

# Competitive Indoor Soccer

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

Revised May 2024

## General Intramural Sports Regulations:

- There is no warmup 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 player email address that is associated with their Active Living profiles. All players who do not have a profile must contact Client Services at 403-220-7749 to request on. Students your UCID is your profile.
  - Input your roster online at <http://www.ucalgary.ca/activeliving/> (Click on your name, drop down to 'My Teams', add players email).
- All players must be added to the roster no later than 24hrs before league play commences. Players may be added after at the coordinator's discretion.
- Captains are expected to:
  - a. Function as the exclusive point of contact for all communication between IMS and players
  - b. Appoint an alternate captain, who will function as a second contact if the captain is unavailable.
  - c. Contact Active Living Client Services with any playing preferences or requests prior to the registration deadline of their sport. Requests will not be accepted after the registration deadline, or during the season.
  - d. Share the League PPT documents with your team.
    - i. If there is no captain's meeting provided, captains must review all documents, resources, and policies in relation to their sport in detail.
  - e. Ensure that all teammates are aware of all IMS policies and rules relating to their sport.
  - f. Ensure that all teammates are registered and have their online waivers signed.
  - g. Maintain control of your team and spectator behavior in terms of conduct, safety, and sportsmanship before, during, and after all matches.
  - h. Ensure that any player(s) or spectator(s) exit the vicinity if they are ejected or otherwise asked to leave.
- **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).**
- All players who have not signed their waivers prior to league play will be removed from their rosters.
- All players must provide photo identification to the supervisor before they may begin their matches.
- In Competitive Leagues, to be eligible for playoffs, a player must:
  - Be in the team roster.
  - Sign the online waiver.
  - Compete in at least (1) regular season match.
- Teams must meet the Fair Play requirements (3.5 average) to be eligible to compete in playoffs.
- **Suspended players may not be present during scheduled games, if so, the entire team shall be suspended indefinitely.**

- Any games that end after 1 half of play of scheduled playing time will be considered a completed game and will not be rescheduled.
- **Intramural Sports has a Zero-Tolerance policy for fighting and abuse of staff and other intramural participants. This will be strictly enforced.**
- Ineligible players include but are not limited to:
  - Current intercollegiate varsity athletes while in season (in the same or similar sport)
  - Current professional athletes (in the same or similar sport)
  - Current national team/Olympic athletes (in the same or similar sport)
  - Individuals under the age of 18 and not currently enrolled at the University of Calgary
  - Suspended and or delinquent participants.

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 Fair play rating of zero (0) and -3pts from the standings.
- Defaults will result in the loss of the \$60 Default Bond and a second \$120 bond will be due before the next match. A second default will result in the loss of this second bond. A third default may result in removal from the league.
- **Defaults will be recorded as a 3-0 loss, result in 0 Fair play Points, and are -3 points in the standings.**
- Teams that give Intramural Sports a minimum of twenty-four (24) 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.
- Forfeits will be recorded as a 3-0 loss; Fair play points will be awarded at the coordinator's discretion.

### **Playing Rules:**

- Each team shall be allowed to dress ten (10) 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 always have a minimum of two (2) players of the opposite gender on the court, and a maximum of four (4) players of the same gender on the court always. (i.e., two (2) females and four (4) males. The missing spot cannot be filled by a male player.
- A team must have four (4) players on the floor, not necessarily a goalie, within ten (10) minutes of the start of the game time to avoid a default. Game time will be reduced. **Defaults will be recorded as a 3-0 loss with a Fair play 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-five (25) 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 and result in a goal kick.**
  - 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.
  - 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 with their hands on the wall, referee discretion.
- 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 (i.e., If the final score is 12-2, it is recorded as 9-2).
- Players are **not** allowed to wear rings, watches, bracelets, hats, or anything else that is dangerous to anyone on the field (in referee’s discretion).
- Players are highly 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 three (3) penalty shots. The shots must be taken by three (3) 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.