5 v 5 Co-ed Indoor Soccer Rules

ALL PLAYERS MUST HAVE THEIR UMBC “RED CARD” AT EVERY GAME TO PLAY!

**Notes:** There will be a ten minute grace period given to teams with at least one player present but less than the minimum number required to begin play. Two forfeits and your team will not be able to compete in the postseason, but will be allowed to finish out the season. First forfeit = loss of ½ of deposit. Second forfeit = loss of entire deposit.

**The Game:** will consist of two 20 minute halves with a running clock and a 2 minute half-time. One time-out permitted per game.

**Teams:** 5 players will make a team. Each team is allowed 9 players on their roster. Teams will be permitted to play with 4. No game will continue with less than 4 players.

**Substitutions:** can be made on the fly by any player.

**Gameplay:**

1. A coin toss will determine initial ball possession.
2. Five players are allowed on the field at one time.
3. THERE IS NO GOAL KEEPER!!!

**Kick-off, Kick-ins, free kicks:**

1. The team that wins the coin toss will receive the ball at mid-field and must kick the ball forward to begin play. (If the team kicks the ball backwards they will lose possession and the other team will kick the ball off.)
2. After each goal the ball will be placed at mid-field and the opposite team will begin play.
3. In the event that the ball exits the court, the ball must be placed inside the arena at the point where the ball was kicked out, and the ball will be “kicked –in” to play.
4. If the ball gets stuck behind the net then opposing team will receive a corner kick.
5. If the ball is kicked off the balcony or the curtain an direct kick will be the result.

**Scoring:**

1. Whenever the ball crosses the goal line completely, a goal is scored and counts as one point.
2. A goal cannot be scored if the ball enters the goal as a result of a violation or penalty.
3. Once a goal is scored, the other team will have a kickoff at midfield.
4. NO OVERTIME WILL OCCUR DURING THE REGULAR SEASON AND GAMES THAT END IN A TIE WILL BE RECORDED AS SUCH.

\*\*Note: In overtime during the 1 v 1 situations female goals are worth 2 pts. \*\*

**Goal Box:**

1. No player is allowed into the goal box. If a player enters the goal box to prevent the opposing team from scoring a corner direct free kick will be awarded to the other team from the designated line.

**Play-offs:** during play-offs, tied games will be handled as follows: (1) 5 minute overtime period. If the game is still tied after the overtime period is over then a 1 v 1 situation will commence.

The following are 1 v 1 procedures:

1. The 1 v 1 will start with a drop ball at mid-field..
2. 1 v1 situations will be sudden death. Each 1 v 1 will last 1 minute. At the end of 1 minute, if neither team has scored, each team must substitute another player for the next 1 v 1 situation. Players may only compete once in the 1 v 1 situation unless each player on the team has competed and the 1 v 1 will continue but players must maintain their original order.

**No sliding or slide tackles:**

1. Hand or knees touching the ground while playing the ball, will be ruled as a slide tackle.
2. If attacking player is on his or her way down while striking the ball in the goal, the goal will not count.

**YELLOW AND RED CARDS**: Game officials use a yellow and red card system to enforce sportsmanship-related issues during intramural soccer contests. Yellow cards are formal warnings that are issued by an official to an individual player or coach. A red card is a player ejection. A player does not necessarily have to receive a yellow card before receiving a red card if the offense is deemed severe enough to warrant an ejection (fighting or assaulting officials, staff, or opponents). **When a red card is issued the participant must leave the activity site immediately (within one minute) after speaking with the intramural supervisor to discuss the reinstatement procedure. At this time, the player who was ejected will be ineligible to compete in his/her next scheduled intramural contest and will not be permitted to play in any intramural activity until he/she has completed the reinstatement procedure.**

**YELLOW CARDS:**

1. Delaying the Restart of the Game
2. Uniform Violations
3. Intentional Hand Ball
4. Persistent Dissent
5. Reckless/Dangerous Plays
6. Persistent Infringement of the Laws of the Game
7. Unsportsmanlike Behavior
8. Interference on Goalie

**RED CARDS:**

1. Sliding/ Sliding Tackle
2. Fighting
3. Two Yellow Cards

**Mercy Rule:** If one team leads by 9 goals at any point, or by 5 goals with 7 minutes remaining in the game they will be declared the winner by mercy rule.