



Texas A&M University - Corpus Christi
Department of Recreational Sports
Intramural Sports
Indoor Soccer Rules



Intramural Indoor Soccer plays under FIFA Futsal Laws with the following modifications

Team Captains and Player Eligibility

1. Game clock will start at scheduled game time.
2. A maximum grace period of 10 minutes will be granted to teams waiting on players. Every two minutes (up to ten) that a team does not have the minimum number of players to start, the opposing team will be granted one point.
3. The game will result in a forfeit if a team cannot meet the minimum player requirement after the 10-minute grace period.
4. A team will be assessed a forfeit fee of \$10 if they forfeit a game. Teams will not be allowed to play until the fee is paid.
5. A team with two “no call, no show” forfeits will be dropped from the league.
6. Team captains are responsible for informing their teammates of all Intramural Sports policies and procedures.
7. Only team captains or designated players may address an official regarding rule interpretations or to obtain essential information.
8. Team captains are responsible for their team and fans behavior before, during, and after the game. Fan penalties will be awarded to the captain.
9. Team captains are responsible for any equipment given to them, such as team jerseys and team balls. **Team captains will be charged for missing or damaged items.**
10. Team rosters are frozen after the last game of the regular season.
11. **NO ID NO PLAY!** All participants must present their Sandollar ID to the Intramural Supervisor on duty in order to be eligible for play.
12. Presenting a false ID will result in a suspension of all participants involved. The offending team will lose their right to win the coin toss and be awarded an unsportsmanlike conduct. Usage of illegal or ineligible players will result in an automatic forfeit of that game.
13. **UNDER NO CIRCUMSTANCE IS ALOCHOL ALLOWED IN THE DUGAN WELLNESS CENTER.** UPD will be called if any fan or participant is in possession or under the influence of alcohol.
14. Smoking is not allowed inside the Dugan Wellness Center. Smoking includes, but is not limited to cigarettes, e-cigs, vape machines, illegal substances, etc.

Equipment

1. Teams may wear their own jerseys. All jerseys must be of the same color and have numbers. Jerseys will be provided for each team if necessary. A shirt must be worn underneath the Intramural Sports jerseys (tank tops are allowed to be worn underneath the Intramural Sports jerseys).
2. Shoes must be appropriate, athletic shoes. No boots, open toed shoes, or crocs will be allowed.

How to play

1. **Ball in and out of play:** The ball is considered out of play when it completely crosses a goal line or touch line (on the ground or in the air). The ball is considered still in play after striking the goal post, cross bar, corner flag, or official if it ricochets back in play without crossing the goal line or touch line.
2. **Throw-In:** A throw-in is taken in order to put the ball back into play after it has passed completely over the touch line either on the ground or in the air. The throw-in shall be taken by the opposing team of the player who touched the ball last before it went over the touch-line. The throw-in shall be taken within a yard of where the ball crossed the touch-line. The thrower, at the moment of delivering the ball, must have both feet on the ground, on or behind the touch line, and throw the ball with two hands directly overhead. A goal may not be scored directly from a throw-in. The thrower shall not play the ball a second time before it has been touched by another player. If the ball fails to enter the field of play before it touches the ground, the ball is awarded to the opponent at the spot of the infraction.
3. **Goal Kick:** A goal kick is taken by a member of the defending team when the ball passes completely over the goal line, either in the air or on the ground, having last been touched/played by a member of the attacking team. The ball can be placed anywhere within the goal area, but once the ball has been placed it may not be moved. The ball must leave the penalty box before it can be played again by any player. If the ball is played a second time before it leaves the penalty box, the kick will be retaken. A goal can be scored directly from a goal kick.
4. **Corner Kick:** A corner kick is taken by a member of the attacking team when the ball passes completely over the goal line, either in the air or on the ground, having last been touched/played by a member of the defending team. The ball will be placed within the quarter circle at the nearest corner to the spot where the ball went out of play. Defenders must be at least 5 yards away from the corner arc, not the ball. A goal can be scored directly from a corner kick.
5. **Scoring:** The ball must completely cross the goal line between the goal posts. A goal may be scored directly from a kick-off, corner kick, goal kick, or direct kick. A goal may NOT be scored directly from an indirect kick or throw-in.
6. **Offside:** There are no offsides.
7. **Sliding:** Slide tackling or sliding towards an opposing player is not allowed and will result in an automatic yellow card and a direct kick or penalty kick.

Free Kicks (Direct and Indirect)

1. Free kicks shall be classified as direct or indirect.
2. All free kicks are taken from the spot of the foul.
3. The defense must be at least 5 yards from the ball if requested by the offense.
4. Any penalty warranting a direct kick in the goalie box will result in a penalty kick. Non-contact penalties warranting an indirect kick in the goalie box will be taken from the spot.

Goal Keeper

1. The goalkeeper may possess the ball with the hands as long as the ball stays within the 3 point arc for a maximum of 6 seconds.
2. If the goal keeper keeps possession longer than the allotted 6 seconds a penalty kick will be taken from the top of the 3 pt. arc.
3. Any collision with the goalkeeper will be an automatic DIRECT FREE KICK for the defending team.
 - a. Yellow or Red card may be issued, this will be determined by the officials.
4. If the goal keeper handles the ball outside the goalkeeper's box (3 pt. arc), an indirect kick shall be awarded to the opposing team from the closest spot of the infraction on the 3 pt. arc.
5. Sliding by the goal keeper must be done with the body first and the movement must be left to right and not towards a player.
 - a. Any contact from the goal keeper to another player will result in an appropriate action and a penalty kick.
6. If the goal keeper slides with their head and hands first a yellow card will be given along with a penalty kick.
7. The goal keeper may not drop kick or punt the ball after playing it with his/her hands.
8. Goal keeper must roll the ball back into play or place the ball down and use his feet. The ball should not be thrown over hand.
 - a. Violation will result in an indirect kick at from the closest area to the infraction.
9. A goalie is unable to use his/her hands when a teammate passes the ball back to them.
 - a. If this occurs an indirect free kick will take place from the spot of the foul.

Co-Rec Rule Modifications

1. Teams of 5 must be made up of some combination containing:
 - a. 3 women and 2 men
 - b. 2 men and 3 women
 - c. The goalie must be the third participant of either gender
2. Teams of 4 must be made up of:
 - a. 2 women and 2 men
3. The goalkeeper may be of either gender. If a penalty kick is awarded, the goalkeeper who was in the goal at the time of the infraction must remain in the goal for the penalty kick.
4. All goals will count as one point.
5. A player of either sex may take a penalty kick regardless of who was fouled.
6. Participants may only substitute for a player of the same gender; male for male, female for female with the exception being the 5th player.
7. If overtime occurs and penalty kicks are needed, teams may choose to start with either a male or female kicker. The kicking order must alternate sexes.

Playoff Eligibility

1. Teams will only be eligible for post-season play if they earn an average sportsmanship rating of 3 or higher