

INTRAMURAL INDOOR SPEED SOCCER RULES

Except as listed below, any rule or play interpretation not discussed will be covered by the National Collegiate Athletic Association's Soccer Rule Book. The following rules are applicable for 4 on 4 Indoor Speed Soccer

Refer to the Intramural Sports Handbook for further information outlining the SDSU Intramural Sports Program.

RULE DIFFERENCES:

Team Rosters:

Rosters are limited to 25 individuals. Teams may add players up to the point that (1) the roster limit has been reached or (2) until the roster addition deadline has passed. A player must have played in at least one regular-season game to be eligible for the post-season playoff tournament.

RULE 1 THE GAME

SEC. 1 Number of Players

For 4 on 4, teams shall consist of four (4) players. At least three (3) players must be on the court at all times. There is no limit to the number of eligible participants on the roster.

SEC. 2 Aztec Recreation Center Membership

Prior to all games, participants must sign a waiver of liability. This waiver is located on the reverse of the scoresheet. The Team Captain is responsible for monitoring the completion of his/her team's liability waiver. No player may participate in any Intramural Sports contest with out prior purchase of an Aztec Recreation Center membership or Day Use Pass.

ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!

SEC. 3 Team Roster

Team Managers must submit a roster online at <http://arc.sdsu.edu/intramurals> prior to the mandatory managers meeting. Additions to the roster for a given week's game must be made 48 hours prior to the game. All players must participate in at least one regular season game to be eligible for playoffs.

SEC. 4 Team Captains

Each team shall designate to the Referee the Team Captain or Captains. If more than one player is designated, a speaking captain must be selected to make all decisions.

The Team Manager and/or Captain is responsible for all information contained in the Intramural Indoor Soccer Rules and Intramural Sports Handbook.

SEC. 5 Equipment

All participants must wear rubber-soled athletic shoes. Participants may not wear shoes which mark or mar the court finish. The Intramural Sports Supervisor on duty shall have final authority as to the legality of all equipment. The game ball will be provided. No exceptions to the felt/game ball are allowed. All participants are asked to bring both light and dark shirts to all games

SEC. 6

Game Time

A minimum of three (3) players must be ready to start at game time. Game time is forfeit time. Team Managers are encouraged to report early to complete the score sheet. All games will begin at the time of the printed schedule. A 2-0 victory will be given to the winning team in the event of a forfeit.

The game shall consist of two twenty-minute halves, with a five-minute halftime. The game clock will run the entire game.

SEC. 7

Scoring

A goal is scored when the ball passes completely through the plane created by the goalposts and crossbar, provided it has not been thrown, carried or propelled by hand or arm by a member of the attacking team.

All goals are worth one point.

SEC. 8

Substitution

Free substitution is allowed at all times provided that the substituting team does not gain an unfair advantage. Example: A player may not enter on the offensive end of the court on a break-away. Violation of this rule will result in a caution to the offending player and a two-minute penalty.

SEC. 9

Overtime

There is no overtime during the regular season. Tie games in the playoffs will be decided by one five-minute sudden-death overtime period. If a game remains tied after five minutes, penalty kicks will be taken to decide a winner.

Each team will select five players to attempt the penalty kicks which will be taken alternately by the teams. If a team has less than 5 players remaining, the first kicker shall take a second kick only after all available players have taken one kick. The team with the most goals after the shootout will be declared the winner. All rules of penalty kicks apply.

SEC. 10

Coin Toss

The winner of the coin toss at the beginning of the game may choose to kickoff, defend a goal or wear light or dark shirts. Teams shall switch sides at halftime.

SEC. 11

Kickoff

The ball must be kicked forward for the ball to be in play. The initial kicker cannot touch the ball again until another player has done so. Defending players must line up at least five yards away from the kickoff point.

A goal may be scored directly from a kickoff.

SEC. 12

Drop Ball

If the ball goes into the penalty/team box area or the game is temporarily suspended for any reason, the game will be restarted by a drop ball where it was when play was suspended.

No player may touch the ball until it hits the ground. In the event that play is stopped while the ball is in the penalty area, the ball will be dropped at the nearest point outside the penalty area.

RULE 2

THE "RAFTERS" RULE

The ball may not strike any one of the scoreboards, basketball supports, backboards or rims, light fixtures or any portion of the "black" rafters. Violation of this rule will result in a two-minute penalty to the offending player (exception: the two-minute penalty for a violation by

a goalkeeper may be served by any member of the offending team). The player may return after two-minutes or if the opponents score a goal, whichever comes first.

A team may not drop below three players as a result of violating this rule. If violation of this rule would reduce a team to less than three players, the two-minute penalties will be served consecutively by the last player to have entered the penalty box (maximum four-minute penalty for that player).

If a team only has three players playing, players who violate the “rafters” rule will not have to be sent to the penalty box. However, if the “rafters” rule is violated, the other team is awarded an indirect kick at the point where the ball violated the rule.

If more than one player is in the penalty box and the team on a power-play scores, only the offending player with the least amount of time remaining in his/her penalty shall re-enter the game. The power play would continue until the power-play team scored again or the final two penalty minutes elapse.

RULE 3 VIOLATIONS

SEC. 1 Offside

There is no offside.

SEC. 2 Goalkeeper Restrictions

The goalkeeper may use his/her hands anywhere in the penalty area. The goalkeeper has five (5) seconds to release the ball after gaining control of the ball with his/her hands and may not take more than four (4) steps in doing so.

Once the goalkeeper releases the ball, he/she cannot regain possession with his/her hands until the ball has been played by an opponent. Back passes deliberately kicked to the goalkeeper may not be played with his/her hands.

SEC. 3 Obstruction

Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of using the body as an obstacle.

In addition, obstruction will be whistled if an offensive player places one or both hands on the wall to prevent (obstruct) a defender from playing the ball.

RULE 4 FOULS AND MISCONDUCT

SEC. 1 Direct Free Kick

A direct free kick is a free kick from which a goal can be scored directly. Defenders must remain a minimum of five yards or more from the kicker, by request of the offensive team.

SEC. 2 Direct Free Kick Fouls

Any of the following actions will result in a direct free kick being awarded to the opposition:

1. Handling the ball (A hand ball by a player other than the goalkeeper to prevent an obvious goal-scoring opportunity is a red card offense)
2. Holding or pushing an opponent.
3. Kicking or attempting to kick an opponent.
4. Hitting or attempting to hit/strike an opponent.
5. Elbowing or attempting to elbow an opponent.
6. Jumping at an opponent.
7. Tripping or attempting to trip an opponent.
8. Charging an opponent violently or dangerously.

9. Spitting at an opponent.

SEC. 3

Penalty Kick

Any foul occurring in the penalty area that is penalized by a direct free kick will result in a penalty kick. A penalty kick is taken from the penalty mark (approximately the three point line of the basketball court). All players, except the kicker and goalkeeper, must be outside the penalty area and at least 10 yards from the ball.

On a signal from the referee, the kicker must kick the ball without hesitation. The goalkeeper must remain on the goal line until the ball is kicked but may move laterally.

SEC. 4

Indirect Free Kick

An indirect free kick is a free kick from which a goal can only be scored if the ball is touched by a second player other than the kicker before passing through the goal. Defenders must remain a minimum of five yards or more from the kicker, by request of the offensive team.

SEC. 5

Indirect Free Kick Fouls

Any of the following violations will result in an indirect free kick being awarded to the opposition:

1. A player playing the ball a second time before it has been played by another player on a kickoff or free kick.
2. Violation of goalkeeper restrictions.
3. Violation of the “rafters” rule.
4. A substitution in which a team gains unfair advantage.
5. Dissenting by word or action with a referee’s decision.
6. Unsportsmanlike behavior.
7. Dangerous play.
8. Charging illegally (not violent or dangerous).
9. Interfering with the goalkeeper or impeding him/her in any manner until she/he releases the ball.
10. Obstruction.
11. The goalkeeper receiving in his/her hands a ball deliberately kicked by a teammate.

SEC. 6

Cautions/Ejections

Committing any of the following offenses may result in a caution (yellow card) or ejection (red card):

1. A flagrant foul.
2. Consistently violating the rules.
3. Excessive disagreeing with the game Official or Supervisor (including abusive language and unsportsmanlike conduct).

Any action taken is at the discretion of the referee. When cautioning a player, the referee shall note his/her name and hold up a yellow card. A two-minute power-play penalty will be enforced for all fouls/violations that warrant a caution. The cautioned player may return after two-minutes or if the opponents score a goal, whichever comes first.

When ejecting a player, the referee shall note his/her name and hold up a red card. A player receiving a red card is ejected from the contest. An ejected player may not be substituted for and his/her team shall play short-handed for the remainder of the game. If, as a result of an ejection, a team should drop below three players on the court, the game shall end.

RULE 4

UNSPORTSMANLIKE CONDUCT

SEC. 1 **Player Conduct**

Only the Team Captain is allowed to speak to game Officials to receive a rule interpretation of clarification.

SEC. 2 **Player Ejection**

Actions that are potentially dangerous to participants and Intramural Sports Staff and/or conduct that is detrimental to the purpose of the Intramural Sports Program will not be tolerated.

No player(s) may physically intimidate or verbally abuse Campus Recreation Staff. Violations of this nature will be considered unsportsmanlike conduct, and at the discretion of the Intramural Sports Staff may result in an ejection and/or removal from the contest. Any player ejected from a contest may not participate in his/her team's next two games.

SEC. 3 **Aggressive Acts**

Acts of aggression or physical violence will not be tolerated. This includes throwing a punch, kicking an individual or any other aggressive act. Any player guilty of such an action immediately before, during or after an Intramural Sports contest will be suspended from further participation in the Intramural Sports Program for one calendar year (365 days).

SEC. 4 **Leaving the Bench Area to Participate in an Altercation**

A player, coach or bench personnel shall be ejected if he/she leaves the bench or coaching area to participate in an altercation. The penalty is an automatic two-game suspension.

In all cases, the Intramural Sports Handbook's policies on "Fighting," "Fighting with Intramural Sports / Campus Recreation Staff," and "Team Disturbances" shall take precedence.

SEC. 5 **Sportsmanship Ratings**

In order for a team to advance into the playoffs, it must receive an average or better sportsmanship rating during the regular season. Sportsmanship ratings will be based on the following criteria and are given after each Intramural contest:

- 5 points: Team displays excellent sportsmanship while treating opponent with respect. Players demonstrate excellent sportsmanship at all times. Team respects Intramural Sports Officials and Supervisors and accepts their decisions without gesture or argument. Maintains an attitude of complete cooperation with staff. Players always display self-control.
- 4 points: Team displays good sportsmanship. Team plays hard but within the rules. Team respects Intramural Sports Staff and generally accepts their decisions without gesture or argument. Mostly cooperative with game Officials and opponent. Team Captain able to control his/her players.
- 3 points: Team competes without incident; wins without boasting, loses without excuses, and does not display any poor conduct. Neither cooperative nor disruptive towards staff. Team Captain unable to control all players on his/her team.
- 2 points: Team has a player or coach who is ejected for abusive language or remarks. There is persistent questioning of game Officials' judgment in the game and/or repeated arguing. Spectators, clearly related to the team, fail to cooperate with the Intramural Sports Staff.
- 1 point: Team has a representative (player or coach) who is ejected for fighting. Players are so antagonistic that the game cannot be played with proper

order and control. Representatives of the team display uncooperative nature to Intramural Sports Staff. Players disregard warnings of unnecessary roughness by game Officials.

Addendum **INSURANCE**

Participation in the Intramural Sports Program is completely voluntary. All participants run the risk of possible injury due to the inherent nature of sport. Individuals are strongly encouraged to have a physical examination and purchase health and accident insurance prior to participation.

The Aztec Recreation Center and Intramural Sports Program have no insurance for its participants. Individuals participate at their own risk.