



UTM INTRAMURALS OPEN INDOOR SOCCER

RULES AND REGULATIONS

All Indoor Soccer rules are set out by Ontario Soccer with the following exceptions:

NUMBER OF PLAYERS

- Games will be played with 6 players on each team, including the goalkeeper. A minimum of 4 players for each team is required to start the game
 - Teams may use up to a maximum of 2 NOMADS*. (Read "Nomads" heading for further details)
- Teams are permitted a maximum roster of 20 players

DEFAULTS

- For every minute that a team is late their opponent will be given 1 point towards their total game score
- If a team does not have enough players by 10 minutes past the scheduled time, the team will lose by default
- The default score will be recorded as 10-0

EQUIPMENT & UNIFORMS

- An indoor soccer ball will be used – size 5
- One soccer ball will be provided for teams to warm up with
- Proper playing attire is mandatory. Shin guards are highly recommended.
- Players must wear numbered shirts of the same colour.
- The goalkeeper must wear a jersey of a different colour from their own team and those of the opposing team.

LENGTH OF GAMES

- Games will consist of two 20-minute halves with a 2-minute half time.
 - Stop-time will be played for the last two minutes of the second half, if the goal difference is one goal or less. The clock will stop on every dead ball.
- The league is run using a point system:
 - WIN = 3 points
 - TIE = 1 points
 - LOSS = 0 point
 - DEFAULT = -1 points

OFFICIALS

- The referee and game manager will be supplied for all UTM Intramurals games
- The referee will have the final decisions on all rules and disputes
- In the event no referee is available, participants may play on the honour system and call their own errors. Team captains/representatives are responsible for the conduct of their players

ELIGIBILITY

- Players (including late players) must check-in on the game sheet before every game in order to participate
- No spectators are allowed on team benches
- There are no gender restrictions
- For eligibility rules, please refer to the UTM Intramurals Student Handbook

START OF PLAY AND PLAY

- The home team will start the first half with an indirect kick-off. The away team will start the second half
- Home team will take the team bench by the main scoreboard
- Kick-ins, kick-offs, corner kicks, and free kicks are indirect. The ball must make contact with a player before entering the goal
- If the ball hits the ceiling, the play will resume with a kick-in
- On a free kick, the defensive team must retreat 12 feet
- No offensive players are allowed inside the goalkeeper's crease. This will result in an indirect free kick
- Teams may make substitutions on the fly or at a stoppage of play
 - The departing player must be on the bench before the new player enters
- Slide tackles are not permitted
 - **A slide tackle is** considered when a participant has one knee on the ground and/or when a participant slides on the ground next to their opponent
 - Slide tackles may result in a 2-minute penalty yellow or red card, at the discretion of the referee
 - Goalkeepers may slide in an attempt to play the ball within their own crease
- There are no offsides
- The ball is out of play when it has fully crossed the boundary line, whether on the ground or in the air. Play will be restarted with a kick-in
- A foul committed by the defending team inside their own penalty area will result in a penalty kick
- If a penalty kick is scored, the conceding team will restart at kick-off. If it is not scored, play will restart with a goal kick
- Goalkeepers cannot use their hands outside the goal area
 - If a teammate kicks the ball to their goalkeeper, they may not handle it with their hands. This will result in a penalty kick
- Throws, drop kicks or goal kicks cannot go further than the halfway line
- Goalkeepers may only switch during a stoppage of play
- For further playoff information, please refer to the UTM Intramurals Student Handbook
- A goal is scored when the entire ball passes over the goal line, between the goal posts and under the crossbar

FOULS & EJECTIONS

- Two-minute penalties, yellow, and red cards will be handed out at the referee's discretion
 - The referee may assign a two-minute penalty for any action they believe warrants it
 - The referee may assign a yellow card for rough play, repeated infractions, unsporting behaviour, or verbal abuse

- Yellow cards are an automatic 2-minute penalty and players must serve the 2-minute penalty at the score table
- The referee may assign a red card for fighting, excessive rough play, a second yellow card, or verbal abuse. The player must immediately leave the gym and is suspended for their team's next scheduled game
- A player from individual team must serve the 5-minute penalty for the player who received the red card
- The team receiving a card will play a player down for the duration of the time of the penalty
- All players must serve the allotted time of the penalty even if a goal is scored
- If a team has 2 players ejected from the game, the team will lose by default
 - Two defaults and the team will be disqualified from the league
- Fighting, verbal slurs and excessive verbal abuse of officials will **not** be tolerated
- An ejection will result in an appearance before the administration staff. *NOTE: the minimum penalty for fighting is a minimum one-year suspension*

END OF GAME

- The game will end once the regulation time ended and the official calls the game
- Teams must leave the court after the game in-order for preparation for the next game can begin i.e. cleaning of benches, etc.

TIE BREAKING RULE & PLAYOFFS

- If regular time in a playoff game ends as a draw, a 5-minute golden goal extra time period will be played
- A coin toss will determine what team will kick-off with the ball
- The first team to score a goal will win the game
- If the golden goal extra time period ends as a draw, the winner will be determined through kicks from the penalty mark
 - A coin toss will decide which team kicks first
 - The goalkeeper who finished the game must stay in goal
 - Each team will alternate until they have both taken 3 kicks
- If the score is still tied after 3 shooters, team will alternate shooters until the tie is broken
- Teams must go through the entire roster on the floor including the goalkeeper before a player may shoot from the bench

NOMADS

- * NOMAD: A player registered with the league who is used to by a team to compete in a game where they cannot field enough of their own registered players to begin the game or reach the max playing roster size
- Teams using a NOMAD must have 4 players from their roster signed in.
- Teams can only have a NOMAD if their team cannot field the maximum amount of players to play a game.
- Once a team reaches a roster size of 6 registered players, the NOMAD(S) can no longer play in that game (A registered player is defined as a player on the original team roster).
- A NOMAD may not be added as a substitute and will no longer be permitted to play when a player on the original team roster signs in.