

# Campus Recreation

## University of South Carolina Student Life

### Intramural 5v5 Indoor Soccer League

*\*\*Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures\*\**

**\*Changes from previous season have been highlighted in yellow\***

#### Section 1: General Information

##### A. General IM Procedures

- a. Teams should arrive 15 minutes before the game to check-in with the supervisor.
- b. All participants must display a valid Carolina Card before each game to play.
  - i. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!
- c. Teams are expected to begin the game at the scheduled time.

##### B. Defaults

- a. A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
- b. The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.
- c. If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in **a forfeit fee of \$25 being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE.** The team will receive a 3-sportsmanship rating for each default.
- d. The UofSC Sport Programs Office can be reached:
  - i. By email at [sportprograms@mailbox.sc.edu](mailto:sportprograms@mailbox.sc.edu)
  - ii. By phone at 803.576.9387
  - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

##### C. Forfeits

- a. A forfeit will result in the team automatically losing and receiving a 1-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. **A forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.**
- b. If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. **A second forfeit fee of \$25 will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.**

##### D. Team Choice (5 minutes: 5 minutes)

- a. The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.
  - i. If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
  - ii. During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
- b. 5v5 Indoor Soccer (3:3 points)

## E. Sportsmanship

- a. Each team will be given a sportsmanship rating 1-5, in accordance with the Participants' Manual, from the officiating crew/on-site supervisor following the game.

## F. Playoffs

- a. All teams are eligible for post season play provided that they do not forfeit more than once or default more than twice and they complete the season with the required sportsmanship rating (3.0).

## G. Miscellaneous

- a. To receive the latest UofSC Intramural Sports schedules, scores, and updates be sure to log onto [sc.dserec.com/online/dashboard](http://sc.dserec.com/online/dashboard)
- b. No jewelry can be worn during games. Captains are responsible for making sure all jewelry is removed before a player takes the court.
- c. Protest: The only 2 things that can be protested are rule interpretation & player eligibility.
  - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
  - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

## Section 2: Rules & Sport Specific Information

The game will be played according to the current United States Indoor Soccer Association rules if not explicitly stated in this document.

### A. Location

1. Games will be played in the STWFC South Center gym.

### B. Players

1. Each team will consist of five (5) players, including the goalkeeper, on the court at one time. (a minimum of four (4) is required to play).
2. CoRec teams must consist of 4w/1m, 1w/4m, 2w/3m, 3w/2m (including goalkeepers); the minimum on the court at a time is 2w/2m, 3w/1m, or 1w/3m.
3. Players that receive a second yellow will be disqualified but can be substituted (team will not play down a player)
4. Players that receive a straight red cannot be substituted and will play down a player for the entirety of the game.

### C. Equipment

1. Knee pads must be worn by goal keepers. Campus Recreation will provide knee pads if necessary.
2. Athletic shoes or sneakers must be worn (no sandals, metal soles, or bare feet).
3. An indoor soccer ball will be provided by the Sport Programs Office.
  - i. If teams wish to warm up, they may check out an indoor soccer ball from equipment issue with a valid USC ID. Game balls may not be used for warming up.

### D. Timing

1. Games will consist of two 15-minute halves with a 3-minute half time.
  - i. There will be a running clock unless the Supervisor deems it necessary to stop the clock for an injury.
  - ii. There will be no stoppage time in any of the games.
2. There are no time-outs.
3. There will be no overtime in the regular season.
4. When time expires (the buzzer sounds), the game is over, and the ball is ruled dead.

### E. Scoring

1. A goal is scored when the WHOLE ball crosses over the goal line within the goal, provided it has not been thrown, directly propelled by hand or arm, or carried by a player of the attacking team.
2. A goal may be scored directly from a kickoff.
3. MERCY RULE: A game shall be over when a team is leading by
  - i. Seven (7) or more goals with less than five (5) minutes remaining
  - ii. Fifteen (15) or more goals with ten (10) minutes remaining.
4. All goals shall count as 1 point.

### F. Pre-Game

1. A coin toss will be conducted at the beginning of the game. The team winning the toss shall have the choice of the goal they wish to defend or to have the ball for the kick-off. The team that lost the coin toss will have that same option at the start of the second half.

#### **G. Enforcement of Cards**

1. Yellow Card: The Referee issues a Yellow Card for:
  - i. Deliberate Handball or Handball by a Goalkeeper.
  - ii. Goalkeeper Endangerment.
  - iii. Boarding.
  - iv. Any Foul by the Goalkeeper during a Shootout.
  - v. Unsporting Behavior by any non-player personnel.
2. Red Card: A person receives a Red Card for Fouls, which the Referee considers violent or committed with excessive force, and for:
  - i. Elbowing: Intentionally elbowing an opponent above the shoulder.
  - ii. Vicious Slide-Tackling: A tackle from the side or from behind directly into one or both legs of an opponent, seriously endangering them.
  - iii. Boarding.
  - iv. Fighting.
  - v. Leaving Team Bench or Penalty Area to confront the opposition or a Game Official.
  - vi. Extreme Unsporting Behavior: Committing particularly despicable behavior, including:
    - a. Spitting at an opponent or any other person.
    - b. Extremely abusive language or behavior toward a Game Official.
    - c. Bodily contact with a Game Official in dissent.

#### **H. Power-Plays**

1. The following penalties apply to offenses for which a Card is issued (subject to further action by the Administrative Authority):
  - i. Yellow Card: Warning of the subsequent possibility of an ejection; 2-minute power play
    - a. If a goal is scored by the opposing team while a player is in the “penalty box” that player will be released back to the court
      - 1) If there are multiple players in the penalty box at the same time and goal is scored by the opposing team, only one player per goal will be released back to the court in subsequent order that they received their yellow cards
    - b. If a player receives a yellow card at the end of the half and the penalty time does not finish before halftime, then the remaining time carries over to the second half
  - ii. Red Card (Two yellow cards or a straight red): Ejection and the player may not be substituted

#### **I. The Game**

1. Substitutions will be made “on the fly” like in ice hockey.
  - i. Players will use the doors on their defensive end.
  - ii. Player must be completely out of the arena before the sub can come on.
  - iii. Door must be pushed out towards the hallway and not into play.
    - a. Violations of any of these rules:
      - 1) 1<sup>st</sup> time: Warning
      - 2) 2<sup>nd</sup> time: Yellow Card
2. During a kick-off, the ball may travel in any direction.
3. After the kick-off, the kicker cannot contact the ball again unless it contacts another player.
  - i. Violation: Direct free kick from mid-court.
4. During play, if the ball hits either the ceiling or a raised basketball goal, it is considered a dead ball. Possession of the ball is then granted to the team who did not touch the ball last. The ball is placed on the half-court line or at spot of foul if in their defensive half.

#### **J. Goalkeeper**

1. The goalkeeper has six (6) seconds to distribute the ball.
2. The goalkeeper may NOT touch the ball with their hands when a member of their own team intentionally kicks the ball to them (pass back). This infraction will result in a direct kick outside of the blue goalie crease where the ball originally crossed the arc.
3. The goalkeeper may not possess the ball with their hands when the BALL is outside of the designated arc; the resulting penalty is a direct kick at the spot of the foul.
4. The goalkeeper may NOT drop kick the ball nor can the goalkeeper throw the ball past half court UNLESS the ball hits either the ground, the wall, or a player before it proceeds past half court.

i. Violation: Direct free kick placed at the half court line where the ball crossed.

5. If going for ball, the goalie must slide completely horizontal or hands first. If the goalie slides feet first, then it will result in a minimum of a Yellow Card.

#### K. Offside

1. There is no offsides in Indoor Soccer.

#### L. Advantage

1. When the official refrains from whistling for a foul to apply the “Advantage Clause”, they will clearly indicate by voice and gesture that it is “advantage”, so the players know that the foul has not escaped their notice.

#### M. Free Kicks

1. All free kicks will be direct free kicks.
2. Free kicks awarded for fouls within the penalty area will result in a penalty kick.
3. Free kicks will be awarded for:
  - i. Kicking, striking, attempting to kick or strike, or jumping at an opponent.
  - ii. Tripping, throwing, or attempting to throw an opponent using the hands or feet.
  - iii. Intentionally handling the ball (i.e., carrying, striking, or propelling it with a hand or arm)
  - iv. Holding or pushing an opponent with the hand or arm or with arms extended from the body or using the knee in any way against an opponent.
4. When a penalty kick is awarded, the ball will be placed anywhere on the free throw line of the basketball court. All players on both teams must begin play behind the mid court line except the goalie and the player taking the kick. The goalie must remain on the goal line and all other players must wait to cross the mid court line until the shot taker has touched the ball. The referee will blow the whistle and the kicker will take their shot.
  - i. If a goal is scored, play will be restarted at midcourt with the opposing team’s free kick.
  - ii. If the goal is blocked, play resumes immediately with the ball being live.
  - iii. If the goal is missed, anyone may play the ball except for the shot taker who missed the penalty shot, they may only play the ball after it has been played by another player.
  - iv. \*\*\*If the referee rules that there was an infraction with the goalkeeper moving off the goal line too early or players crossing midcourt too early, they may rule in favor of a re-kick.\*\*\*

#### N. Slide Tackling & Sliding

1. **NO FORM OF SLIDE TACKLING OR SLIDING IS ALLOWED.** The penalty is an immediate yellow card. If the act is intentional or blatant, a red card may be issued.
2. If a player simply reaches for a ball and stretches too far and falls, a warning will be issued to stay on your feet, but this is not sliding or slide tackling.