



UW-WHITewater INTRAMURAL SPORTS INDOOR SOCCER RULES

Last update: August, 2021

SOCCER IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

TEAM CAPTAIN'S MEETING

This is a sport that requires a preseason captain's meeting. Be attentive to your email regarding either an in-person meeting date or a link for a webex meeting.

ENTRY FEE

The entry fee of \$40/team must be paid at time of registration.

LEAGUE SCHEDULES

Schedules for league play will be posted on IMLeagues and the UWW Rec Sports app.

QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities with any questions or concerns at 262.472.1145 or email imsports@uww.edu.

GENERAL PROCEDURES

Please use the Captain's Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

MEN AND WOMEN

STARTING THE GAME

1. **START TIME:** Teams are to be at the field and signed in before the official game time. If a team is not at the field and ready to play at the scheduled game time, that game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid UW - Whitewater identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **SCORING:** An official will keep the score and clock.
4. **FIELD RULES:** Only officials, players (including substitutes), and one (1) coach per team wearing proper shoes are permitted on the field. **TOBACCO USE IS STRICTLY PROHIBITED.** Failure to comply with all Intramural Rules and Regulations for soccer and the Intramural Field Rules by spectators will result in immediate expulsion of the spectators and possible forfeiture of the game.
5. **BALL HITTING CEILING:** If the ball hits the ceiling then the team opposite of the team that kicked the ball shall receive a direct free kick from the center spot.

6. KICKING THE BALL PAST MIDFIELD: No one can kick the ball past midfield during a goal kick. Penalty: Opponent awarded direct free kick anywhere at midfield. The goalie may not throw or kick the ball past mid-field (PENALTY: Direct free kick for the opposing team at mid-field).
7. TEAMS: Six (6) players constitute a team – five (5) field players and one (1) goalkeeper. A team may start or play with no fewer than four (4) players.
8. GAME EQUIPMENT: UW-Whitewater Intramural Sports will provide a game ball.
9. UNIFORMS/PLAYER EQUIPMENT: Teams must wear contrasting color uniforms. Jerseys may be checked out from the Equipment Room. **The use of cleats is prohibited.** Gym shoes and indoor soccer shoes are permitted. **SHIN GUARDS are mandatory!**

PLAYING THE GAME

10. GAME TIME: The game will consist of two (2) halves of fifteen (15) minutes. During the first fourteen (14) minutes of each half, the clock will only stop for official time outs. The clock will stop during the last minute of each half according to NFHS Soccer Rules.
11. MERCY RULE: If a team is ahead by 8 or more goals with 5:00 or less remaining in the game that game shall be over. If a team is ahead by 5 or more goals with 2:00 or less remaining in the game that game shall be over. If at any point under 2:00 a team goes ahead by 5 goals the game shall be over. This does not apply in any All-Campus Championship Game.
12. OVERTIME: In case of a tie during the regular season, a 1-minute rest period is followed by 5-minute overtime. The first team to score a goal is declared the winner (sudden victory). 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 victory overtime periods will be played. In the case of a tie after the 2 overtime periods, a shootout will occur. Four players from each team will kick at the opponent's goal rotating teams (Co-Rec: 2 males and 2 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 shootout (may repeat after all members have kicked). A team may use any player as the goalkeeper, regardless if they finished the game at that position. The goalkeeper must still wear a different colored jersey or shirt indicating he/she is the goalie.
13. SUBSTITUTIONS: Substitutions are unlimited and must be made after a dead ball (ex: goal, out of bounds, foul, etc.)
14. GOAL: A goal is scored when the entire ball passes over the goal line. A goal may be scored from a kickoff.
15. GOALKEEPER: The goalkeeper has six (6) seconds to clear the ball. Goalkeepers may not use their hands when the ball is kicked directly to them by a teammate (PENALTY: IFK for opposing team). The goalie may not throw or kick the ball past mid-field (PENALTY: Direct free kick for the opposing team at mid-field).
16. SLIDE TACKLING: No form of slide tackling is permitted. The penalty is a yellow card and direct free kick for the opposing team. If the act is deemed intentional and blatant, a red card may be issued. A goalie may slide to get the ball.

17. DIRECT FREE KICK: The following penalties result in a direct free kick:
- Ball hitting the ceiling (direct free kick is taken from the center spot)
 - Goalie throwing/kicking the ball past midfield
 - Slide tackling
 - Holding, pushing, kicking, striking, or tripping an opponent
 - Handball (includes by the goalie outside of the penalty box)
 - Yellow or red card
 - Any other unsportsmanlike conduct

Note: Any direct kick awarded to the offense inside the penalty box will result in a penalty kick.

18. INDIRECT FREE KICK: The following penalties result in an indirect free kick:
- Illegal Substitution
 - Goalkeeper illegally touching a teammate's kicked pass with his/her hands inside the penalty box
 - Goalkeeper Interference
 - Obstruction
 - Goalkeeper Delay (holding the ball for more than 6 seconds)

SPORTSMANSHIP

19. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

20. DISQUALIFIED PLAYERS: A player disqualified from the game for unsportsmanlike conduct must leave the Intramural fields IMMEDIATELY, and will be declared ineligible for play in any intramural sports activity until he/she has met with the Intramural Sports Coordinator. Failure to leave may result in disqualification of the captain, or forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season.

21. DRUG & ALCOHOL POLICY: Teams coming to games under the influence of alcohol and/or drugs will face a like penalty as listed above, if in the opinion of the IM Supervisor and/or Coordinator of Intramurals they pose a threat to the safety and welfare of players, officials, or spectators.

CO-RECREATION

22. TEAMS: Three (3) men and three (3) women constitute a team. Teams may play with as few as four (4) players if necessary. If teams are playing with less than six (6) players, the male/female ratio may be 3:2, 2:3, or 2:2.

23. *Other than the above exceptions, the game will be played according to the National Federation High School Rules.*