

## RULE ONE: THE GAME, FIELD, PLAYERS

### Section One: General Provisions

- A. Eligibility
  - a. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant Handbook.
  - b. Participants must be listed on their respective team rosters prior to participating and an LSU Tiger Card must be shown prior to entering a contest.
  - c. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and possible removal from the leagues.
- B. Players
  - a. The game shall be played between two teams of five (5) players each on the court.
  - b. A team may begin a game with a **minimum of three (3) players**. If a team is not represented with at least three (3) players at game time, the respective team will forfeit the game with a score of 1 to 0.
  - c. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game. **All patrons are under the jurisdiction of the Intramural Sports Staff from their moment of arrival to their time of departure.**
  - d. CoRec teams must have any variation of 2:1 ratio of men to women when playing with three (3) players.
  - e. Only two club or former college soccer players (one (1) year removed) are allowed per team.
- C. Sportsmanship Rating
  - a. The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike manner. **In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 over the regular season.** During playoffs, a sportsmanship score of at least (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, officials evaluate and issue sportsmanship points to all teams. The breakdown of points is as follows:

#### **4 (Exceptional)**

A sportsmanship of 4 will be given for an Exceptional contest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.

#### **3 (Normal)**

A sportsmanship of 3 will be given for a contest that runs normally. In this instance, players and spectators were respectful and courteous towards the opposition and/or all UREC staff.

#### **2 (Some Static)**

A sportsmanship of 2 reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team and spectators have many moments of questionable activity and show little respect and courtesy towards the opposition and/or all UREC staff. This is the lowest rating a team may receive if there were no unsportsmanlike penalties/fouls called. **Defaulted games will result in the Defaulting team gaining a 2 in sportsmanship for that contest.**

#### **1 (Difficult/Harassment)**

A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The team constantly showcased questionable activity and showed no respect for the opposition and/or all UREC staff. **The ejection of a player will result in that player's team gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties will receive a maximum of 1 in sportsmanship for that contest.**

**0 (Unacceptable)**

A sportsmanship of 0 reflects activity that is completely unacceptable for any UREC participant(s). Teams exhibit blatant actions of disrespect towards the opposition and/or all UREC staff. **Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest. Forfeited (non- appearance) games will result in the offending team gaining a 0 in sportsmanship for that contest.**

**Section Two: Field**

- D. The Playing Area
  - a. There shall be a goal box marked on the court. The goalkeeper may pick up the ball anywhere inside of this box granted it is legal to pick up.

**Section Three: Equipment**

- E. The Ball
  - a. The ball shall be a Size 4 futsal ball provided by the sport supervisor.
  - b. Only the ball provided by UREC will be permitted during play.
- F. Jerseys
  - c. Players of opposing teams must wear contrasting colored jerseys.
  - d. If the whole team fails to all have similar jerseys they will be required to wear pennies (checked out at the SRC).
  - e. No team members may share jerseys.
  - f. It is the team captain's responsibility to ensure his team is prepared to play with the correct uniform.
- G. Players
  - g. Cleats of soft or hard rubber shall not be allowed.
    - i. All shoes must be closed toe and have a non-marking sole.
  - h. Shin guards are highly recommended but not required.
  - i. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
  - j. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
  - k. The Intramural Sports staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
  - l. The Intramural Sports staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance.
  - m. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

**RULE TWO: GAMEPLAY, SCORING, SUBSTITUTIONS**

**Section One: Gameplay**

- H. Coin Toss
  - a. After winning the coin toss, the winning captain will make one of two choices:
    - i. Possession of the ball

- ii. Direction of attack
- b. The losers of the toss will be given the remaining choice.
- I. Kickoff
  - c. Each half will begin with a direct kickoff by the team decided by the coin toss.
  - d. All players, except for the player making the first touch, must begin the kickoff outside the circle on their respective halves of the field.
  - e. Kickoffs may be played in any direction. They are not required to be played forward.
  - f. This will restart play following a goal or when the ball contacts any part of the ceiling
- J. Playing the ball back to the goalkeeper
  - g. The goal keeper is only allowed to pick the ball up inside of the goal box in the following instances:
    - i. A ball is last touched by the opposing team
    - ii. A ball is played back to the keeper by their team using heads, knees, or chest
    - iii. The ball touches the wall no matter which team touched the ball last.
- K. Suspended Play
  - h. After play is suspended, an indirect kick will be given on the restart to the team who last had possession of the ball at the point on the field nearest the location of the ball when play was stopped.
  - i. If there was no clear possession by one team, there will be a drop ball at the spot where the ball was declared dead.
- L. Offsides
  - j. There will be no offsides.

**Section Two: Scoring and Timing**

- M. Scoring
  - a. In order to score a goal, the ball must pass completely over the goal line.
  - b. After a goal, a kickoff shall be awarded to the opposing team (team who gave up the goal).
- N. Timing
  - c. The game will be two 20 minute halves. With a 5 minute halftime.
  - d. No timeouts will be awarded to any team.
  - e. The clock shall run continuously unless one of the following occurs:
    - i. Injury;
    - ii. Official time out
- O. Timing Errors
  - f. The referee will keep the clock and have complete jurisdiction over timing throughout the game.
  - g. If a timing error occurs, it is the referee's decision as to how to correct that error.
- P. Overtime (Playoffs Only)
  - h. In the event of a tie game at the end of regulation, a 5 minute "Golden Goal" period will take place. During this period, the first goal scored by either team will end the game and result in a win for the scoring team. In the event of a tie after the golden goal period, the contest will go to penalty kicks. Each team will take 5 penalty kicks, alternating teams each shot.
    - a. All penalty kicks will be taken on the same goal, and players eligible to participate in penalty kicks need to be on the court when the whistle for the end of the overtime period occurs. \*COREC must alternate genders when taking penalty kicks, and if not possible, that kick will result in a miss. \*
    - b. In the event penalty kicks end in a tie, each team will attempt shorts alternating between teams until one team makes it and the other team does not. \*Any player is allowed to shoot penalties at this point\*

**Section Three: Mercy Rule and Forfeits**

- A. Mercy Rule

- a. A game shall be called if a team is ahead by seven (7) or more goals with two minutes or less remaining in the game or by ten (10) goals with five minutes or less in the game.

Q. Forfeits

- a. Should a team not field the required minimum of three (3) players to start the game will be declared a forfeit.
- b. The score for all non-appearance forfeited games shall be 1-0.
- c. A sportsmanship rating of zero (0) will be given to any team that is forced to forfeit the contest.

**Section Four: Substitutions**

R. Substitutions

- a. Players may exit and enter through the substitution zone **ONLY** during an official's timeout or stoppage of play. Players will only be allowed on the court when given approval by an official.
- b. A team may never have more than 5 (5) players on the field.
- c. A player must always exit before another player will be eligible to come onto the field.
- d. Each team is only permitted to use its own substitution zone directly in front of the bench. Players may not exit or enter through the opposing team's zone.
- e. Failure to comply with all substitution policies could result in a player/team caution.

**RULE THREE: FREE KICKS AND PENALTY KICKS**

**Section One: Free Kicks**

S. Direct Free Kicks

- b. Direct free kicks will only be awarded on direct free kick penalties.

T. Indirect Free Kicks

- a. Indirect Free Kicks will be given in the following circumstances:
- b. A non-malicious foul is called
- c. If a player who is taking a free kick is the first to touch the ball after it has been initially played

U. How Taken

- a. Players opposing the kicker shall be at least five (5) yards from the ball until it is kicked, unless they are standing just outside their defensive goal box.
- b. The ball must be stationary before it is played from the spot specified by the official. Failure to kick the ball as specified will result in a re-kick.

**Section Two: Penalty Kicks**

V. Penalty Kicks

- a. Penalty kicks will be given in the following circumstances:
  - ii. A player commits any foul that clearly prevented a goal in a clear goal scoring opportunity inside of the penalty area
  - iii. A player intentionally plays the ball with his/her hands or arms inside of the penalty area

W. How Taken

- a. The penalty kick will be taken from the spot marked on the court.
- b. Once the ball is kicked it will become live.
- c. All other players must be behind the shooter and outside the midfield circle.

**RULE FOUR: THROW INS, GOAL KICKS, AND CORNER KICKS**

**Section One: Throw Ins**

X. When Taken

- a. There are no throw ins in 5v5 Indoor Soccer
- b. A ball that hits the netting surrounding the courts will be considered out of play
- c. If the ball goes out of play, it will result in an indirect free kick from the area where the ball went out of bounds.
- d. If the ball is played out of play into the end line netting of the court
  - i. by the defending team, it will result in a corner kick (direct) for the offensive team.

1. Corner Kick must be taken one step from the wall – at or below where the goal box meets the wall
- ii. by the offensive team, it will result in a goal kick (indirect) for the defending team.
  1. May be taken anywhere inside the goals box (ball must leave box before another play touches – results in rekick)

## RULE FIVE: FOULS AND MISCONDUCT

### Section One: Fouls

- Y. Kicking, Striking, Tripping, and Jumping
- a. A player shall not intentionally attempt to or kick, strike, or jump at an opponent.
  - b. A player shall not intentionally trip an opponent. This includes tripping or attempting to trip an opponent by use of the legs, or by stopping in front or behind an opponent in such a manner as to cause a fall or loss of balance.
  - c. **NO SLIDE TACKLES ARE ALLOWED.** All slide tackles will result in an automatic yellow card and a sportsmanship deduction for the offending player’s team.
  - d. **SLIDE TACKLES WITH CONTACT WILL RESULT IN AUTOMATIC RED CARD AND AN EJECTION**

### Section Three: Charging

- Z. Charging
- a. A player shall not intentionally charge an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent and/or does not have arms and elbows close to his/her body, and/or does not have at least one foot on the ground, when the ball is not being played, and the charge is done in a dangerous manner.
  - b. A fair charge is allowed and is one in which a player makes non-violent shoulder-to-shoulder contact with an opponent, with the arms and elbows close to the body, at least one foot on the ground, and the ball within playing distance.
  - c. A player having one or both feet on the ground shall not charge into an opponent who has both feet off the ground.
  - d. A player shall not charge into an opponent when neither player is within playing distance of the ball.

### Section Four: Obstruction

- AA. Obstruction
- a. Obstruction is the intentional act by a player, not in possession of the ball of not attempting to play the ball, running between an opponent and the ball or using the body as an obstacle.
  - b. A player not attempting to play the ball, but remaining between the ball and an opponent, may be legally charged from behind provided the charge is not violent or dangerous and the ball is within playing distance.

### Section Five: Misconduct

- BB. Yellow Cards
- a. Players, coaches, or any other personnel representing a team may be given a yellow card for the following:
    - i. Entering or leaving the field illegally
    - ii. Unsportsmanlike conduct
    - iii. A slide tackle
    - iv. Any incidental use of vulgar or profane language
    - v. Objection by word, mouth, or action to any decision given by an Intramural Sports staff member
  - k. Any person given a yellow card must leave the field of play for two (2) minutes. The player given the yellow card will **not** be replaced during this time.

CC. Red Cards

- b. Players, coaches, or any other personnel representing a team may be given a red card for the following:
  - i. Exhibiting violent conduct or committing a dangerous foul that is malicious in nature
  - ii. Using foul or abusive language
  - iii. Any subsequent act of misconduct after having been cautioned (two yellow cards)
  - iv. Intentional handling of the ball
- c. Any person given a red card must leave the field of play immediately for the remainder of the contest. A penalty kick will be given to the non-offending team.

**Section Six: Goalie Restrictions**

- A. Any of the following actions will result in a direct free kick from the opposing team nearest the spot on the edge of the goalie box nearest where the infraction occurred within the goalie box:
  - a. Hold the ball for longer than six seconds
  - b. Drop kick or punt the ball
  - c. Play the ball with their hands if the ball is intentionally passed back from their teammate
  - d. If the goalkeeper plays the ball with their feet outside of the goal box and bring it back into the box, they may not pick it up
  - e. Touch the ball with their hands after they played it with any other part of their body outside of the penalty area before it has touched another player
  - f. Cannot throw the ball directly into the opposing goal without touching another player
- B. Goalies can dribble inside the goalie box and then pick up the ball as long as the ball did not enter the playing field and then brought back into the goalie box
- C. Goalies may attempt to stop the ball sliding hands first. Sliding feet first will result in a yellow card. Sliding feet first and creating contact will result in a red card and automatic ejection.
  - a. If a goalie receives a card, a player is allowed to replace them

**RULE SIX: COREC MODIFICATIONS**

**Section One: Regulations**

DD. Rosters

- a. The male to female ratio of players on the field shall never be greater than one in the favor of either sex.

EE. Scoring

- a. All goals will count as one (1), regardless of what sex scores the kick.

**RULE SEVEN: PROTESTS**

**Section One: Protests**

FF. Types

- a. Illegal player or players. The protest must be made while the players are still in the game and before the officials leave the playing field.
- b. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.

GG. Procedures

- c. Team captains must initiate protests. The Intramural Sports staff on site, including officials and supervisors will determine the next action to take place.