



NU Intramural Sports

Indoor Soccer Rules

GENERAL RULES:

1. **All** players must present their valid Northeastern University Photo ID to play. No exceptions! Current, valid NU photo identification must be present in order to participate. Participation will be denied to anyone without their current, valid NU photo identification card.
2. **Jewelry is not allowed** to be worn by any participant during an Intramural event. Any and all dangerous equipment must be removed prior to participation. Jewelry cannot be taped or covered with a band-aid.
3. **GAME TIME IS FORFEIT TIME!** The minimum number of players must have their Husky Cards turned in, be present on the field and in uniform for a team not to forfeit. The team manager must be responsible for collecting his team's IDs and registering their uniform numbers with the IM staff.
4. **3 Yellow Cards** will result in a team disqualification regardless of the score. **2 Yellow Cards = 1 Red Card** and will result in the player leaving the game. Only a team's designated Captain is allowed to confer with the officials. There is a ZERO TOLERANCE policy for any unsportsmanlike behavior directed towards players, officials, and staff.
5. The supervisor on duty reserves the right to remove any player from competition who has violated any NU Intramural Policy or Rule and/or endangered any player or IM staff member. Ejected players must leave the facility. Any player or team that exhibits a pattern of troublesome behavior will be removed from intramural sports. Supervisors also have the authority to end a game.

THE GAME AND FIELD:

1. The game consists of two (2) fifteen (15) minute halves. The clock will only be stopped for penalty kicks, injuries, and timeouts, or at a referee's or supervisor's discretion. Each team is allowed one (1) timeout per half lasting one (1) minute. Timeouts can be called during any dead ball situation, not including free kicks. The supervisor has the authority to shorten any game due to time restraints or any other reason. If a team is leading by seven (7) goals in the second half the game will end due to the Mercy Rule.
2. After any dead ball situation, the team has a five (5) count to put the ball into play with a kick-in; this includes corner kicks and goal kicks. All kicks from out of bounds, besides corner kicks, will be indirect kicks.
3. The game will end with the first dead ball after regulation time has expired upon the signal of the referee.
4. Games tied during regular season will end in a draw. Playoff games tied at the end of regulation will be decided by penalty kicks.

PLAYER RULES:

1. Players:
 - Male/Female Divisions - Team consists of six (6) players, including the goalie. In order for the game to be official, there must be at least four players present per team, one of whom must be the goalie.
 - Co-ed Divisions - Teams consists of three (3) males and three (3) females. In order for the game to be official, there must be at least two (2) males and two (2) females, or one (1) male and three (3) females, or zero (0) males and four (4) females players present per team, one of whom must be the goalie. At no time can the amount of males on the field out-number the amount of eligible females.
 - If at any time there are more than six (6) players on the field the offending team's captain will receive a yellow card.

2. Substitutions:

- Substitutions may only be made on a corner kick, goal kick, during a timeout, or during halftime.
- Substitutes must notify the referee before entering play and may only enter at the referee's signal.
- Substitutes must remain in the designated area during play.
- Failure to comply with the above rules will result in a yellow card to the captain of the offending team.
- With in the final two (2) minutes of the last half there will be no substitutions.

3. Goalkeeper restrictions:

- The goalie may not cross midfield, score a goal, or drop kick or punt the ball.
- The goalie may NOT slide tackle.
- The goalie may distribute the ball by throwing it or playing it as a field player.
- Once the goalie has possession of the ball they have five (5) count to put the ball back into play.
- When the goalie distributes the ball, it must hit the field or another player before crossing mid field.
- The goalie may pick up a ball that is passed back by a teammate.

4. Turf shoes and cleats are not allowed. **Any footwear deemed unsafe by the sport supervisor will not be permitted.** The judgement of the sports supervisor is final, and may not be protested.

5. The Penalty Area is the semi-circle around the goal. The goalkeeper may touch the ball with hands in this area, and any direct kick fouls by the defense in this area will result in a penalty kick. Offensive players may not enter this area unless they have the ball, or if the ball is already in the area and not possessed by the goalie. If the ball is advanced when an offensive player is in this area, possession will be lost. Once the goalie secures the ball, all offensive players must exit the area.

FOULS:

1. **THERE IS NO SLIDING!!!** The minimum penalty for sliding is a yellow card.

2. Offside is not a penalty and will not be called.

3. A player receiving a yellow card receives an automatic 2-minute penalty, with no replacement, which may be increased up to five minutes by the official or supervisor depending on the severity of the foul. When a goal is scored against his/her team during a 2-minute penalty, the player may come back into the game.

- Yellow card fouls include, but are not limited to the following:
 - o Entering or leaving the field of play without the permission of an official
 - o Objecting by word of mouth or action to any decision of an official (dissent)
 - o Delay of game (including refusing to yield 3 yards on a free kick)
 - o Holding a shirt, short, etc.
 - o Deliberate handball to stop an attack
 - o Deliberate tactical foul
 - o Sliding
 - o Unsportsmanlike conduct

4. A player receiving a red card is disqualified, and the team must play shorthanded for the remainder of the game.

- Red card fouls include, but are not limited to the following:
 - o Taunting
 - o A second yellow card
 - o Exhibiting violent conduct
 - o Spitting at another person
 - o Using insulting, offensive or abusive language
 - o Leaving the bench area to enter the field during a fight or altercation

5. Penalty Kicks:

- All players, except for the shooter and the goalie, must be behind the designated line until the ball is kicked.
- The shooter gets one shot.
- The ball is in play if there is a rebound.
- The goalie must have his/her toes on the goal line until the ball is kicked.
- The shooter must wait for the whistle from the official before kicking the ball.

6. Advantage is a discretionary judgment that allows an official to permit play to continue rather than stopping play to call a foul. This would be used if calling the foul would take away a favorable situation for the team that did not commit the foul.

General Participant Play

Participants are not allowed to play in a manner that is potentially dangerous or reckless. Safety for all our participants is our number one priority. Any action(s) that is deemed dangerous and/or reckless by the game's official or the Intramural Sport Supervisor will result in either an unsportsmanlike penalty or an ejection depending on the severity of the action. Intramural managers and players should consider this rule their warning not to play in a dangerous or reckless manner.