players

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

EQUIPMENT & UNIFORMS
- An indoor soccer ball will be used – size 5
- One soccer ball will be provided for teams to warm up with
- 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.
  - Requires T-Card to sign out pinnies
- The goalkeeper must wear a jersey of a different colour from their own team and those of the opposing team.
- Shirts do not have to be tucked into shorts.

LENGTH OF GAMES
- Games will consist of two 18-minute halves with a 2-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.
- The league is run using a point system:
  - WIN = 3 points
  - TIE = 1 points
  - LOSS = 0 point
  - DEFAULT = -1 points

OFFICIALS
- The referee and game manager will be supplied for all UTM Intramurals games
- The referee will have the final decisions on all rules and disputes
- In the event no referee is available, participants may play on the honour system and call their own errors. Team captains/representatives are responsible for the conduct of their players
ELIGIBILITY

- Players (including late players) must check-in on the game sheet before every game in order to participate
- No spectators are allowed on team benches
- There are no gender restrictions
- For eligibility rules, please refer to the UTM Intramurals Student Handbook

START OF PLAY AND PLAY

- The home team will start the first half with an indirect kick-off. The away team will start the second half
- Home team will take the team bench by the main scoreboard
- 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
  - A slide tackle is considered when a participant has one knee on the ground and/or when a participant slides on the ground next to their opponent
  - Slide tackles may result in a 2-minute penalty yellow or red card, at the discretion of the referee
  - Goalkeepers may slide in an attempt to play the ball within their own crease
- 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 a penalty kick
- 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
- 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.

- All players must served the allotted time of the penalty even if a goal is scored.
- 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.
- Teams must leave the court after the game in-order for preparation for the next game can begin i.e. cleaning of benches, etc.

**TIE BREAKING RULE & PLAYOFFS**

- If regular time in a playoff game ends as a draw, a 5-minute golden goal extra time period 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 period 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.
  - 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.

**COVID-19 SPECIFIC RULES**

- Participants must check in with a valid UCheck and their T-card at the beginning of the games.
  - Participants must be registered on IMLeagues or will not be able to participate.
- All players will show the Game Manager their T-Card, and allow the Game Manager to verify.
- All players must sanitize their hands when they arrive at a hand sanitizing station and wait by their team bench before taking the field.
- Participants will need to maintain social distancing and wear their masks when waiting for the Game Managers instruction.
- All players will wear masks until they are ready to play and while sitting on the team bench during games.
- Participants will require to be minimum 1M from the court when waiting on the sideline.
- Masks are highly encouraged during the game.
- Equipment will be sanitized between each set by Game Managers without the match.
- Following the match, participants will be required to verify the score with the Game Manager.
  - No signature will be required on the Game Sheet by the Team Captain.
- Once the score has been verified, players will be asked to leave the playing area.
- No spectators will be allowed to watch the game.