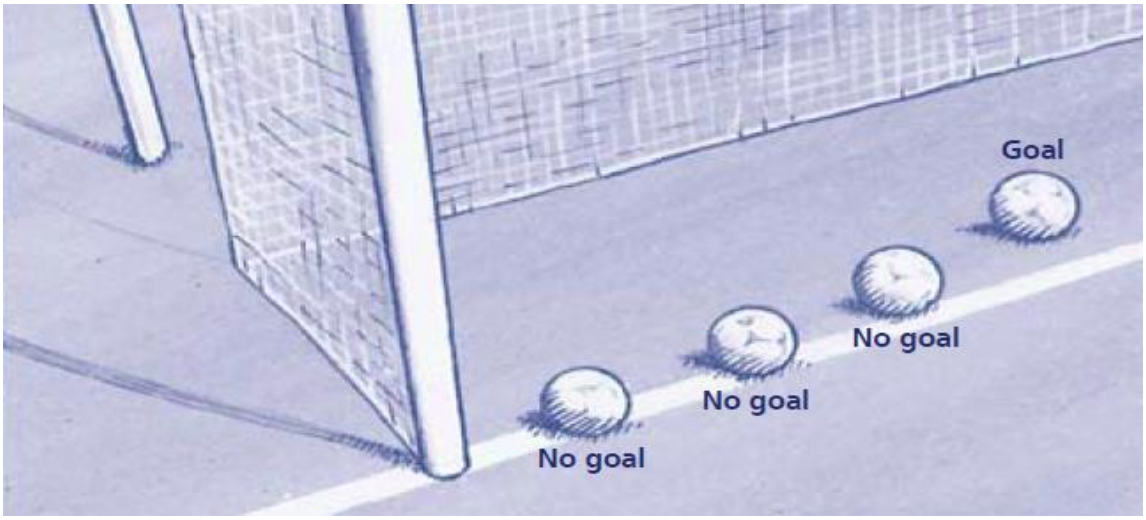
Wilfrid Laurier University

Co-Ed Indoor Soccer Rules 2015-2016

RULES AND GENERAL INFORMATION

1. All **games will be played in the gymnasium at University Stadium**. The University Stadium is located at 81 Seagram Drive in Waterloo, Ontario. In order to enter the stadium, all players must bring their respective student card.
2. The field is closed up within four walls; hence there will be **no field markings along any sort of touchline.** However, the only field marking that will be used is: the center circle and the semi-circle in front of the goalkeeper's goal, which will be used as the penalty area (area where goalkeeper may handle the ball).
3. All games will be played with an indoor soccer ball, also known as a futsal ball.
4. **Games are played 5 v 5**; including the goalkeeper. You must have at least 4 players to play a game. There must be at least one girl/boy player on the field at all times.
5. There is no cap on substitutions, you can sub players are often as you'd like.
6. **You must wear appropriate clothing and footwear.** NO CLEATS!
7. If you have a team uniform you are encouraged to wear it. If not, in order to distinguish teams from one another the home team will be required to wear dark colours and the away team will be required to wear light colours. In an event that the two teams wear the same colour you will be asked to switch colours or wear pinnies.
8. Each match is controlled by a referee who has full authority to enforce the laws of the game in connection with the match to which they are appointed.
9. Each match will consist of **two 25-minute periods as well as a 5-minute break between periods**.
10. The start and restart of play will be done with a kickoff. This happens at the start of a match, after a goal has been scored, and at the start of the second half. **You cannot score a goal directly off of a kickoff**.
11. At the beginning of the game a coin toss will decide which team starts with the first kickoff. The team that does not start with the ball at the beginning of the game will start with the ball at the beginning of the second half.
12. **More information on kickoff:** they occur at the start of each half and after a goal has been scored. All players must remain on there own half before the ball is kicked. The ball must be stationary in the center; the referee will blow the whistle to start the play. The kicker must not touch the ball again unless it comes into contact with another player first.

13. A **drop ball** is a method of restarting a play, while the ball is still in play, when the referee is required to stop the play temporarily for any reason not mentioned elsewhere in the Laws of the Game.
14. All games will be played in an indoor gymnasium; therefore the ball will never cross any touchline or goal line (aside from the one in goal). However, in the event that the ball goes behind the team bench or the goal, a goal kick is awarded to the defending team. Should the ball rebound off of an object that is not a part of the playing field (i.e. basketball net, rim, board, gym ceiling, etc.), an indirect free kick is awarded against the team which committed the infraction.
15. A goal is scored when the **WHOLE of the ball passes over the goal line**, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring a goal.



16. The team with the greater number of goals at the end of the match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.
17. There will be no slide tackling allowed during any course of a game. If a slide tackle occurs, a free kick is awarded to the defending team. Any player, during the course of play, who commits any of the following infringements will be subject to a warning to the referee (yellow card equivalent):
    - Careless, reckless behavior;
    - Charging or holding an opponent;
    - Un-sportsmen like behavior (includes improper conduct to referee and any players on the field).

Should any player deem to commit more than one of the above infringements, that player will be subject to leave the field of play and the rest of the game. The team who conceded the expelled player will not play with a player less. Any issue or concern that is deemed as important or urgent will be notified to the Referee In-Chief for further disciplinary action.

18. All free kicks taken will be indirect and taken at the exact location the offence was committed. Players must be given at least 3 yards of space in order to take the kick. Should space not be given at the time of the kick, the free kick will be retaken.
19. Indirect free kicks must touch **two** players before it is considered in play. If a goal is scored directly from a free kick (without touching a player) the defending team is awarded a goal kick.
20. A penalty kick is awarded against a team that commits one of the offences that would award a free kick, inside the penalty area. All penalty kicks will be taken at the top of the "three point line".
21. The goalkeeper must stay on his line during the course of the penalty kick. A goal may be scored directly off of a penalty kick.
22. A goal kick is awarded to a team in only in the event of the following scenarios: When the ball has gone behind the goal, the ball has been caught behind the team bench, if the opposing team scores an indirect free kick. **All goal kicks are indirect**.
23. In the event that the goalkeeper handles the ball outside the penalty area, an indirect free kick is awarded to the defending team. Goalkeepers are also **not permitted to drop kick the ball**. The ball must touch the ground first before kicking the ball.
24. Goalkeepers will be permitted to throw the ball as long as it does not surpass the halfway line. Should the goalkeeper pick up the ball after it has been passed by a teammate, an indirect free kick is awarded to the defending team on the line of the penalty area (closest to the infringement).
25. During playoffs, in the case of a draw (tie game) at the end of the match, a winner will be decided with each team taking 5 penalty kicks. Each team will take one kick at a time until one team scores and the other does not.
26. **Penalty kicks** will be taken from the three-point line. All players other than the goalkeeper of the opposing team must wait at half. The goalkeeper may not move from his line until the kick is taken. Every player on the roster present must take a shot before a shooter may take a second kick, including the goalkeeper.
27. All games played will not have the following rules from regular soccer games: No corner kicks, no throw-in's/kick-in's, and no offsides.

28. Shoes must be changed outside of the gym to keep the floor dry, especially on rainy days and in the winter. Belongings may either be kept in the locker rooms (locks are available at the front desk) or **behind** the team bench.
29. Emergency exits in the gym are not to be used. **You must exit using the front door**.
30. Players cannot play on more than ONE team per division in the indoor soccer intramural league. Only players on the roster are allowed to play.
31. The referee or RIC may perform OneCard checks at any time, especially during playoffs.
32. To be eligible to play, a player's name must appear upon the team's roster each game. It is each of the player's responsibility to verify his name on the game sheet and present the proper student ID if necessary. It is the captain's responsibility to verify that the game sheet is complete and correct prior to the beginning of the game.
33. To be eligible for playoffs, a player must have played on the team in at least two regular season games that term. Any eligibility violations will bring about immediate suspension, pending a Spirit of Competition Committee session.

Everyone wishing to participate in Intramural Sports must be a Campus Recreation member. For membership details see the Recreation Guide. Violators will be suspended from all intramural sports, pending a review by the Recreation Coordinator.

NO VARSITY SOCCER PLAYERS ARE ALLOWED TO PLAY IN THE INDOOR SOCCER INTRAMURAL LEAGUE.