



UTSA INTRAMURAL SPORTS

INDOOR SOCCER RULES

EQUIPMENT:

- **All participants must bring their UTSA ID to every game to be eligible to play**
 - No other form of identification is acceptable under any conditions
- The Intramural Sports Office will furnish game balls.
- All participants must wear the proper athletic attire to participate. This includes proper court shoes, shorts and T-shirts.
- **JEWELRY is NOT ALLOWED.** Participants may not cover up jewelry with tape, band-aids or other such items.
- Participants may not wear hats, caps or bandanas with exposed knots.
- No cast or splints (hard or soft) are permitted. Shin guards are recommended.
- Team jerseys will be provided for each team if necessary.
 - Participants must wear T-shirts **with sleeves** while participating and also underneath the intramural jersey.
- The goalkeeper must wear a jersey of a different color from those of both teams.

PLAYERS:

- For Men's, Women's, and Greek leagues the maximum number of players on the court is 5 per team
 - The minimum number of players needed to start a game for a team is 4
- The maximum number of players allowed on a roster is **10**
- Team rosters are frozen on the last day of the regular season.
- **Players may play for only one team.** The exception is playing on a men's or women's team along with a co-rec team. Switching from one team to another is illegal. This will result in a suspension from participating for the remainder of the season and may result in suspension from all Intramural Sport activities for 1 calendar year.
- A team is only eligible to have 2 club soccer players; if a team exceeds 2 club players on their team then it shall result in a forfeit.
 - On the 2nd offense the team will be disqualified from play

CO-REC MODIFICATIONS:

- A regulation team consists of 6 players (one of which is the goalkeeper). A team may play with a minimum of 4 players. The possible combinations are 3m/3w, 2m/3w, or 3m/2w.
- If in the overtime period a shootout occurs, teams must alternate shots on goal between male and female.
- Any female scoring a goal will be awarded 2 points, including penalty kicks and goals which deflect off a female on the offensive team from another teammate.

- If an official or linesmen is unsure of whether a male or female scored a goal, the team will be awarded only 1 point. This is a judgment call.
- Mercy Rule: If a team is ahead by five or more goals with five minutes or less remaining in the second half, the game will end.
- Maximum number of players per roster is **12**.

GAME FORMAT:

- Players must check in at the scorer's table before the game.
- There will be two 15 minute halves with a 2 minute half time; the clock will run continuous until the end of the game.
- There is no injury time added to the end of each half.
- Games CAN end in ties during regular season.
 - In Playoffs, If a game is tied, the winner will be determined by alternating penalty kicks (**3 vs 3**).
 - Teams must use the same goalie that ended regulation.
 - If there is another set of penalty kicks, teams must change kickers.
 - All players including bench players must be used before the first player comes back up to take a second kick.
- Mercy Rule: Up by 10 goals with 5 minutes left in the second half.

START OF PLAY:

- The ball must be kicked into the opponent's half
 - The player taking the kick cannot play the ball a second time until another player has touched it.
 - Ball possession will alternate at half time.
- **Restarts: 5 second rule. Result = loss of possession.**

SUBSTITUTIONS:

- There will be free substitution
 - A player can only enter the field when the player he/she is replacing is completely off the field.
- Substitutions will take place at the respective benches.

BALL IN AND OUT OF PLAY:

- The ball is **in** play at all times **unless**:
 - The ball goes over the boards or glass.
 - The ball touches the chain link fence or the non brick part of the walls on both sides of the gym above the respective goals.
 - The ball contacts any structures on the ceiling of the gym.

METHOD OF SCORING:

- A goal is scored when the **entire** ball passes completely over the goal line.
- In Co-Rec:
 - Male scoring = 1
 - Female scoring = 2
 - Female scoring a penalty kick= 1

PASSING VIOLATIONS INVOLVONG THE GOALKEEPER:

- The goalkeeper may use his/her hands in the penalty area.
 - The penalty area is the marked "3 point line" on the court
- The goalkeeper may leave the penalty area, but he/she must play as a field player.
- The goalkeeper may NOT punt the ball
- The goalkeeper can throw or roll the ball past half court
 - The keeper may roll it past the mid-court line or bounce it off of the wall or the floor before it crosses the line.
- The keeper has 5 seconds to distribute the ball.
- If the goalkeeper uses his/her hands out of the penalty area an **indirect free kick will be awarded. (yellow card if this stops a goal scoring opportunity)**
- Once the goalkeeper has gained possession of the ball with his/her hands **and releases it**, he/she cannot pick it up again with his/her hands until it has been touched or played by an opponent.
- If a member of his/her team passes the ball back to the goalkeeper the goalkeeper cannot play the ball with his/her hands.
- All goalie infractions will result in an indirect kick that will be taken from the penalty area (top of the 3 point arc)

FOULS AND MISCONDUCT:

- **Indirect Free Kicks**
 - An indirect free kick will be awarded for all fouls and misconduct outside the penalty area on the court.
 - A goal cannot be scored from an indirect free kick unless a player other than the kicker has played or touched the ball before it passes over the goal line.
 - Under no circumstances may the original kicker play the ball twice in a row.
 - When an indirect free kick is being taken:
 - No player of the opposing side may be **within 10 feet of the ball** until it is kicked, unless he/she is standing on his/her own goal line, between the goal posts.
 - The ball must be stationary when the kick is taken.
 - If an indirect free kick is awarded to the defending side in the penalty area, the ball must be kicked out of the area before it can be touched for a second time.
 - An indirect free kick is awarded against a player who intentionally:
 - Kicks, trips, pushes, strikes, or attempts to strikes an opponent.
 - Jumps at an opponent.
 - Charges an opponent in a violent or dangerous manner or charges an opponent from behind.
 - Holds an opponent with his/her hands or any part of his/her arm.
 - A hand ball offense.
 - Playing in a manner considered by the referees to be dangerous.
 - Intentionally obstructing an opponent when not within playing distance of the ball.
 - A goaltender who fails to put the ball into play after possessing it with his/her hands for at least five (5) seconds.
 - Having too many players on the field at the same time.
 - Being guilty of unsportsmanlike conduct (this includes shouting at an opposing player or referee to insult him or distract his/her attention).

- A double possession by the goaltender. If the goaltender were to drop the ball into play and then use his/her hands to secure it again.
 - The goaltender handling a ball after a pass was played to him/her intentionally, by a teammate from below the passer's knee.
- **There is absolutely NO SLIDE TACKLING!!! Result = red card, player ejection, and a penalty kick for the offended team.**
- Profanity WILL NOT be tolerated and can result in a **Yellow card**.
- Faking an injury or simulating a foul: **Result = Yellow card**.
- Kicking or throwing the ball away on a free kick to stall time: **Result = Yellow card**.
- Teams with players receiving a yellow card will reduce the letter grade for sportsmanship by one of the earned letter.
- Teams with players receiving a red card will reduce the letter grade for sportsmanship by two of the earned letter.

PENALTY KICKS:

- A foul that is normally punished by an indirect or direct free kick committed in the penalty area will result in a penalty kick.
- Penalty kicks are taken from the penalty spot (free throw line).
- The opposing goaltender must stand on the goal line and may move laterally along the line but may not move toward the ball until it is touched.
- The player taking the kick must kick the ball forward, and may only kick the ball once. If the ball rebounds from the goaltender's body, the player can kick the ball again. If the ball rebounds from the goal post or crossbar, the player may not touch the ball again until another player does.
- The field players must stand outside of the penalty area behind the ball; entry into the penalty area can occur when the player kicks the ball
 - Field players will not be able to re-attack a penalty kick if a PK is being taken for a '5 minute grace period' violation
- Two yellow cards from the same team results in a red card; two red cards from the same team results in an automatic forfeit from the team

KICK IN's, GOAL AND CORNER KICKS:

- When a ball travels out of play on the sidelines, it is put back into play with a kick in.
 - The ball must be stationary and can be placed within one yard of the wall
- A goal kick is taken by a member of the defensive team behind the penalty mark last touched by the offense when the ball goes out of bounds – by hitting the ceiling, the raised baskets, etc.
 - The ball is placed on the ground from any point in the goal area.
 - The ball must be kicked beyond the penalty area, or the kick will be retaken.
 - The goal kick is an indirect kick.
- A corner kick is taken by a member of the attacking team when the ball goes out of bounds – by hitting the ceiling, the raised baskets, etc.
 - A corner kick is taken from one of the corners of the lined basketball court and is indirect.
 - The ball is in play when it is kicked and moved.
 - The kicker may not play the ball until another person has touched it.
 - If the ball hits the wall and rebounds toward the kicker, he/she still cannot play it until another player has touched it.

UNSPORTSMANLIKE CONDUCT:

- Any player receiving a Yellow Card will be eligible to remain in play UNLESS the official requests for a substitution.
 - Reentry of the substituted player will be notified by the official and/or supervisor.
- Any player receiving a Red Card is ejected from the game, and his/her team will play shorthanded for the remainder of the game.
- 2 yellow cards on the same player = red card (ejection)

- A game will be forfeited if a team is to receive 2 red cards or any combination of red and yellow cards that is the equivalence of two red cards.
 - 2 red cards, 2 yellow cards & 1 red card, and 4 yellow cards

TEAM SPORTSMANSHIP RATING

UTSA Campus Recreation's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events.

- The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.
- The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an "A".
- Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)
- Any player that is ejected for any reason must come in to speak to the Assistant Director of Campus Recreation-Intramural Sports before their next game. That player or team is **not** eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not meet with the Assistant Director. **All ejections will warrant a minimum 1 game suspension!**
- The Intramural staff reserves the right to end any intramural contest at any point.

SPORTSMANSHIP RATING CRITERIA

"A" - Good Conduct and Sportsmanship

Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an "A" sportsmanship rating.

"B" - Average Conduct and Sportsmanship

Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

"C" - Below Average Conduct and Sportsmanship

Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a "C" rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

"D" - Poor Conduct and Sportsmanship

Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a "D" rating.

“F” - Unacceptable Conduct and Sportsmanship

Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F”.

Positive Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:

- Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
- The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
- Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
- Respect is shown for UTSA Campus Recreation facilities and equipment.

Negative Contributions to Sportsmanship Rating:

The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team’s sportsmanship rating:

- Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
- Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
- Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
- Taunting an opponent or opposing team spectator (trash talk)
- Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
- Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
- Any threatening behavior (verbal and/or nonverbal) to any UTSA Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
- Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
- Damage to or destruction of any UTSA or UTSA Campus Recreation facilities including failure to remove trash from the field or court following a game or match.