

-Arkansas State University-
INTRAMURAL SPORTS
TOURNAMENT EVENT
5-ON-5 INDOOR SOCCER RULES
SPRING 2008

RULE 1. SPORTING INFORMATION, PLAYERS, AND EQUIPMENT

1. **Registration:** Registration for this team event will open on Monday, 3/30 & close on Tuesday, 4/14. Rosters can be turned in at the Intramural office (HPESS 136). Rosters turned in after the closed date will not be added to the playing rotation. They will however, be placed on the waiting list. What does this mean? If a team drops out then we will plug in the first team on the waiting list.
2. **Rosters & limitations:** The minimum amount of players that you need to turn in a roster is four (4). The maximum amount of players that you can have on your roster is sixteen (16). For a player to be added onto your roster the captain must provide the following: Participants proper first & last name (no nick names) & Participants valid ASU ID. Rosters **WILL NOT** be accepted if they do not have the minimum amount of people or have the information mentioned above. Teams will not be added to the playing rotation until the captain reads the waiver & signs it. **PLEASE BE AWARE** that if the captain or alternate captain decides to take a player off of the roster that player that was taken off **CAN NOT** be added back on & **CAN NOT** play for another team in that sport. In short, chose your players wisely when making your final rosters. During ALL Tournament Events the rosters will never be frozen!
3. **Caps:** What is a cap? Cap is the amount of teams that we can allow to participate in an event due to the lack of time & space. For this event the cap is twenty (20).
4. **Schedules:** Pool play schedules will be out Friday, April 17. You can only print off a copy of your playing schedule from one place & that is from the Intramural webpage at <http://union.astate.edu/intramurals>. From here you will be able to view scores, team records, point differential, sportsmanship grades, & rankings. Schedules will also be posted on the intramural board in the HPESS.
5. **Length of play:** This is four (4) day event. Teams must be present & available on **ALL** days! Depending on the number of teams that sign up will determine the length of pool & tournament play.
6. **Rescheduled games:** Games will not be rescheduled since it is only a four (4) day event.
7. **Defaults:** During tournament events teams do not have the luxury of defaulting any games.
8. **Forfeits:** A forfeit is when a team does not show up, does not have enough players to meet the minimum to start a game, or does not make it to there start time. When any of the above happens a team is given a forfeit. A team that forfeits is given a loss, is taken out of league, **AND** is charged a fee of \$20 per forfeit. **IF** a team forfeit's out the season then they will be automatically suspended from registering for all events. If they forfeit another season during that same semester then they will be suspended for that semester. This includes using the team name & suspending **EVERYONE** on the roster. Fees must be paid prior to those participants or team playing **ANY** future intramural events.
9. **ASU ID's:** Each participant must present a current, validated ASU student or faculty/staff ID card in order to be eligible to participate. Failure to produce a valid ASU ID will result in that participant not playing that evening. **NO EXCUSES WILL BE TOLERATED!**
10. Players **CAN BE** added to the roster on the field of play or can be added in the Intramural office.
11. **Number of players:** The game shall be played between two teams of five (5) players each. Each team must have a minimum of four (4) players in order to begin a game. Due to injury, a team may continue a game with less than the minimum number of required players. An ejection that leaves a team with less than the minimum number of required players will result in a forfeit by that team.
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13. **Game balls:** Warm up balls will be provided for teams to warm up with. One game ball per field will be provided.
14. **Jerseys:** Each team must wear **numbered** shirts of one distinguishable color. This is the only way that official's & staff members will identify players. Numbers must be clearly legible on the back or front of each jersey. No taped-on numbers or numbers written in via markers will be allowed. Any team not

dressed in like-colored shirts may wear the colored jerseys provided by Intramural Sports. If both teams are wearing the same colored jerseys then the home team must wear a different color.

15. **Player Equipment:** A player is not recognized as a player with the following: a) Shirt (numbered), b) shorts, c) stockings, d) shin guards, e) shoes. If any of the following is missing they do not play.
16. **Shoes:** Regulation rubber-soled shoes are the only foot ware that is eligible. The following foot ware is illegal: barefoot, combat boots, hiking boots, or flip-flops. Before participating please ask an intramural supervisor for any questions concerning appropriate foot ware.
17. Players may wear soft, pliable pads or braces on the leg, knee, and/or ankle. Braces made of any hard material may not be used due to safety reasons. Elbow pads are not permitted. For safety reasons participants **CAN NOT** participate with a cast.
18. Tape or bandages of the hand, wrist, forearm, or elbow are prohibited except to protect an injury. This must be approved by the Intramural Supervisor **BEFORE** the game begins.
19. Sunglasses and/or glasses may be worn as long as they are pliable and non-rigid.
20. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots (i.e. bandanas) is prohibited.
21. Jewelry that may cause harm to others and/or your self is also prohibited. Any player wearing exposed permanent jewelry (i.e. body piercing) will not be permitted to play.

RULE 2. INTRAMURAL & HPESS COURT POLICY

1. **Dates & Times:** **ALL** games will be played Sunday – Thursday from 5:00 PM – 10:00 PM in the HPESS.
2. **Food & drinks:** **NO** food or drinks are allowed past the front doors of the gymnasium. If **ANY ONE** brings food or drinks onto the HPESS courts during intramurals they will be asked to leave. This rule is in effect for players, employees, & spectators.
3. **Spectators:** Team spectators must watch the game from the fan-side area of the court and are not permitted in the players & staff area.
4. **Players Area:** Players & staff are the **ONLY** people allowed in the designated area. If their names **DO NOT** appear on the team rosters **AND** they do not have an ASU ID then they **DO NOT** belong in your area. Teams will be responsible for players & coaches in their team area.
5. This is an alcohol free campus. Anyone who brings alcohol into the HPESS or is intoxicated will be asked to leave & UPD will be notified.
6. The Intramural Sports staff & Coordinator reserve the right to refuse **ANYONE** access to the HPESS. Please remember that participating or observing any and all Intramural & Recreational Sports events is not a right but a privilege. And at anytime we have the right to take that privilege away!

RULE 3. CONDUCT OF PLAYERS & COACHES

1. For a coach to be recognized on a teams roster they must register with the team & turn in a valid ASU ID with the team. Other wise they are not allowed in the player's area.
2. Any player or coach who acts in a manner not showing good sportsmanship shall be penalized with an unsportsmanlike conduct penalty and possible ejection from the game. The official(s) shall have the authority to warn, penalize, or disqualify any player(s), substitute, or coach for violations of sportsmanship including, but not limited to the following:
 - a. Disrespectfully addressing an official or IM staff member.
 - b. Questioning the official's judgment or decisions.
 - c. Showing disgust with official's decisions.
 - d. Using profane or insulting language or gestures toward an official or opponent.
 - e. Baiting or taunting players of the opposing team.
 - f. Disrupting the game so that it may not be continued in an orderly fashion.
3. Captain's, and/or coaches are responsible for the action of their team members.
4. **ANYONE** who is asked to leave or is ejected from a game **MUST** leave the **ENTIRE** complex before play is resumed. If they refuse to leave UPD will be called to physically remove them from the complex. **ANYONE** who is ejected from a game will be suspended from playing **ANY & ALL** intramural events until they make an appointment with the Coordinator of Recreation & Intramural

Sports. They **WILL NOT** be reinstated to play until they talk with him first the next business day! It is important to note that this meeting **WILL NOT** take place on the field of play but the **NEXT BUSINESS DAY!**

5. If a player receives two (2) yellow cards or one (1) red card they are ejected from the game & the complex.
6. If a team receives a grade less than a 2.0 (C) during tournament play then they do not advance. This rule is in effect even if that team is winning. The opposing team will advance in their place.
7. **Sportsmanship:** If a team receives two (2) yellow cards or one (1) red card it will effect their sportsmanship grade that game to a 2.0 "C", three (3) yellow cards will result in a 1.0 "D", four (4) yellow cards or (2) red cards will result in a 0.0 "F", & the game shall be called.

RULE 4. MERCY RULE, SCORING, KICK-OFF'S & BALL PLAY

1. **Mercy Rule:** Mercy Rule shall go into effect if:
 - a. If a team is 5 (five) or more goals ahead at the five minute mark or less in the second half.
2. **Scoring:** A goal is scored when the **WHOLE** ball has passed **COMPLETELY** over the goal line. A goal **CAN NOT** be scored if it has been **INTENTIONALLY** thrown, carried or propelled by hand or arm.
3. **Kick-Off:** All players must be in their respective half of the field. No defenders are allowed into the center circle. After the referee's whistle the ball **MUST** be played forward. A goal **CAN NOT** be scored from the kick-off. The kicker can't touch the ball until another player touches the ball.
4. **Ball In & Out:** The ball is out of play in the following situations:
 - a. Ball has gone into & has stopped in the fan or team area
 - b. Goes above the beam on the wall or any fixture on the ceiling
 - c. When the ball comes to rest behind the goalie box

RULE 5. GOAL, CORNER, & PENALTY KICKS

1. **Goal Kicks:** *When awarded is one awarded?* When an offensive player was the last to touch the ball when it goes behind the goal and the ball comes to a complete stop.
How is it taken? The ball is put on the ground within that half of the goal area nearest to where it crossed the end line. It can be kicked in any direction but it must leave the penalty area or it is to be retaken.
 - a. A goal kick **CAN NOT** cross the mid line.
 - b. A goal **CAN NOT** be scored off of a goal kick.
2. **Corner Kicks:** *When is one awarded?* When a defensive player was the last to touch the ball when it goes behind the goal and the ball comes to a complete stop. *How it is taken?* The ball is put in the quarter circle at the nearest corner flag point. A member of the attacking team can pass or shoot the ball into play, all goals from corner kicks count.
3. **Penalty Kicks:** *When is one awarded?* A penalty kick is awarded when an infraction of the rules which is normally penalized by a direct kick, occurs with the penalty area. In addition, a three (3) minute penalty against the offending player will be assessed. *Where is kicked from?* The ball when kicked must roll forward its entire circumference in order to be declared in play. All players other than the player taking the kick must be five (5) feet from the ball at the time of the kick. Kicks must be taken from the PK mark.

RULE 6. GOAL KEEPER PLAY & CREASE

1. **Goalie scoring:** The only way a goalie can score is by roaming. When in the crease the goalie **CAN NOT** send the ball two court lengths.
2. **Goalie crease:** When the ball is in there half of the gym no one is allowed in the crease but the goalie.
 - a. Offense in the crease – goal kick
 - b. Defense in the crease – PK
3. **Repossession Rule:** Unlike outdoor soccer, the goalie has the right to pick the ball up from a direct kick back by there own defender.
4. **Goalie in possession:** A goalie in possession of the ball must either throw the ball **UNDERHANDED** or **SIDE ARM**, or place the ball on the floor in order to advance the ball by a kick. The goalkeeper shall have 5 seconds to release the ball into play after having gained possession by hand. If the goalie throws the ball **OVERHANDED** or takes longer than 5 seconds an indirect free kick will take place from the penalty mark.

RULE 7. PENALTIES & VIOLATIONS

1. **Dangerous play:** No dangerous play will be tolerated. Dangerous play is any play that can cause harm to any player or spectator. If need be the dangerous play shall be penalized in the appropriate manner by the referee on the field. Each player is responsible for knowledge of the rules. Ignorance is no excuse for inappropriate activity. **NO SLIDE TACKLING ALLOWED IN INTRAMURALS!**
2. **Direct kicks:** Direct free kicks are usually awarded after physical contact fouls. If a call is made that merits a direct free kick in a penalty area, a penalty kick is given. An opponent cannot be closer than 5 yards to the ball when any free is taken.
3. **Indirect kicks:** Indirect free kicks are usually awarded after a team breaks a rule. In order for a goal to be scored off an indirect free kick it must be played by at least two players before crossing the goal line. (If a player takes an indirect free kick and it deflects off of the goalie and goes into the goal is allowed). An indirect kick that occurs in the penalty box will result in an indirect free kick.
4. **Two line pass:** The ball **CAN NOT** be passed from one half to the other until it has touched **ANOTHER** person in there own half. **IF** the ball passes the second line (near mid court) it is a two line violation. An indirect kick will be given to the opposing team. The purpose of this rule is:
 - a. To encourage others to get involved in play
 - b. Discourage players kicking the ball into the ceiling and/or lights
5. **Penalty time served:** A player committing two personal fouls shall serve a maximum of 2 (two) minutes in the penalty box. A player receiving a yellow card will be sent to serve a maximum of 3 (three) minutes in the penalty box. A team receiving a 6 (six) personal foul in a single half or over time period, a player from the offending team must serve a maximum of 2 (two) minutes in the penalty box. A team receiving a red card will result in an ejection and that team must play short handed the entire game. Any game in progress that is called due to players getting ejected will not result in a paying forfeit.

During a player's penalty, his/her team must play at a player disadvantage. If the teams are at equal strength, with the same amount of people in the penalty box, and a goal is scored, no players shall be released. If a team has more than one player in the box and the opposing team scores the player who has the least amount of time is allowed back into the game.
6. **Red Cards:** A player is sent off and shown the red card if he/she commits the following:
 - a. Guilty of serious foul play - this includes slide tackling
 - b. Guilty of violent conduct
 - c. Spits at an opponent
 - d. Other than the goalie, denies the opposing team a goal by handling
 - e. Uses offensive, insulting, or abusive language or gestures
 - f. Receives second caution in the same match

A team receiving a red card will result in an ejection and that team must play short handed the entire game.
7. **Yellow Cards:** A player is cautioned and shown the yellow card if:
 - a. Guilty of unsporting behavior
 - b. Shows dissent by word or action
 - c. Persistently infringes the Laws of the Game
 - d. Delays the restart of the game
 - e. Fails to respect the required distance when play is restarted with a free kick
 - f. Enters the field of play without the referees permission
 - g. Leaves the field of play without the referees permission

A player receiving a yellow card will be sent to serve a maximum of 3 (three) minutes in the penalty box.