

## *Indoor Soccer*

F.I.F.A. regulations shall be applied whenever possible, unless otherwise indicated.

*Revised July 2019*

### **General Intramural Sports Regulations:**

- There is no warm up equipment provided.
- Games that start late will finish on time. Halves will be shortened to accommodate the scheduled end time. There will be no extra time added.
- Team rosters are to be submitted and completed online by the team captain (individual who registered the team) prior to the players meeting. To complete your roster you will need to know each players UCID number and associated email address. All players who do not have a UCID number must contact Client Services at 403-220-7749 to request a UCID number.
  - Input your roster online at <http://www.ucalgary.ca/activeliving/> (Click on your name, drop down to 'My Teams', add email).
- All players must be added to the roster by the Captain's meeting. Players may be added after at the Coordinator's discretion.
- All players must complete an online waiver before they are allowed to play. Instructions on how to sign online waivers can be found at <http://www.ucalgary.ca/activeliving/how-to-register> (Click on shopping cart next to name, waivers).
- If waivers are not signed before league play, those players are taken off of the roster.
- All players must be prepared to check in with the supervisor for every game with a piece of photo identification.
- In Competitive Leagues, to be eligible for playoffs a player must have played in at least one regular season game and be on the team roster with an online waiver signed. Teams must meet the Fair Play requirements (3.5 average).
- **Suspended players may not be present during scheduled games, if so, the entire team shall be suspended indefinitely.**
- Any games that end after 30 minutes of scheduled play time will be considered a completed game and will not be rescheduled.
- Current Intercollegiate are not permitted to play during their season in the same or similar sport.
- Former professional athletes are not permitted to play.
- Intramural Sports has a **Zero-Tolerance policy for fighting and abuse of staff and other intramural participants**. This will be strictly enforced.

For a complete list of policies, see <http://www.ucalgary.ca/activeliving/intramurals/policies-regulations> .

### **Defaults:**

- A default will occur when a team fails to appear or fails to have the minimum number of players necessary to start the game. Teams will have ten (10) minutes after the scheduled start time to field the minimum number of players needed to start the game, failing to do so will result in a default.
- All defaults will result in a Fairplay rating of zero (0) and -3pts from the standings.
- Defaults will result in the loss of the \$60 Default Bond. A second default may result in removal from the league.
- Teams that give Intramural Sports a minimum of forty-eight (48) hours' notice that they will not be able to field a team will not be charged with a default, the game will be declared a forfeit.

### Playing Rules:

- Each team shall be allowed to dress twelve (12) players including goalie, all players must be listed on the team roster. There is no limit to the number of players a team may list on their roster. Players can only be listed on one team roster.
- There are to be six (6) players on the floor (i.e. five (5) player and one (1) goalie for games.
- Mixed divisions must have a minimum of two (2) players of the opposite gender on the court at all times, and a maximum of four (4) players of the same gender on the court at all times. (i.e. two (2) females and four (4) males. The missing spot cannot be filled by a male player).
- A team must have five (5) players on the floor, not necessarily a goalie, within ten (10) minutes of the start of the game time in order to avoid a default. Game time will be reduced. **Defaults will be recorded as a 3-0 loss with a Fairplay score of 0 and a -3 in standings.**
- Any defaults will result in the default policy being enforced. See <http://www.ucalgary.ca/activeliving/intramurals/policies-regulations>
- Games will consist of two (2) twenty (20) minute run time halves.
- Unless otherwise stated, all playing rules should follow FIFA Laws of the Game.
  - Boundaries (referee retains the right to redefine the field accordingly)
  - The boundaries of the gym may include walls and various equipment.
  - **If a ball gets caught behind or at the side of the net, it will be blown dead.**
  - The ceiling is out of bounds. A free kick will be taken at the point of contact of the roof.
  - In the Red Gym, the solid green semi-circle defines both the penalty area and the goal area.
  - In the Gold Gym, tape will outline the crease and penalty area
  - If a player puts the ball out of bound, an indirect free kick will be awarded to the opposing team, at the point where the ball left the playing area (except goal kicks and corner kicks).
  - Handballs will result in a free kick from the place of incident
- No slide tackles are allowed. It could be considered as “playing in a dangerous manner” or “serious foul play”. An automatic yellow card will be issued.
- Any action which results in an opponent hitting the wall is strictly forbidden. It could be considered as “playing in a dangerous manner” or “serious foul play”, followed by a yellow or red card.
  - Players are not permitted to hold the ball at the wall for extended period of time with their hands on the wall, referee discretion.
- Offside offences are ignored.
- Any player receiving official warning will come under disciplinary review by the Intramural Sports Council.
- The 6<sup>th</sup> foul and every foul after that will result in a penalty shot for the opposing team. Fouls will be cleared at the beginning of every new half.
- We reserve the right to invoke the ‘Mercy Rule’ in the last five (5) minutes of play if there is a difference of seven (7) or more goals between both teams.
- Teams cannot win by a difference of more than 7 goals (ie. If the final score is 12-2, it is recorded as 9-2).
- Players are **not** allowed to wear rings, watches, bracelets, hats (except goalkeepers), or anything else that is dangerous to anyone on the field (in referee’s discretion).
- Players are recommended to wear shin guards, and the shin guards must be fully covered by socks.
- Ties will not be broken in regular season games. If a playoff game is tied at the end of regular time, teams will go directly to penalty shots. The teams will shoot a set of five (5) penalty shots. The shots must be taken by five (5) different players. If the game remains tied, the teams will shoot sets of sudden death penalty shots until the tie is broken. Any other players can shoot in the set of sudden death penalty shots.