INDOOR SOCCER RULES

Participation: All participants must have a valid Phoenix Card and be eligible for participation as listed in the Elon University Intramural Sports Participant Guide.

Game time is forfeit time.

Unless otherwise noted below, all NFHS Soccer Rules apply.

1. Game and Equipment
   1.1. A team consists of five participants (four participants on the field plus one goalie). A game may start with four players. (Coed Ratios: 2M/3F, 3M/2F or 2M/2F)

   1.2. A player may substitute only during a stoppage in the play after being summoned by the referee.
       1.2.1. When substituting for a goalie, players also must inform the referee.

   1.3. Games will consist of two fifteen minute halves with a running clock.
       1.3.1. Time will not stop except for a player’s injury.
       1.3.2. Mercy Rule: If, in the last five (5) minutes of play a team is up by five (5) or more goals, the game will be called.

   1.4. A shot must cross the goal line before time ends at the end of a half or overtime to be counted as a scored goal (ball must be across goal line before 0.0 seconds on clock).

   1.5. There will be no overtime during the regular season.

   1.6. The ball may be played in any direction during a center kickoff.

   1.7. A participant may be warned and/or ejected from the game for unsportsmanlike conduct.
       1.7.1. After receiving two yellow cards or one red card, the participant will be ejected from the game.

   1.8. Campus Recreation will provide all necessary equipment, unless agreed upon by both Team Captains.
       1.8.1. All participants must wear athletic footwear. No boots or hard sole shoes will be permitted.

2. Boundaries
   The ball may be played off the walls in East Gym, as long as it does not contact any listed out of bounds items below.

   2.1. The boundary line for out of bounds is the inside of the maroon line for the basketball court nearest to the main doors (north side of gym) extending to the wall.

   2.2. The ball is considered out of bounds when it touches any part of this maroon line or extension.
       2.2.1. When the ball goes out of bounds, the opposing team takes a direct kick to put the ball back in play. The ball put back into play from the spot where the ball went out of bounds.

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2.3. A participant who last touches a ball that hits the ceiling, rafters, raised basketball goals or lights will spend on minute in a designated penalty area.
   2.3.1. The ball will be put back in play at the spot designated by the official.
   2.3.2. The participant will remain in the penalty area until the minute penalty expires or his/her team is scored upon.
   2.3.3. Exception: If in the referee’s discretion, a player does not make an attempt at blocking a kicked ball and the ball then deflects off that defender and touches the ceiling, lights, or curtain, the player who forcibly kicked the ball shall receive a 1 minute penalty.

2.4. If the ball hits the side basketball backboard or goal, it will result in a turnover.
   2.4.1. The ball will be put back into play from the spot where the ball hit the backboard/goal, as designated by the official.

2.5. A ball that hits the center backboard/goal will result in a goal kick if last touched by the offense or a corner kick if last touched by the defense.

2.6. A ball that touches the rear of the soccer goal or lands on the back of the soccer goal nets results in a goal kick if last touched by the offense or a corner kick if last touched by the defense.

2.7. All corner kicks are taken from the side of the court with the out of bounds line (north side of the gym).
   2.7.1. The defense must give the offense six feet of space to take the corner kick.

Goal Keeper & Goal Box
2.8. The goalkeeper may not use his/her hands outside of the goal box. This includes playing balls in the air and on the floor.

2.9. No participant is allowed in the goal area except for the goalkeeper at any time.
   2.9.1. If a defensive player is in the box, it will result in a direct kick from the penalty mark.
   2.9.2. If an offensive player is in the box, it will result in a goal kick.

2.10. The goalkeeper is not allowed receive an intentional pass from a teammate outside the goal box and then dribble the ball back inside the goal box to pick up the ball.

2.11. A kicked or thrown ball from the goalkeeper must touch a player, the floor or a wall before crossing the centerline.
   2.11.1. Exception: Goal kicks may cross the centerline without touching a participant, floor, or wall.

3. Penalties
3.1. There will be no offsides penalties.

3.2. No Slide Tackling.
   3.2.1. If a participant attempts to slide tackle, it may result in a yellow or red card.

3.3. The following plays will result in a direct kick:
   - A goalkeeper carrying the ball more than four steps
   - The goalkeeper delays releasing the ball
   - Unsportsmanlike character
   - Dangerous play
   - Interfering with or charging the goalkeeper

Updated: 2/11/2015
- Obstruction
- Handling the ball
- Holding an opponent
- Pushing an opponent
- Striking or attempting to strike an opponent
- Kicking or attempting to kick an opponent
- Tripping an opponent
- Kneeing an opponent
- Charging an opponent violently or dangerously
- Goalkeeper intentionally striking an opponent with the ball

3.4. **Penalty Kicks:** Penalty Kicks will be taken from the top of the 3-point line

3.4.1. All players besides the goalie must remain on the outside of the 3-point line

3.5. **Advantage Calls:** If, in the opinion of the referee, it is to the advantage of the participant fouled not to call the penalty, then he/she shall not call the penalty.

4. **Post Season Tournament**

4.1. **During the post season tournament** there will be a five minute “golden goal” (sudden death) overtime. The first team to score within this time period will be declared the winner.

4.1.1. If the score is still tied after the single overtime session, the game will be decided by penalty kick shootout.

4.1.2. **Penalty Kick Shootout:** Each team of five players (goalie included) who were on the field at the end of overtime will kick. These five participants will take one shot on goal (totaling five).

4.1.3. In the event the score is still tied after the five participant penalty kick shootout, teams will alternate kicks.

4.1.4. The order of the shooters must stay the same as the original order if extra kicks are required.

5. **Additional Policies**

5.1. All participants must wear athletic footwear. No boots, hard sole shoes, or metal cleats.

5.1.1. During play, shin guards are highly recommended.

5.2. Each team shall designate a captain to act as team spokesperson and make decisions. Only the captain may talk to officials.

5.2.1. The Team Captain is responsible for the conduct of his/her teammates, spectators, and managers/coaches. Team representatives are subject to sanctions as listed in the Elon Intramural Sports Participant Guide.

5.3. A player may be warned and/or may be ejected from the game for unsportsmanlike conduct.

5.3.1.1. After receiving two (2) yellow cards or one (1) red card, the participant will be ejected from the game and will face a minimum 1-game suspension after a meeting with the Assistant Director of Campus Rec.