



University of Delaware

Intramural 5v5 Indoor Soccer Rules

League Format

This is an officiated sport that may consist of coed, men's, women's, and graduate-open leagues. The leagues may also range from competitive to recreational skill levels. Teams will play in a 3-4 week regular season with the top teams advancing to playoffs. All games are played in Gym 2 in the Carpenter Sports Building (Lil Bob). Every player must be a member of the team roster, with an active IMLeagues account, active building membership, and have their Student ID.

Forfeits/Defaults

- UD Intramural office must be notified by 12pm the day of the game to be considered a default/loss rather than a forfeit.
- A 5-minute grace period will be given to all teams to meet the 3 player minimum & gender requirements before declaring a forfeit.
- 2 defaults count as 1 forfeit, 1 forfeit knocks your team out of playoff contention unless you pay the optional buy-back-in fee, 2 forfeits results in your team being removed from the league for the remainder of the season.

Equipment

- NO JEWELRY OR HATS ALLOWED, NO EXCEPTIONS!
- All players of the team must be wearing the same color shirts with numbers on the back.
- Sneakers are required. Sneakers may not have soles that will mark the courts.
- Numbered pinnies are provided by Campus Recreation, each Student ID must be left at the check-in table to borrow one. You must wear a shirt under a borrowed pinnie.
- Soccer balls and goals are provided by Campus Recreation.

Roster Requirements

- A minimum of 3 participants are required to start a game.
- Men's leagues require all males, women's leagues require all females.
- Coed leagues require a max of 3 participants of either gender, and a minimum of 1 female in play at all times.
- Graduate-Open leagues have no gender requirements.

Game Rules

- The game consists of two 18-minute halves (running time). There will be a three 3-minute half-time interval. The clock will stop at the discretion of the referee.



- Tie scores in regular season play will result in the game being recorded as a tie.
- During the playoffs, if the score is tied at the end of regulation the following procedures will occur in successive order until a winner is determined:
 - 4 penalty kicks per team (you must use players that are on the court)
 - Continuation of kicks from the spot in sudden death format
- If a team is ahead by 8 goals at any point in the second half, the game will immediately end with that team being declared the winner.
- Three yellow cards in one game for one team will result in a forfeit.
- A ball that goes out of bounds will be restarted by a kick-in from the sideline.
- All kick-ins and free kicks are indirect.
- All corner kicks are direct.
- On the kick-off to start each half or after every goal a goal CAN be scored directly without touching another player.
- If the ball is hit into the ceiling or overhead structures, the ball will be placed at the nearest point out of bounds for a kick-in.

Substitutions

- Can be made only during dead ball situations.
- NOT allowed for ejected players. If a team has an ejected participant that was in play during the ejection, they must play with 1 less participant on the court for the remainder of the game, including any shootouts in playoffs.

Goalkeeper

- The goalkeeper will be permitted use of the hands to play the ball within the penalty area.
- Once the goalkeeper has released the ball, they cannot pick up the ball until an opposing player touches it or until one of their teammates touches the ball outside of the penalty area.
- If these events occur, the opposing team will be awarded an indirect free kick, taken from the nearest point to where the offense occurred.
 - The goalkeeper must not keep possession of the ball for more than 5 seconds
 - The goalkeeper may slide within the penalty area only.
 - No punts or drop kicks are allowed.
 - The goalkeeper can only switch positions during a dead ball.
 - The goalkeeper may throw the ball but it must hit a player or the floor before crossing the centerline.

Slide Tackling

- No sliding tackles are permitted. Sliding results in a direct free kick to be taken by the opposing team, taken from where the offense occurred.
- Any player slide tackling will automatically receive a yellow card. A red card may be given if the slide is considered dangerous.



Direct Free Kicks

- High kicking.
- Handling the ball o Holding, pushing, or striking an opponent.
- Jumping at an opponent.
- Kicking or using the knee on an opponent.
- Charging an opponent violently.
- Handling by the goalkeeper outside the penalty area.
- Violently fouling the goalkeeper while in possession of ball in the penalty area.

In-Direct Free Kicks

- Goalkeeper taking more than four steps, or delays in getting rid of the ball.
- Charging illegally (not violent or dangerous)
- Interfering with the goalie
- Obstruction (other than holding)
- Improper substitution
- Dissenting by word or action with a referee's decision
- Any indirect offenses occurring inside the penalty area, the resulting kick will be from the closest spot outside the penalty area

Penalty Kicks

- Awarded if any of the direct free kick offenses is committed by a player inside his own penalty area.
- The kick shall be taken from a point 6 meters from the goal line, directly in front of the midpoint of the goal.
- Only the goalkeeper shall be permitted to defend against the penalty kick; all other players must remain beyond the halfway line until the ball is kicked.
- The kicker must wait for the official's whistle.

Team captains will be held responsible for the information outlined in this rule packet. University of Delaware Intramural Staff reserve the right to evaluate and change any rule based on changing circumstances.

If you have any questions regarding these rules, please contact the Intramural Office at intramurals@udel.edu.