

Old Dominion University Recreational Sports Intramural Sports Indoor Soccer Rules

Eligibility: All currently enrolled Old Dominion University students and faculty/staff are eligible to participate in the intramural sports program. ODU women's and men's soccer players are ineligible. Men's and Women's Soccer club players are limited to two per roster.

Team Roster: It is each team captain's responsibility to ensure that all team members are listed on the team roster card, which is available at each team's regular season games. Each team's roster will be frozen following their 2nd regular season game. During playoffs, a participant must be listed on that team's master roster card to be eligible to participate.

Play On One Team: A participant may play on only one men's or women's team and only one co-rec team. Any participant playing on two teams will automatically be disqualified from participating in the division in which the offense occurred for the remainder of that sport season. In addition, any game(s) the participant played illegally will result in a forfeit.

Rule Interpretations: The officials and supervisors on duty will handle questions on the court; a ruling will then be determined. The resulting decision is final.

Schedule Conflicts: To avoid a forfeit if it's absolutely necessary to cancel a scheduled game, a team must notify the IM office 24 hours prior to the scheduled game (683-3384). A team that cancels a game will remain in the league and a loss will be recorded.

Forfeited Games: A forfeit will be called if at least 4 players are not present and ready to play at the scheduled game time. If a team forfeits twice, they will be dropped from the league.

VII. Forfeits/Defaults

- A. Teams without the minimum number of players at game time, will receive a forfeit, and the offended team will be awarded a win.
- B. Teams that cannot make their schedule game time must notify the recreational sports office at 683-3384 by 12pm on the day of their game. If the game is on a Sunday, teams must notify by Friday at 12pm. The team will receive a loss for the game and retain their Forfeit Bond.

Teams who forfeit 1 game during a sport season will be required to pay a \$50 reinstatement fee. The team will be removed from the league after the second.

Eligibility Protests:

Only protests in regard to ineligible players or rule interpretations will be accepted.

2. A request for rule clarification or interpretation must be made on the playing field at the time of the incident or alleged misinterpretation of the rule. The Referee then informs the team captain of his/her decision. The team may then appeal to the supervisor.
3. If the requested change in the Referee's call is denied, the game will be resumed.

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4. If a change is made in the Referee's call, the appropriate action will be taken by the Referee.
5. Following a rule misinterpretation, no appeal can be made once the ball is snapped for the succeeding play.
6. **NO PROTEST WILL BE HONORED WHICH QUESTIONS THE INTEGRITY OR JUDGEMENT OF THE OFFICIAL.**
FORFEITS

All decisions concerning forfeits will be made by the Recreational Sports Office

Players & Equipment:

1. A team shall consist of 5 players; a minimum of 4 is required to start a game (fewer may continue once the game has started).
2. Acceptable gym attire and basketball type shoes must be worn. **NO CLEATS!!**
3. Game ball will be provided by the Intramural Sports Department.
4. All players must wear shinguards, the team will receive a forfeit if any player is found playing in the game without shinguards.

Time:

1. A game will consist of two (2) twenty (20) minute halves.
2. Each team will be entitled to one time out per game.
3. The clock will not stop except for injury or time out.
4. Time will be extended to permit a penalty kick or at the discretion of the official.

Substitutions:

Substitutions will be made on the fly and may occur on an unlimited basis provided the player leaving the field arrives at the bench before the replacement player enters the court. Substitutions are at the team's own risk at any time. Exception: Goalkeeper substitution must be done during stoppages in play with the referee's approval.

The Game (Procedures):

1. When a player is taking a direct or indirect free kick, all opposing players shall remain at least ten feet away until the ball is kicked.
2. Out of bounds will be taken by an indirect kick for the opposite team of the last touch from the spot it leaves the field of play.
3. Goalkeepers have six (6) seconds to release the ball after recovering from making a save with their hands. If the goalkeeper maintains possession of the ball longer than 6 seconds, an indirect free kick shall be awarded.
4. The penalty area is defined by the white three-point arc extended to the goal line. **Any shot taken from behind this line that scores without deflection from a player on the same team is worth two (2) points.**
5. The goalkeeper **may** pick the ball up on a pass back from a teammate.

Fouls and Misconducts:

1. If any player receives a Red Card, the team must play shorthanded for a period of five (5) minutes. This penalty does not end upon a goal being scored.
2. Direct kick fouls will result in a direct kick from the point of the foul.
3. Any player who receives a Yellow Card will have to serve a two (2) minute penalty. The team will play shorthanded until a goal is scored, or the two minutes is up, whichever occurs first.

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4. When a penalty is assessed, play will start with a direct free kick from where the foul occurs for the team who is on the Power Play.
5. The minimum number of participants playing is three (3) including the goalie.
6. A player or coach assessed (1) one Red Card or (2) two Yellow Cards will be automatically disqualified from the game. They must leave the gym area (out of sight, out of mind), and will automatically be suspended for a minimum of one game.
7. Any team assessed two (2) Red Cards will end the game with the opponent declared the winner

Miscellaneous:

1. Penalty kicks will be awarded to players only when there is intent to commit the foul by the defender in the penalty area.
2. The penalty kick is taken from the penalty spot, which is at 18 feet, and the ball is live on a missed kick.
3. There are no offsides.
4. **NO SLIDE TACKLING!!**

Ties:

1. During the regular season there will be no overtime period.
2. During the playoffs, ties will be broken by two five (5) minute overtime periods (*not* sudden death,) and a shoot off (five shots) if needed.
3. Shoot offs will be taken from the penalty spot. Both teams will shoot at the same goal. A coin toss will be done to decide who will shoot first. The other team will decide which goal will be shot at.

Co-Rec Rules: The goalie may be either male or female. A team must have a minimum of two women and two men to start the game. No more than three of any gender may be on the floor at any time during the game.

Sportsmanship:

1. Being a good sport is a team captains, players and spectators responsibility. They will be held accountable for acts including abusive language, threatening remarks or abusive behavior before, during and after any intramural contest.
2. The Intramural Sports program will not tolerate profanity or any other unsportsmanlike conduct. Officials and supervisors shall make decisions on whether to warn, penalize, or eject players and/or teams for poor sportsmanship. **These decisions are final.**
3. The captain may address an official in a respectful manner concerning a rule interpretation but not concerning judgment.
4. A player ejected (red card) during the game may be asked to leave the field area. Any ejection will result in a one game suspension (if severe, additional restrictions may be imposed).
5. Once a game is completed, a player may not in any way hassle the official(s) and/or supervisor(s). A two game suspension will result.
6. Team Sportsmanship Ratings apply to behavior before, during and after a contest. Teams are expected to receive an acceptable rating. Those teams that receive an unacceptable rating will be suspended for their next game. Any team receiving a season ending rating will be dropped from the sport and may be subjected to additional disciplinary action.

5: Excellent— Team members played in an orderly fashion, and displayed outstanding sportsmanship.

4: Very Good—There were some complaints and bickering by players due to the nature of the competition. No technical fouls were issued.

3: Good— A sportsmanship technical foul was issued (swearing, arguing with officials, dunking with intent to compromise the rules, etc.) or two administrative fouls (wearing jewelry, not signing-in

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properly, etc.) were issued.

2: Fair— Three administrative technical fouls and/or two sportsmanship technical fouls were issued.

1: Poor— A team receives multiple technical fouls or at least one disqualification. Teams that receive this rating twice in one season will be removed from the league.

0: Failing—Multiple players were suspended; a team accumulates 4 sportsmanship technical fouls in a game or a fight breaks out. The game will be forfeited and team will be removed from the league. All players on the roster will be suspended from the intramural sports programs for the remainder of the semester. Players directly involved in the incident will be suspended from the intramural program for one year from the date of the incident.

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