

6v6 Open Indoor Soccer Rules

ALL PLAYERS MUST HAVE THEIR UMBC “BLACK & GOLD CARD” ID AT EVERY GAME TO PLAY!

Any rule not specifically covered will be governed in accordance with the NFHS Soccer rules. Modifications have been made to suit UMBC Intramural Sports programs.

Eligibility

A participant may be:

- A UMBC student
- A UMBC faculty or staff member
- A UMBC staff member

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of the UMBC Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member to regain possession of their identification card.

See Intramural Sports Handbook for all other eligibility information.

Levels of Play

Open: In open leagues, there are no minimum gender-specific requirements to be approved to play. A team may be composed of any number of men and/or women but must meet the minimum player requirements as designated by each sport.

Equipment

- Jewelry is not permitted. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- A head sweatband is permitted; hats with bills, bandanas, and non-religious head covers are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
- A guard, case, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are unaltered from the manufacturer’s original design/production and do not require additional padding shall be permitted.
- Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least ½-inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- Shin guards and mouthpieces are not required, but they are highly recommended.

- Participants may not play while wearing exposed zippers, metal snaps or exposed metal on clothing and/or equipment.
- The use of any hard or dangerous head, face, or body protection equipment is illegal.
- Baseball Cleats are prohibited. It is illegal to wear metal spikes, screw in cleats with metal studs or a molded shoe with a cleat on the toe.

Our program will provide a game ball and jerseys for each team but do recommend teams coordinate shirt color prior to contests.

Captain Responsibilities

- **Roster Management**
 - Ensure their team members follow all eligibility requirements and are approved on IMLeagues before each contest. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
 - Responsible for communicating game time, location, and ID policy to teammates.
 - Ensure teammates have a valid Black & Gold Card at game time to check in.
- **Manager Meeting**
 - Before the start of each sport season, a meeting will be held to cover responsibilities of the manager, as well as rules for the sport. Teams will not be approved to play without a representative from each team present or meeting with a professional staff member at another time. Attending the meeting does not guarantee any team a spot in the intramural sports season.
- **Forfeits & Defaults**
 - There will be a 10-minute grace period given to teams with at least one player present at game time, but less than the minimum number required to begin play.
 - If a team accrues two forfeits during the regular season, they will be ineligible to participate in playoffs, but may be permitted to play in the remainder of their regular season games.
 - **Forfeit Penalties**
 - First forfeit = 50% loss of deposit.
 - Second forfeit = 100% loss of deposit.

Players

- **Team Composition**
 - Each team shall consist of six players on the field, including the goalie. A team may begin a game with as few as five players, including the goalie.
 - If during a game, a team has fewer than five eligible players (e.g. injury), the game may continue at the official's discretion.
- **Goalkeepers**
 - This player only will be permitted to use hands to play the ball within the penalty area. Opponents are prohibited from changing into the goalkeeper when they have possession of the ball.

The Game

- **Timing**

- The game will consist of two 20-minute halves with a running clock. Halftime shall not exceed 3 minutes.
- There will be no overtime during the regular season.
- During playoffs, the following overtime procedures will be used:
 - A five minute golden goal overtime period will be played.
 - If teams are still tied at the end of overtime, the best out of five penalty kicks will win.
 - Teams will decide which player takes the penalty kicks by a coin toss and will alternate shooters.
 - The only players eligible to take a penalty kick must be on the field at the end of the overtime period.
 - The winner of a coin toss will determine which team kicks first and second.
 - If still tied at the end of five attempts, each team will continue to select one player (who was on the field of play at the end of overtime) at a time to kick until the score is no longer tied. All players on the field must shoot before a player can take a second shot.
- **Timeouts**
 - Teams are permitted one timeout per game.
- **Scoring**
 - The team with the most goals will be declared the winner. If, at the end of the regulations, the score is tied, the game will end. No overtime will occur during the regular season.
 - A goal is scored when the whole ball has passed over the goal line, between the goal posts and under the crossbar, provided that no infringement of the rules has been committed previously by the team scoring the goal. If the official's whistle sounds before the ball passes fully into the goal, the goal shall not be allowed.
 - A goal may be scored directly from a goal kick or a corner kick, but only against the opposing team.
 - A goal may be scored if a goalkeeper throws, punts, or drop kicks a ball into either goal.
 - A goal cannot be scored directly from a kick-in; it must touch a member of either team before crossing the goal line to be counted as a goal.
 - Goals may be scored directly from a direct kick, but must be touched by another player on an indirect kick.
 - **Mercy Rule**
 - If one team leads by 9 goals at any point in the second half, or by 5 or more goals with 7 minutes remaining in the game, they will be declared the winner.
- **Rules**
 - There are no offsides in 6v6 Indoor Soccer.
 - **Substitutions**
 - Substitutions can be made on the fly by any player, excluding the goalkeeper. Penalties will be assessed for illegal substitutions.

- Illegal substitutions are too many players on the field, or an unauthorized player (e.g. a late player who has not signed in properly).
 - Substitutions for the goalie must be made on an official's whistle only.
 - Illegal substitutions for goalies will result in a penalty kick.
- **In and Out of Play**
 - The ball is out of play when:
 - It has completely crossed the goal line or touch line whether on the ground or in the air
 - The official sounds his/her whistle
 - The ball is in play at all other times, including when:
 - It rebounds from a goalpost, crossbar, or corner flag post and remains in the field of play
 - It rebounds off of the official when they are on the field of play
 - There will be no whistle to restart play except:
 - When a team asks the official for five yards
 - When play has been stopped to caution or eject a player
 - When play has been stopped for a substitution
 - For a penalty kick
 - The ball is out of play when it touches the ceiling or net (the restart will be an indirect kick for the opponent from the spot of last touching).
- **Free Kicks**
 - Free kicks shall be classified under two types:
 - *Direct*- From which a goal can be scored directly against the offending side. All direct kicks awarded in the penalty area shall merit a penalty kick.
 - Offenses for which a direct kick shall be given are:
 - Kicking or attempting to kick an opponent
 - Tripping or attempting to trip an opponent
 - Jumping at an opponent
 - Charging an opponent (A fair charge is one in which a player makes non-violent shoulder-to-shoulder contact with an opponent, with the arms and elbows close to his/her own body, at least one foot on the ground, and the ball within playing distance)
 - Striking or attempting to strike an opponent
 - Pushing an opponent
 - Holding an opponent
 - Spitting at an opponent (also carries a red card)
 - Slide tackling an opponent
 - Intentionally handling, carrying, striking, or propelling the ball with a hand or arm
 - Handing by the goalkeeper outside of the penalty area

- *Indirect*- From which a goal cannot be scored unless the ball has been touched by a player other than the kicker before passing into the goal.
 - Offenses for which an indirect free kick shall be given are:
 - Playing the ball a second time before it has been touched by another player at the kickoff, a throw-in/kick-in, a drop kick, a free kick, a corner kick, or a goal kick
 - Obstructing the progress of an opponent
 - Playing in a dangerous manner (i.e. high kick, playing on the ground)
 - If the goalkeeper takes more than six seconds while controlling the ball with their hands before releasing it into play
 - If the goalkeeper touches the ball with their hands after receiving it directly from a throw-in/kickin taken by a teammate
 - If the goalkeeper touches the ball with their hands after it has been deliberately kicked to him/her by a teammate.
 - A player prevents the goalkeeper from releasing the ball from his/her hands
 - A player commits any offense for which play is stopped to caution or dismiss a player
 - When a direct or indirect free kick is being taken, all opposing players shall be at least five yards from the ball until it is kicked unless they are standing on their own goal line.
 - If a direct or indirect free kick is kicked directly into a team's own goal, a corner kick is awarded to the opposing team.
 - Treat all free kicks to be taken in the goal area by the defense as a goal kick
 - For an indirect kick to be taken in the goal area by the offense- take the kick from the goal area line at the nearest point on the goal area line parallel to the end line (top of the goal area).
 - **Penalty Kick**
 - Awarded for any infringement of the rules, within the penalty area, that would require a direct free kick.
 - A penalty kick shall be taken from the penalty mark. While the kick is being taken, all players with the exception of the player taking the kick and the opposing goalkeeper shall be within the field of play but outside the penalty area and at least five yards from the penalty mark.
 - The opposing goalkeeper may only move laterally on his/her own goal line between the goalposts, until the ball is kicked.
 - The player taking the kick must kick the ball forward.

- Should the ball hit the goalposts or crossbar and rebound into play, the player who kicked the ball must not play it again until another player has touched it.
 - Penalty: Indirect free kick
 - The ball shall be deemed in play directly after it is kicked.
- **Kick In**
 - When the ball passes completely over a sideline, it shall be kicked in from the point where it crossed the line by a player of the team opposite to that of the player who it last touched.
 - If the ball is improperly kicked into play, the restart shall be taken by a player of the opposing team.
 - If the ball fails to enter the field of play, it shall be kicked again.
 - If an opponent interferes with or in any way impedes the actions of the thrower or kicker while the kick-in is being taken, the official may administer a yellow card for unsportsmanlike conduct.
 - Goalkeepers cannot handle a ball that is kick-in directly to them by their own team.
 - A goal cannot be scored directly from a kick-in. It must touch a member of either team before crossing the goal line to be counted as a goal.
 - All opposing players shall be at least five yards from the ball until it is kicked.
 - There are no throw-ins for 6v6 Indoor Intramural Soccer.
- **Drop Ball**
 - Drop ball occurs:
 - Following a suspension of play for an injury or other stoppage in which no team has clear possession of the ball.
 - A foul by both teams occurring simultaneously.
 - When the ball is caused to go out-of-bounds by two opponents simultaneously
 - Any inadvertent whistle by the official.
 - The spot of the drop ball is where the ball becomes dead unless this is in the goal area, in which case the spot is the nearest point on the goal line parallel to the end line in the field of play.
 - A goal cannot be scored directly off a drop ball.
- **Goal Kick**
 - A goal kick shall be awarded to the defending team when the ball crosses the goal line, having last been touched by the attacking team.
 - Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area.
 - A player of the defending team shall kick the ball from the ground at any point within the goal area. A goal kick must clear the penalty area and enter the field of play or the goal kick will be retaken.
 - After the goal kick leaves the penalty area, any player except the one who executed the goal kick may play the ball.
 - The goalkeeper shall not pick up the ball and play it. Goal kicks are direct free kicks.

- **Corner Kick**
 - When the ball is last touched by the defending team and goes over the goal line, a member of the attacking team shall take a kick from within the quarter-circle at the nearest corner flag.
 - Players of the team opposing that of the player taking the corner kick shall not approach within five yards of the ball until it is in play.
 - After the corner kick is first touched, any player except the one who executes the corner kick may play the ball.
 - Corner kicks are direct free kicks.
- **Red & Yellow Cards**
 - Yellow card offenses (substitution for the offender must be made, the offender may not re-enter until the next free substitution period):
 - Unsporting Behavior
 - Dissent by word or action
 - Persistent infringement of the rules of the game
 - Delaying the restart of play
 - Failing to respect the required distance when play is restarted with a corner or free kick
 - Entering the field of play without the official's permission
 - Deliberately leaving the field of play without the official's permission
 - Wearing jewelry
 - Playing without signing in
 - Slide Tackling
 - Red Card Offenses (substitutions may not be made, team must play a person down from opponent; if team is playing with the minimum number of players when red card occurs, the game will become a forfeit):
 - Serious foul play
 - Violent conduct
 - Spitting on opponent or any other person
 - Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball
 - Denies an obvious goal-scoring opportunity to an opponent moving towards the goal by an offense punishable by a free kick or penalty kick
 - Using offensive, insulting, or abusive language and/or gestures
 - Receiving a second yellow card caution in the same match
 - It is not a prerequisite to receive a yellow card before a second and therefore constituting a re-card ejection. If a participant's offense is egregious, at the discretion of the referee(s), a red card may be awarded immediately.

Protests

Rules Protest

Questions pertaining to interpretation of rules on the part of Intramural Sports Officials must be addressed by a team representative, their captain, to the nearest referee or supervisor, prior to the

next live ball. No protest that involves the judgement of the official(s) shall be upheld. The judgement of the official(s) is final. If a team feels a referee made a misinterpretation of a rule, the captain shall:

1. Request a timeout
2. Inform an official or supervisor of rule interpretation protest
3. If corrections are necessary, the official or supervisor shall rule immediately and the team shall not be charged a timeout; however, if the staff interpretation was correct, the team will be charged with a timeout.
4. If the team still is in disagreement, a Protest Form should be obtained from the Intramural Sports Supervisor on site and be completed. The contest will continue from this point under protest and official ruling will be provided from a professional staff member via email.

Eligibility Protest

Protests involving player eligibility must be called to the immediate attention of the Intramural Sports Supervisor prior to the completion of the contest while the protested individual is present. Participants may not make eligibility protests after the completion of the contest. A Protest Form should be obtained from the Intramural Sports Supervisor and completed. The contest will continue from this point under protest and official ruling will be provided from a professional staff member via email.

Sportsmanship

The team captain is responsible for the actions of their team and their spectators. Additionally, the captain will ensure that their team is familiar with the rules of play and intramural sports policies and procedures. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural sports staff at all times.

Unsportsmanlike Conduct

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- Use foul, derogatory, non-inclusive language, threaten or verbally abuse any other participant or intramural employee before, during or after the game.
- Participate in a game for which they are ineligible.
- Argue or dissent Intramural Sports Staff.
- Intentionally strike, push, trip or flagrantly foul another participant, spectator or Intramural Sports Staff member.
- Mistreat the facility, equipment or supplies of UMBC and/or the Recreation and Physical Education Department.

Unsportsmanlike Conduct Penalties

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by Intramural Sports Staff. Any player receiving two conduct warnings in one game or ejected from a game is required to leave the confines of the facility and meet with a professional

staff member. The player will be suspended indefinitely from ALL intramural sports programming until a meeting is held to review reinstatement implications.

Playoffs

For all teams who meet the playoff eligibility requirements, teams will be offered the opportunity to compete in a single-elimination bracket following the conclusion of the regular season based on the seeding criteria:

1. Winning Percentage
2. Point Differential (Final)
3. Head-to-Head
4. Sportsmanship Rating

Playoff seeding can be found on IMLeagues.

For any questions or clarifications, please contact the Intramural Sports Coordinator.