



DEPAUL

Campus Recreation: Intramural Indoor Soccer/Futsal Rules

Any rule or interpretation not covered in these rules will be governed by the National Federation High School Soccer Rules. Some minor modifications have been implemented for the intramural program to encourage sportsmanship, provide for the safety of the participants and to adhere to time and facility restrictions.

RULE 1: Facility, Playing Areas, and Equipment

- I. Facility - Ray Meyer Fitness & Recreation Center
- II. Playing Areas - Goldberg Courts (3rd level) 4 playing surfaces - one or two courts will be available for intramural play depending on season/league numbers.
- III. Equipment
 - a. Ball: a game ball will be provided by Campus Recreation
 - b. Practice balls: a practice ball may be checked out from a supervisor/official with proper (DePaul University) I.D.
 - c. Shoes: each player must wear court shoes.
 - d. Headwear: all hats and bandannas are illegal. The only legal headwear is a sweatband.
 - e. Jewelry: all jewelry is illegal (including rings, earrings, necklaces, bracelets, watches, etc.). NO beaded necklaces!
 - f. Casts: no casts are allowed.
 - g. Personal Safety: shin guards and mouthpieces are recommended.

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

RULE 2: Responsibilities of Captains, Players, Teams, & Spectators

- I. All team members are required to know the rules of the game and to abide by them.
- II. The team manager and/or playing captain is responsible for the discipline and proper conduct of team members and spectators. Any difficulties with a person's conduct will be handled through the manager.
- III. The playing captain is the only player who may address the officials, but only on matters of rule interpretations. Judgment calls that are protested may result in penalty for the offending team.
- IV. Sportsmanship Ratings
 - a. Teams are rated on sportsmanship nightly based on their behaviors before, during and after each contest. Possible ratings include: "Outstanding, Acceptable, Unacceptable, or Season Ending".
 - b. Teams receiving an "unacceptable sportsmanship rating" will need to meet with the Assistant Director of Intramurals before the team is eligible to participate in any further games. A second unacceptable rating will result in a team being removed permanently from further play.
 - c. Teams receiving "Season Ending ratings will be subject to immediate removal from the league and possible further sanctions with the Dean of Students office.
- V. Spectators
 - a. May observe intramural activities and must comply with the policies that have been set by the Campus Recreation staff.

- b. The team manager is ultimately responsible for the conduct of their spectators.
- c. Indoor sports, i.e., basketball, floor hockey, soccer, and volleyball, have limited spectator seating; therefore admittance of spectators may be limited. Outdoor sports, i.e., flag football, soccer, and softball; there is no limit to the number of spectators a team may have present. Spectators are to encourage and support their teams, not to berate or attempt to intimidate the officials or opponents.
- d. Any volatile or unruly acts by a spectator will be handled by Campus Recreation staff and if necessary referred to the Dean of Students. Campus Recreation wants spectators to know that they are part of the game. Their participation is important to the outcome of the game. Have fun and encourage own team, rather than discourage opponent or the officials. Remember the team a spectator is cheering for may be adversely affected if behaviors are inappropriate.

RULE 3: Team Composition and Eligibility

- I. Player eligibility: All DePaul University students, faculty and staff with proper I.D. are eligible provided:
 - a. The player is not already participating with another team in the same division (open, women or co-rec).
 - b. The player has not competed as a varsity athlete (or been red-shirted) in a parallel sport(s) in the previous one year (calendar year). If playing with an ex-varsity college athlete, the team must be in the competitive division.
 - c. No more than two current club members of a parallel sport may be listed on any roster (additionally, if playing with a current club member or former varsity athlete, a team may have no more than two club members/ex-varsity athletes).
 - d. All players are required to provide their DePaul I.D. to officials prior to game time to be eligible to play. No exceptions.
- II. IM Leagues
 - a. Will be used for all scheduling which means that each player must register with IM Leagues.
 - b. Their first and last name MUST match the name on their student, faculty, or staff ID card in order to be eligible to participate.
 - c. Captains MUST accept each player to their playing roster. After they are on the IM Leagues score sheet AND have signed the waiver they will be eligible to play.
 - d. Teams are permitted to add eligible members throughout the season until the playoffs (league play) or until the semi-finals of a tournament.
 - i. Additions must be made in accordance with the policy on adding players.
 - e. A player must have played in at least one previous game to be eligible for the playoffs (league play) or semi-finals (tournament play).
- III. Required Players
 - a. The game shall be played between two teams of five players each.
 - b. Three players are required at game time to avoid a forfeit.
- IV. Shorthanded Teams
 - a. A team cannot play with less than three players. If a team becomes incomplete, (less than two players) for any reason, and there are no substitutes available, the shorthanded team will lose by forfeit.
 - b. A team which loses two players due to ejection in the same contest will be forced to forfeit that contest.

V. Substitutions

- a. Players may substitute freely, as long as the player being subbed for comes off the field prior to the substitute going onto the field. Subs must leave on the side of the court nearest the benches.

RULE 4: The Game

I. Timing

- a. Games will be split into two- twenty (20) minute halves.
 - b. The clock will not stop except for injuries or time-outs.
 - c. Each team will receive one (1) time-out per game. The duration of the time-out will be one-minute.
 - d. Mercy Rule
 - i. If a team leads by 10 or more goals anytime in the second half, it is announced the game will be over and considered final at that point.
 - ii. Any remaining play will not be officiated.
 - e. Overtime Procedure
 - i. Only played during playoffs
 - ii. Will be a three-minute sudden death (first goal to score wins).
 - iii. A coin toss will determine which team starts with the ball.
 - iv. Teams will continue to defend the same goal they defended in the second half.
 - v. Penalty Kicks
 1. If after the first overtime the score remains a tie, each team will take 5 penalty kicks alternately (note- the only players allowed to take penalty kicks are those that were on the field/court when the overtime period ended).
 2. If each team makes the same number of penalty kicks then players from each team will alternate penalty kicks until a winner is determined.
 3. In all sudden death penalty kick situations, the player kicking the ball may only play the ball once, no rebounds from the goalie will be considered live.
 4. Teams will continue in this format until the tie is broken.
- II. At the beginning of play and after all goals the ball will be put in play at mid-field and may be kicked either forward or backward by the kicker. The kicker may not contact the ball a second time until it has been touched by another player (on either team).
- III. At the time of the kickoff, the opposing team must remain behind the nearest court line on their respective side until it is kicked for the first time.
- IV. A goal is scored when the whole ball has passed over the goal line, between the goal posts, and under the crossbar, provided it has not been thrown or carried by a player of the attacking side.
- ### V. Injured player
- a. Any player that is injured (or apparently injured) when the ball is alive or dead and play is stopped for them, will be required to sit out at least until the next substitution opportunity (after the ball becomes live again).

- b. Any player that is found to be bleeding must immediately be removed from the game and must receive attention to stop the bleeding.

RULE 5: Ball in Play and Out of Play

- I. The ball is out of play:
 - a. When it has completely crossed the goal line or sideline as outlined by the basketball court, whether on the ground or in the air.
 - b. When it contacts ceiling beams, baskets and other supports, lights, rolls beyond the boundary lines, etc.
 - c. Result: A free or corner kick will be awarded from the spot nearest where the ball became dead. All will be direct kicks.
- II. The ball is in play:
 - a. If it rebounds from the goal post or crossbar.
 - b. If it rebounds from an official while s/he is in the field of play.
 - c. In the event of a supposed infringement until a decision is given (advantage).

RULE 6: Special Rules

- I. Blue Card
 - a. A blue card is a warning that results in the recipient sitting out of the game for 2 minutes.
 - b. A blue card will be received as a violation of the crease rule by the defense and either team sliding with no contact.
 - c. Blue cards do not count as an unsporting penalty.
- II. Offsides:
 - a. There is no offsides in indoor or outdoor soccer at DePaul University.
- III. Three Line Rule:
 - a. WHEN PLAYING INDOORS NO THREE (3) LINE KICKS ARE ALLOWED.
 - b. The ball must touch the ground, a wall, or another player before crossing the third line.
 - c. The penalty will be an indirect free kick from the point where the ball crossed the mid-field line.
- IV. Free Kicks
 - a. Free kicks are classified as either “direct” or “indirect”.
 - b. From a direct kick, a goal can be scored without anyone else having to contact the ball.
 - c. From an indirect kick, a goal cannot be scored unless the ball has been played or touched by a player other than the kicker (or goalie) before it passes over the goal line.
 - d. At no time may the original kicker kick the ball twice in succession on a free kick.
 - e. The team defending a free kick must stay at least 10 feet away from the dead ball spot.
- V. Slide Tackling
 - a. Slide tackling is not allowed.
 - b. A player that is guilty of slide tackling will receive an automatic yellow card and a two-minute penalty.
 - c. In addition to the two-minute penalty the opposing team will be awarded a penalty kick.

- d. No contact on a slide tackle attempt will result in a yellow card, two-minute penalty, plus an indirect free kick for the opposing team.

VI. Sliding

- a. No player may slide during indoor soccer to obstruct a player or to stop a ball.
- b. The result of sliding without contacting a player will be a blue card and a two minute penalty.
- c. Any contact during a slide (slide tackling) will result in a yellow card.

VII. Penalty Kicks

- a. When a foul that would normally result in a direct kick is committed in the penalty area, a penalty kick is awarded.
 - i. A penalty kick will be taken from the Free throw line.
 - ii. During the kick all other players must remain behind the 3 point line (exception being the player taking the kick and the opposing goalie).
 - iii. The opposing goalie must stand with both feet on his/her goal line until the ball is kicked.
 - iv. The player taking the kick must kick the ball forward and may only kick the ball once.
 - v. The player may not touch the ball after it rebounds from the goalposts or crossbar.
 - vi. Once the result of a penalty kick is either a goal for the offense or a goal kick for the defense. The ball does not remain live once the kick ends.

VIII. Crease Rule

- a. If any defensive player involves themselves with the play inside the crease, and was positioned inside the crease prior to the ball entering the crease, then they shall be penalized with a blue card and a penalty kick would be awarded to the offensive team. "Involved in the play" can be either contacting the ball or defending a player outside of the crease.
- b. If any offensive player makes contact with the ball inside the crease, and was positioned inside the crease prior to the ball entering the crease, then the defensive team shall be awarded an indirect free kick at the spot of the incident.
- c. If any player wishes to play the ball in the crease, then the ball must be inside the crease before the player is inside the crease.

IX. Goalies

- a. A goalie will be allowed for penalty kicks only.
- b. Use of hands by a player during a penalty kick will result in another penalty kick being awarded.
- c. If during the subsequent penalty kick hands are used a goal will be awarded.

X. Goals

- a. The goals in indoor soccer shall be floor hockey-sized goals.

XI. Penalties

- a. Any player that receives a yellow or blue card will have a two minute penalty, in which, his/her team will play short.
- b. The supervisor on duty will keep track of the two minutes.
- c. Blue cards do not count as unsporting penalties, but yellow cards do.
- d. After receiving a yellow card, the player may NOT return until the two minutes expire.
- e. Two yellow cards or one red card will result in a player being ejected and that team will play short-handed.

RULE 6: Player Ejection

- I. The court monitor/supervisor/official has the right to disqualify any individual at any time for any unsportsmanlike conduct. Malicious play will not be tolerated.
- II. Extremely offensive conduct (obscene or insulting word gestures) towards Intramural staff, spectators or other players results in ejection of a team member(s) from the game in which the offense occurred.
- III. Ejected individuals must leave the playing area and possibly the gym. If they are asked to leave the gym they will be given one minute to gather their belongings and depart. Further delay will result in team forfeiture.
- IV. Reinstatement Procedure
 - a. All players ejected from an intramural contest, for any reason, must set an appointment to meet with the Assistant Director before they or their team is eligible to participate again.
 - b. Ejected players will serve an automatic one-game suspension with the severity of the conflict dictating further suspensions.
 - c. This suspension will not begin until the meeting has taken place.
 - d. A player who is ejected from two contests during a season will not be eligible for playoff competition.
- V. The Assistant Director reserves the right to impose further penalties against the player(s) or team at his own discretion.