



Lamar University Intramural Sports

INDOOR SOCCER RULES

PLAYER ELIGIBILITY

1. Participation is limited to currently-enrolled, Lamar University-Beaumont or LIT students, faculty and staff.
2. In order for participation in an intramural contest each player must present one of the following ids and print their name on the score sheet:
LU-Beaumont Students = Cardinal One Card
LIT- ID Students = Validated Student ID
Faculty/Staff = Employee ID
3. Players may not play if they are wearing jewelry of any type, including necklaces, earrings, bracelets etc.

Note: Current Lamar women's soccer players are ineligible to play in the same academic year. No more than Two (2) club players per intramural team.

SPORTSMANSHIP RATING

- Each team will receive a sportsmanship rating from the official(s) and/or field supervisor at the conclusion of the game.
 - A (Excellent) - given to a team which demonstrates good sportsmanship and maintains an excellent attitude of complete cooperation. Gave full and complete support of the officials during the match.
 - B (Above Average) - given to a team when there is no incident of poor sportsmanship. Respect shown for opponents and officials.
 - C (Average) - given to a team when unsportsmanlike conduct is not present in the game except for rare minor infractions. Poor behavior limited to individual/s, not to the entire team.
 - D (Below Average) - given to a team if players, other than the captain, persist in questioning officials' decisions; and/or they repeatedly argue with the officials. For frequent use of profane or vulgar language. If spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials' efforts.
 - F (Poor) - given to a team when a player is ejected and the team does not assist the officials in removing the player from the area. If players disregard warning of unnecessary roughness, unsportsmanlike conduct, abusive language or action, etc. If the team refuses to attempt to control their fans after a request to do so from the IM supervisor.
- A team that defaults will receive a C.
- A team that forfeits will receive a F.

QUALIFYING FOR PLAYOFFS

- A team must have a cumulative 2.5 rating average in order to be eligible for the playoffs.
- A team must have at least a 2.0 rating for each game in the playoffs to advance to the next round. Teams receiving a 2.0 or less are required to meet with the IM Director prior to the next contest.

- Any team that receives a 0.0 in a playoff game will be disqualified from that playoff tournament and the team and players will be suspended from all IM events for a period of time to be determined by the IM Director. The nature and severity of the incident will be taken into account.

- In case of ties and it is necessary to eliminate teams for a playoff series or tournament, the following tie-breaker format will be used:

1) Forfeits 2) Sportsmanship Ratings 3) Head/Head 4) Point Differential.

GAME RULES

1. Play will be 5- on-5 (four field players and a goal keeper) for **two (2) twenty-minute halves**. The clock will be a running clock and will only be stopped for an injury, official time out or in the event to retrieve a ball. Halftime will not exceed five minutes.

2. A team must have three players to begin play, anything less is a forfeit. Only two extra minutes will be given for a team to have at least three players signed in. After that time, it is a forfeit.

3. Substitutions may be on a dead ball (indirect kick), drop ball or when the goalkeeper of your team has possession. Inform the referee of substitutions. *Exception: two substitutes per half during ball is in play will be allowed. Just inform the stat keepers.* **Substitutes must stay inside the team boxes until the referee calls for players to enter onto the court.**

4. The goalkeeper shall not punt, but may either *throw or roll* the ball to release their possession of it. **If thrown in the air, the ball must come in contact with an object (floor, wall or body) before going over mid line.** If the ball does not come in contact with an object, than the other team receives an indirect kick at half court.

5. **All kicks are INDIRECT.** A goal may not be scored directly from an indirect kick, rather it must be touched by a second player (not including a goalie) before a goal can be scored.

6. **No passing back to the goalie while they are in the box! They must come out of the box to be able to accept passes, but they cannot pick the ball up with their hands outside of the box. Penalty: Yellow card.**

7. **If any ball hits the roof, the rafters, the ceiling and/or the lights it will result in an indirect kick for the non-kicking team at the mid line.**

- If a ball gets stuck anywhere, get into the net over the team boxes or hit out by a team on their side, the team who touched it last will lose possession. The other team will be awarded an indirect kick at the mid line near the scorer's area.

- Only intentional kicking of the ball out of play shall be penalized with a yellow card

8. Anyone committing a flagrant foul will get a five-minute penalty or depending on severity of incident, they will be ejected.

- Any player ejected must leave the Sheila Umphrey Recreational Sports Center and schedule a meeting with the Coordinator of Intramural Sports before they can continue playing any Intramural Sport.

- Teams that have a player ejected will play short-handed for the remainder of the game. If the number of players falls below three then a forfeit will occur.

9. There will be no sliding or checking, these will result in a red card (five-minute penalties), and regardless if a goal is scored.

- Yellow and Red card violations will result in 5 minute penalty or ejection and an indirect free kick from the point of infraction for the opponent.

- Any player receiving 2 red cards or 6 yellow cards in the league/tournament will be eliminated from further play for the remainder of the league/tournament.
- Only intentional kicking of the ball out of play shall be penalized with a yellow card

10. Slide tackles and high kicks above the waist are illegal! - *Penalty – Penalty Kick*

11. Penalty kicks will be taken from a mark designated on the court by tape.

12. Goal boxes will be designated.

13. Players may not shoot before the midline on their own side. Direct kicks to goal before passing the midline will result in other team's ball from the midline. Goal will not count if made on this penalty.

Co-Rec Rules

All rules apply as stated above except:

- There shall not be more men than women on the court. The only possible lineups are 1 man and 4 women, 1 man and 3 women, 1 man and 2 women, 2 men and 3 women, 2 men and 2 women,
- Goals scored by women will count as 2 goals.

Mercy Rule

A game will be stopped when there is a deficit of the following goals at the last 10 minutes of the second half.

- Men & Women: 7 or more goals
- CoRec: 11 or more goals

Protective Gear

Intramural Sports does not provide protective gloves or shin guards but highly encourage all players and keepers to wear them.

Fans/Spectators

Teams are responsible for their spectators!

- If any spectator for a team is misbehaving then that person will be asked to leave and their actions will reflect on the team's sportsmanship grade. Sportsmanship grades play a part in making the playoffs and seedings.
- Spectators are only allowed outside of the court and may line up along the glass. At no times shall any spectators hit or slap glass. This will count as misbehaving as well.
- Spectators are not to stand on the track and look down to watch the match. Track is for jogging and walking only.