



Intramural Sports

BROWN UNIVERSITY
INTRAMURAL INDOOR SOCCER RULES

ALL PLAYERS MUST PRESENT A BROWN OR RISD ID CARD TO PARTICIPATE!!

Spring Season Leagues: Open (High, Mid, Low)

Players:

Indoor soccer will be played with 5 players, no goalie. Each team must have a minimum of four (4) players to start the game.

Season: Team members *must* be listed on the team roster. Rosters are final at the completion of regular season. Participants may only play on one (1) only.

NOTE: Current Brown men's and women's soccer players are ineligible to play in the same academic year. No more than two (2) club players per intramural team roster, regardless of gender. Club players cannot play in the Low Division.

Equipment:

All players must wear soft-bottomed (or rubber-molded) shoes. Sandals and boots are prohibited.

Each team must wear common colored shirts. The team listed first on the schedule is the home team and will wear a white colored shirt. The second team listed is the away team and will wear a dark colored shirt.

Field:

The lines from the basketball court will determine the field size.

Forfeiting/Playoffs:

After forfeiting two (2) games or defaulting three (3) times, teams are ineligible to make the playoffs. Teams must average a 2.5 sportsmanship rating or better in the regular season to be eligible for playoffs and maintain at least a 2.5 sportsmanship rating throughout the playoffs to continue to the next round.

Game:

Two (2) 20 minute halves are played with a continuous clock. Half time will not exceed 5 minutes

The ball can be played off of any curtain. There will be no off sides or out of bounds, unless the ball leaves field of play in which case the team that causes it to go out of play will lose possession and it will be turned over to the other team at the point of exit.

Unlimited substitutions may be made at any time including during a "live" ball situation. All substitutions must be made from the defensive end line.

If play is stopped by the official for an injury, unusual delay or when the goal becomes dislodged, the ball shall be put back into play by a drop ball. If a team has undisputable possession of the ball when play is stopped, they shall be awarded an indirect kick. In all cases, the ball is put back into play from where it was when play was stopped. However, the ball is not to be dropped inside the penalty area, but at the nearest spot outside the area.

In goal kick situations, the defensive team will be awarded an indirect free kick from within 2-ft. of the goal. The kick must clear the penalty area before another player may touch the ball.

On all free kicks, the kicker's opponent must remain at least 7 yards from the ball until it is put into play. Any motion toward the ball by a defender before the offense puts the ball into play is considered encroachment. Failure to heed an official's warning will result in a yellow card for Unsportsmanlike conduct.

No slide tackles! Any player using a slide tackle (in the judgment of the official) will receive a yellow card, and the fouled team will be awarded a direct kick at the spot of the foul.

Penalty shots are unobstructed direct free kicks taken from the penalty spot, 10 yards from the crease. All players other than the designated kicker must be behind the shooter. A missed penalty shot will be a dead ball and play is restarted from a goal kick taken by the defending team.

Penalty shots will be awarded when the referee determines that a foul prevents a direct scoring opportunity (ex. a defensive player entering the crease to block a shot, or fouling a player with an open or close shot on goal).

Yellow Card – A player receiving a yellow card must sit out for two minutes of playing time. The entire two minutes of playing time must be served regardless of the developments on the field. The player serving the penalty period cannot be substituted, therefore his/her team plays short handed. The official will note the time of the infraction and release the penalized player when the penalty period has expired.

Red Card – If a player is awarded a red card by the referee, that player must sit out the rest of that game and is subjected to sit out the entire next game with the possibility of being excused from the league. A red card will result in a bad sportsmanship rating for the team, possibly resulting in an automatic expulsion from the playoffs, precaution should be taken. During playoffs a red card could result in the individual or team expulsion from playoffs and is at the discretion of the Intramural Office.

Tie Games:

Regular season games may end in a tie and will be recorded as such.

All tie playoff games will result in a "SUDDEN VICTORY" five minute overtime period. A coin toss will determine which team will kick off/defend goal of choice. If the game is still tied after one overtime period, a "shoot-out" will determine the winner. A coin toss will determine which team kicks first. Each team will receive 5 penalty shots to be taken alternately by those on the field at the end of the overtime. Ejected players or players out during penalty minutes are not eligible to participate in any portion of the "shoot-out". Teams will alternate shooters. If the first series of kicks does not determine a winner then other series will follow until there is a winner.

NOTE: Rules are subject to change without notice at the discretion of the Intramural Coordinator.