

Bemidji State University
Intramural Co-Rec Indoor Soccer Rules

Fee - There is a \$40.00 entry for teams participating in this sport. There are no forfeit fees. If your team does forfeit a game or miss the captain's meeting then a team can come in and pay \$15 by noon on the day of their next game (of Friday if next game is on Sunday) to be reinstated back in the league and be eligible for the playoffs. This is a one time thing. If a team forfeits for a second time they will be removed from the league.

Injuries - In case of an injury, please contact the Intramural Supervisor on duty. Minor first aid is available from the supervisor (Band-Aids, gauze pads, and ice packs). Individuals participate at their own risk and must sign a consent form prior to participating in intramurals. Players are responsible for their own health and safety.

1. All games will be played in the Gillett Recreation-Fitness Center on Sunday nights beginning at 6pm. Teams not ready to play at their scheduled game time will be penalized by giving one goal to the opposing team every 5 minutes. After 10 minutes the team will forfeit the game with the final score of 2-0.

2. Equipment

A. All members of a team must wear the same color or pennies of a color contrasting with that of the other team. The team that is listed first on the schedule or bracket will be designated the "light" team and should dress accordingly.

B. Shoes with metal, plastic, molded rubber or detachable cleats are not allowed.

3. League play will be determined by number of entries with a single elimination playoff at the end of the season to determine the champion.

4. Scoring: Win- 3 points

Tie- 1 point

Lose- 0 points

5. Teams and Players:

A. League play is open to all BSU students, faculty and staff. A team must consist of both men and women with an minimum of 3 females on the field at all times unless playing with 4 players.

B. Each team must consist of 6 players on the field.

C. Teams are not allowed to register more than 14 players.

D. Each team must have a minimum of four players to start a game (two of each gender).

E. The goalkeeper may be either sex and may be substituted for any time the ball is dead. If a penalty kick is given, the goalkeeper who was in goal at the time of the infraction must remain in goal for the penalty kick.

F. The Captain is responsible for seeing that all players on the team meet the eligibility requirements. Teams are subject to forfeits or being dropped from the league for violations. Ignorance of the rules will not be accepted as an excuse.

G. Substitutions in the course of the game are unlimited. A player may

substitute for another player at any time whenever the ball is out of play and with the consent of the referee. No substitutions will be allowed on the endlines. Substitutions "on the fly" will not be permitted.

H. Teams must be at the game site and prepared to play at the scheduled time. Ten minutes past game time is considered forfeit time.

I. Teams listed first on the schedule and bracket will be considered the "light" colored team and should dress appropriately.

6. Games will be played in two 20-minute running time halves with a five-minute intermission between halves. The supervisor will keep time. During playoff games only, overtime will be one five minute sudden death period, if the score is still tied, there will be a shootout with best of five shots winning.

A. A shootout will consist of the following:

1. The ball will be placed on the centerline.
2. The goalie must stand on the goal line until the opposing player first touches the ball.
3. The offensive player is allowed to dribble the ball in to shoot on net.
4. The ball is immediately dead after the shot is taken.
5. There must be a different shooter for each of the five shots.
6. All players must shoot once prior to anyone repeating.

7. Game Rules:

A. There will be no off sides.

B. Kick-in will be used instead of throw-ins.

C. A goal kick will be awarded when the ball crosses the end line and is last touched by the opposing team. A goal kick should not pass the third line before it bounces on the ground or curtain or is touched by another player.

D. A goal is scored when the ball completely passes the goal line between the goal posts and under the cross bar. A goal can be scored at anytime provided that the ball has crossed the center line.

E. Direct Free Kick - whenever a foul occurs between the center line and the offensive team's first line, a direct free kick will be given.

F. Indirect Free Kick - whenever a foul occurs between the center line and the offensive team's back line, an indirect free kick will be awarded.

G. If the ball hits any part of the ceiling, basketball hoops, center divider curtains, or goes outside the boundary curtains it shall be considered out of bounds and a kick-in will occur.

8. Fouls and Misconduct:

A. A player will be penalized if they purposely kick, strike, push, jump or trip another player.

B. A player will be warned if they intentionally handle, carry the ball, or intentionally hold an opponent.

C. A player will be ejected for charging into an opponent in a violent manner.

D. A player will be warned if they intentionally obstruct or block an opponent.

E. Fouls and misconduct listed above in A and/or B may result in a yellow or red card determined by the referee on the severity of the offense.

9. Officials:

- A. Officials shall enforce the rules and decide any disputed points.
- B. Officials will be in charge of each game. Each official will referee one half of the playing field. They may consult each other, if necessary, in making decisions.

10. Suspension:

- A. A player will be out the entire game for that night if he/she receives two yellow cards in the game. (One yellow card is considered warning.)
- B. Anyone receiving a red card is ejected and must meet with the Intramural Director before the individual may play again.
- C. A player will be suspended from intramural play for fighting during a game.
- D. Any player that is ejected from a playoff game will be suspended from the remainder of the Indoor Soccer playoffs.

11. Adds and Drops

- All add/drops must be turned into campus recreation before 12 noon Friday before a Sunday game so that the add/drop will take affect.
- Teams must remain at 14 players or fewer
- All Add/Drops for a Sunday game must be turned into the Intramural office by 12noon on the Friday before to be in affect.

12. Changes in the schedule

- Due to time constraints, all games must be played as scheduled.

13. Sportsmanship Rating

- All teams must have a minimum cumulative Sportsmanship Rating of a 2.75 to be eligible for the playoffs. If a team misses this standard they will be ineligible for the playoffs regardless of record. Teams will receive a grade "A" - "F" each game by each referee and the site supervisor. If a team has a player ejected then that team will receive a grade no higher than a "D." Sportsmanship grades will be posted along with the schedules and standings. Any team that receives lower than a 1.99 cumulative sportsmanship grade for a playoff game will be automatically removed from the playoffs.