Colorado School of Mines ~ Intramural Sports

Indoor Soccer Rules

I. Eligibility
1. All participants are subject to Intramural Sports Eligibility Rules, which are available in the Intramural Sports Participant Handbook.
2. MAX two Club Soccer players and one Ex-Varsity Soccer player on a team.

II. Game, Players and Equipment
1. Games shall consist of two 20-minute running clock halves with a 3-minute halftime.
2. All games will be played in the Rec Gym.
3. Teams consist of six (6) players (5 field players and a goalie). Teams may start and continue a game with four (4) players. Twelve (12) players MAX on roster.
4. Mercy Rule – If a team is ahead by ten (10) or more goals in Men’s and Women’s leagues, or fifteen (15) or more goals in Co-Rec league with 10 minutes or less in the second half, the game will be stopped and recorded as complete.
5. If the ball hits the ceiling (tall ceiling, anything hanging down, ceiling underneath track, side railing to track) then the ball will be considered out of play. If the ball hits the walls, it is considered in play.
6. Kick-ins will be used when the ball goes out of play.
7. A goal counts as soon as the entire ball crosses the goal line (marked by blue tape). The ball must completely pass the front of the brick wall.
8. Substitutions on the fly (Player must be off the field before the sub enters the game).
9. Kickoffs will be used to start play each half and after a goal. The kickoff may be kicked in any direction, but a goal may NOT be directly scored from a kickoff.
10. There is NO offsides.
11. IM Sports Staff will provide soccer balls, which must be used for all games!

III. Goal Keepers and Goalie Box
1. The goal keeper crease will be marked with tape. Offensive players are NOT allowed inside the crease. Defensive players are allowed inside the crease.
2. The goal keeper box will be the white three-point arc, extended to the wall of the goal by tape. This area designates where the goalie may use their hands.
3. Goal keeper cannot punt (must throw the ball out). Goalies may not score a goal with a goalie throw. Goalies should NOT drop kick the ball.
4. The goal keeper cannot use their hands if the ball is kicked to them by a teammate.
5. The goal keeper has 6 seconds to release the ball once they obtain possession.
6. Teams are NOT required to play with a goal keeper. If they choose to play without a goal keeper, all players on the field must have the same colored shirts and no player may act as a goal keeper (use their hands).

IV. Fouls
1. All fouls result in an indirect kick (See Outdoor Soccer rules for types of fouls).
2. NO DIVING HEADERS!
3. NO BICYCLE KICKS!
4. NO SLIDE TACKLES!
5. Any fouls inside the goal keeper box of the offending team will result in a penalty kick, taken from a point, 12 yards in front of the goal. The 12-yard marker is the free throw line. The kick will be taken on the official's signal.
6. Yellow cards are used for minor fouls. The result of a player receiving a yellow card is that player must sit out for 2 minutes and the other team gets a “power play.” The offending team must play with one less player for 2 minutes unless the non-offending team scores a goal, which ends the “power play.”
7. If a player receives 2 yellow cards, it will be the same as receiving 1 red card, which means the player will be ejected from the remainder of the game.
8. Red cards are used for major fouls. The result of a player receiving a red card is the player is ejected from the remainder of the game and must meet with the Intramural & Club Sports Coordinator.
9. If a team receives 3 red cards throughout the game, the game will then be forfeited. Depending on the severity, the game may be forfeited if a team receives 2 red cards throughout the game.

V. Co-Rec Modifications
1. Teams must play with a field player combination of 3 women / 2 men or 2 women / 3 men. The goalie may be of either gender. If teams are playing with five (5) total players, then they must have a field player combination of 2 women / 2 men. If teams are playing with the minimum number of players (4) then they must have a field player combination of 2 men / 1 woman or 2 women / 1 man.
2. All female goals are worth 2 points (besides PK’s). All PK’s are worth 1 point regardless of who is taking the kick.
3. If the score is tied at the end of regulation in a regular season game, teams must use a gender combination of 2 & 1 for penalty kicks.
VI. **Overtime**

1. Tie Score after regulation:
   a) **Regular season**: NO overtime, games may end in a tie.
   b) **Playoffs**: Overtime period will be 5 minutes running clock (sudden death). If nobody scores in the OT period, each team will receive 3 PK’s. If tied after 3 PK’s, each team will get one shot at a time until we have a winner (a new player must take each PK, unless you only have 5 players and are on your 6th shot).
   c) **Penalty Kicks**
      - *The goal keeper does not have to be the same goal keeper that finished regulation or overtime period.*
      - *Once you designate a person to play goal keeper for the penalty kicks, they must be the goal keeper for all penalty kicks.*
      - *The goal keeper may be one of the different players that attempts a penalty kick.*

VII. **Sportsmanship**

1. All players are expected to play with good sportsmanship and uphold Intramural Sports Spirit of Competition.
2. Teams must obtain a 3.0 or better sportsmanship rating average throughout the regular season, in order to be eligible for playoffs.
3. **HAVE FUN!!!**