

5v5 Indoor Soccer Rules

Rule 1: Eligibility

1. Participation is limited to currently enrolled TXST fee paying students

Rule 2: The Game, Players and Equipment

1. Games shall be played between two teams of 5 players each. Teams must start and end with a minimum of 4 players.
2. A game will consist of two 20 minute halves with a 5 minute halftime. This will be a running clock with no stoppage time.
3. Players of opposing teams must wear contrasting colored jerseys/shirts. The goalkeeper must have a different color than both teams. The home team has the choice of color if there is any conflict.
4. If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the first game is declared a forfeit.
5. The game-time clock will begin at the scheduled game time regardless of who is there.
6. In an effort to maintain the safest environment possible please abide by the following:
 - a. All rings, necklaces, studs, watches, bracelets etc. must be removed prior to playing.
 - b. All braces with metal/hard plastic must be wrapped or removed
 - c. Individuals wearing casts are not allowed to play.
 - d. All body piercings must be removed or covered prior to playing.
7. The Supervisor reserves the right to prohibit any apparel that is deemed unsafe or not within the spirit of the game.
8. Each team shall designate to the official a captain. The captain shall address the official on matters of interpretation of rules (not judgment calls) or to obtain essential information.
9. It is highly recommended that players wear shin guards designed for soccer use.
10. The team winning the rock paper scissors will have the choice of ends of the field or the kickoff.
11. Game balls will be provided, but participants must supply warm up balls. The Supervisor does not have any equipment available for check out.
12. To start play - At the official's whistle the ball must be kicked in any direction. Every player of the opposing team must be at least 5 yards from the ball until it is kicked. A goal may not be scored directly from the kickoff. The kicker may not play the ball again until it has been touched by another player. The ball must travel the distance of its own circumference.

Rule 3: Boundaries

1. An out of bounds ball or dead ball is put in play with a sideline kick, or a goal kick (not a throw in by the goalie). All out of bounds plays will result in an indirect free kick except for corner kicks
2. The basketball court lines are your boundary lines.

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Rule 4: Teams

1. Teams must be ready for competition no later than 10 minutes after the scheduled start time.
2. Substitutions may only occur at a dead ball where the official will wave anyone in standing in the substitution box
3. Teams must substitute when:
 - a. A player is bleeding, has an open wound, or an excessive amount of blood on the uniform.
 - b. Teams will play down a player forth remainder of the game when receiving a red card

Rule 5: Tie Game

1. Tie games will go directly into penalty kicks (5 person) for the regular season, but will follow standard overtime procedures during playoffs.
2. **Playoffs:**
 - a. In case of a tie, there will be one, 5-minute overtime (NO GOLDEN GOAL)
 - b. In the event of a tie after overtime, a 5 person shootout will occur. If still tied after all 5 players from each team shoots, it goes into a sudden death shootout (**Only the players who are on the court at the end of the 5-minute overtime period will be allowed to participate in the shootout**).
 - c. For CoRec, the shootout must consist of alternate gender's taking each shot (male, female, male, etc).

Rule 6: Scoring

1. Goals may not be scored by:
 - a. Indirect free kicks
 - b. Sideline kicks
 - c. Kickoff
2. All other legal means are counted.
3. For a goal to be scored, the ball must pass completely over the goal line
4. If a team is leading by 5 goals or more with under 5 minutes left in the second half, the mercy rule will be put into effect and the game will be over.

Rule 7: Fouls and Misconduct

1. Direct free kicks will be awarded for the following offenses:
 - a. Kicking
 - b. Tripping
 - c. Holding
 - d. Pushing
 - e. Striking or spitting
 - f. Charging at an opponent (running into another player)
 - g. Slide tackling
 - h. Handball
2. Indirect free kicks will be awarded for the following offenses:

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- a. Dangerous play, including playing the ball while player is on the ground, playing the ball with feet above the waist while another player is within playing distance
- b. Obstruction
- c. Charging the goalkeeper
- d. Encroachment
- e. Ball is kicked into the ceiling
- f. A ball is handled by the goalkeeper as a direct result of an intentional pass back
- g. A goalkeeper steps outside of the box whilst in possession of the ball in their hands
3. Direct free kicks are allowed to be kicked directly into the goal. Indirect free kicks must make contact with another player, from either team, before entering the goal. Otherwise the goal will not count.
4. Yellow and red cards will be given at the official's discretion. Teams receiving a red card must play a player down for the remainder of the game.
5. Penalty kicks will be awarded for direct fouls within the penalty area.
6. Players may not intentionally touch the goalie if the goalie has possession of the ball. A yellow card will be awarded if this occurs.
7. Flagrant personal fouls, i.e. tripping, pushing, foul language, etc. will result in a yellow card. Players will be ejected for flagrant fouls such as fighting and unsportsmanlike conduct (including cursing at an opponent). When ejected, the player must leave the building immediately or the team will forfeit.
8. There is no offside in indoor soccer.

Rule 8: Penalty Kicks

1. Penalty kicks will be awarded when a foul resulting in a direct free kick is committed inside the goal area (green arc around the goal box).
2. All players, except for the goalie and player attempting the penalty kick must stay behind the 2nd red line closest to half court until the kick has been taken.
3. If a goal is not scored, then it becomes a live ball.
4. The penalty kick will be taken from the closest free throw line to the goal

Rule 9: Misconduct/Conduct of Players, Coaches, and Others

1. The officials and Supervisors have the discretionary power to stop, suspend, or forfeit the game due to the conduct of participants, spectators, or for any reason deemed necessary.
2. Participants and spectators are expected to behave in a responsible, sportsmanlike manner.
3. Captains are responsible for their fans.
4. The captain will receive a verbal warning if his/her fans become disruptive. A yellow card will be given to the captain if his/her fans do not settle down.
5. Spectators will be ejected from the premises if they hassle the officials and players from the opposing team.

Rule 10: Goal Keepers

1. Goal area is the volleyball lines extended to the baseline

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- Goalkeepers have 5 seconds to release the ball into play after they gain possession.
- Goalkeepers may not handle the ball with their hands if the ball is directly played back from their own players unless directed by the head, chest, or off a deflection. This includes from a kick in.
- A goalie must have both feet in the goalie area if he/she plans to pick up the ball at the side of the goal.
- The goalkeeper cannot throw the ball across the midcourt line, unless it touches the ground before it crosses.
- Goals may be scored from any place on the court.
- Goalkeepers cannot slide tackle.
- The goalie may dive side to side in order to prevent a goal, but cannot dive forward into the field of play.
- Officials must be notified of a change in goalie.

Rule 11: Forfeits

- If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number of players before the game is declared a forfeit.
- A team that does not have the minimum number of players at the end of the 10-minute grace period shall forfeit the game. Example: Game time is at 6:00 pm; the game will be declared a forfeit at 6:10 pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
- The supervisor will declare a forfeit and award a win to the team that is ready to play with the correct number of players.
- If neither team is ready to play with the minimum number of players after the 10-minute grace period, then both teams will receive a forfeit.
- A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
- A team may receive a forfeit due to improper team attire.
- Teams found to have ineligible players in the game or on the game roster will forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- Any Intramural Sports staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- Forfeited games will not be rescheduled.
- Teams that are on the waitlist, or have stated that they want to be contacted in case other teams forfeit, will take the place of the teams that have forfeited out of the league.
- A team will receive a forfeit if a game cannot be continued due to misconduct.

CoRec Modifications

- There must be at least 2 females or males playing in the game at all times. The goalie does not count as an active female or male player.



**ADDITIONAL INFORMATION ON RULES CAN BE FOUND IN OUR
CURRENT INTRAMURAL SPORTS PARTICIPANT HANDBOOK.**