

**BOSTON UNIVERSITY INTRAMURALS**  
**Department of Physical Education, Recreation, and Dance**  
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**INTRAMURAL INDOOR SOCCER**

**\*\*\*PLAY AT OWN RISK--Players are reminded that they participate in Intramural Sports at their own risk. Boston University cannot accept liability for the injury of participants in the Intramural Sports Program. Team Captains need to make sure that their players are aware of this before being allowed to participate.\*\*\***

**CAPTAIN'S MEETING** - There will be a mandatory team captain's meeting that **MUST** be attended by a representative, captain or co-captain preferred, from each team. The Captain's Meeting Schedule can be found at: <http://www.bu.edu/fitrec/intramural/>. Each team **MUST** have a representative present. If a team is not represented they waive their right to veto any schedule change proposed at the meeting, and may forfeit their right to future schedule change requests. Bring along this sheet for a reference to discuss the different items. Schedules will also be handed out at this time.

**TERRIER CARDS/FITREC CENTER MEMBERSHIPS**- It will be necessary for all team members to present a Terrier Card or FitRec Center Membership Card to both gain entrance into the FitRec Center and to play (**NO EXCEPTIONS**). The supervisor will hold all Terrier Cards until the completion of competition when all equipment has been properly returned as it was distributed.

**TEAM BENCHES** - All team members not on the field of play must sit or stand in their team's designated bench area.

**JEWELRY/HATS** - **NO** player will be allowed to wear necklaces, rings, jewelry, earrings, barrettes, hats, etc. There are **NO** exceptions to this rule!!! Players are not allowed to cover jewelry with tape or "BAND-AID". **\*\*Do not take valuables to Intramural games and leave them unattended. There have been instances where money, jewelry, etc. has been stolen during IM competition. Intramural Supervisors are not allowed to keep valuables for individuals during the games.**

## LAWS OF THE GAME:

**A. NUMBER OF PLAYERS:** A team shall consist of six players including the goalkeeper (the goalkeeper must wear a shirt of contrasting color). A team may begin a game with five players, one of which must be a goalkeeper.

**B. ROSTERS:** Team captains are to fill out their entire rosters, (first and last name) on the game sheets prior to the start of the game, **even if a player will be arriving to the game late.**

**C. GAME LENGTH:** The game consists of two 20-minute halves (running time). There will be a three (3) minute half-time interval. Additional time is added for the taking of a penalty kick at the end of a half. The clock will stop for a time out or at the discretion of the referee.

**D. START OF GAME:** A kickoff will be used to start the game. Who kicks off will be determined by a coin toss prior to the game. A kickoff is indirect.

**E. BALL IN AND OUT OF PLAY:** The ball is out of play and restarted with an Indirect Free Kick when the ball has traveled into an unplayable area, or hits the ceiling, pipes or **netting**. If the ball hits the side netting or side wall, the ball will be played in by an IDFK from where the ball hit the netting/wall. If the ball hits the rafters/ceiling, it will be an IDFK from the spot the ball was kicked for the opposing team. A ball kicked into the rafters inside the goalkeeper arc will be placed at the closest spot on the arc and given an IDFK to the opposing team. The ball will be placed at the spot of the kick for all instances outside of the goalkeeper arc. The ball is in play at all other times from the start of the game to the finish, including if it rebounds off the referee when he/she is on the field of play or in the event of a supposed infringement of the rules. **Play the whistle!**

**F. REQUIRED UNIFORMS:** Teams must have coordinating shirts. BUIM provides uniforms if needed, but it is recommended to bring your own. BUIM uniforms are sometimes worn multiple times a night. Players must wear regular sneakers or indoor flats. Shin guards are recommended.

**G. OFF-SIDE:** There is no offside rule in Intramural play.

**H. SUBSTITUTIONS:**

1. Substitutions are made “on the fly” and may occur on an unlimited basis provided the player leaving the floor arrives at the bench *before* the replacement enters the field of play.

2. When the referee stops play to caution a player, the cautioned player **MUST** be substituted, prior to the restart of the game.

3. Goalies can only sub in and out during dead-ball situations.

4. Interfering with play while sitting on the boards of the bench is subject to a card. **DO NOT SIT** on the boards while on the bench.

**I. TIE GAMES:** Tie scores in regular season play will be decided by teams alternating five (5) kicks from the penalty spot. During the playoffs, if the score is tied at the end of regulation the following procedures will occur in successive order until a winner is determined:

1. One 5-minute sudden death period

2. 5 kicks from the penalty spot/kicks to be taken by the players on the floor when time expired

3. Continuations of kicks from the penalty spot in sudden death format

\*\*\* All players on the field must kick at least once before any player kicks again

**J. THE GOALKEEPER:**

1. The goalkeeper will be permitted use of the hands to play the ball within the penalty area. A red arc on the gym floor defines the penalty area. The goalkeeper may take six (6) seconds before putting the ball back in play. Once the goalkeeper has released the ball, he/she cannot pick up the ball until an opposing player touches it or until one of his/her teammates touches the ball outside of the penalty area.

2. Goalie throws and kicks must hit the floor, side wall or player before crossing the midfield or an IDFK will be awarded to the opposite team at the midfield line. Only exception to this rule would be when a goalie is no longer acting as a goalie (i.e. taking a penalty kick, playing outside the box, dribbles out of the box and back into the box).

3. The goalkeeper is not allowed to drop kick or punt the ball. IDFK

4. Goalkeepers have six seconds to distribute the ball after gaining control. IDFK inside the box
5. Goalkeeper may not handle a ball that has been directed with a foot by a teammate. IDFK inside the box
6. Only the goalkeeper will be allowed to slide and only within the penalty area.
7. Part of the ball must be in the penalty area in order for the goalie to handle. DFK

**K. SLIDING:** No slide tackles or sliding at all is permitted. Any player slide tackling will receive a yellow card. Sliding results in a direct free kick to be taken by the opposing team, taken from where the offense occurred.

**L. YELLOW/RED CARDS:** Yellow and red cards are distributed to players on certain fouls, conduct detrimental to the field of play, and dissent to officials. Once a player receives two yellow cards or one red card, the player must exit the field of play and the team must play without that player or subsequent substitute for the remainder of the game.

**M. DIRECT FREE KICKS:** Awarded to the opposing team, from where the offense occurred, when a player commits one of the following fouls:

1. Boards- A player cannot dip shoulder into play when going into boards, charge into the boards, or slam another player into the boards. **A player cannot use their hands on the boards to gain leverage or shield a player from the ball.**
2. Kicks or attempts to kick an opponent.
3. Trips or attempts to trip an opponent.
4. Sliding
5. Jumps at an opponent.
6. Charges an opponent in a careless or reckless manner, or with excessive force.
7. Strikes or attempts to strike an opponent.
8. Pushes an opponent.
9. Makes contact with the opponent before touching the ball when tackling to gain possession of the ball.
10. Holds an opponent.
11. Spits at an opponent.
12. Handles the ball deliberately (except for the goalkeeper within his own penalty area).
13. Dangerous play

**N. INDIRECT FREE KICKS:** Awarded when an opponent is guilty of any of the following:

1. Trying to kick the ball held by the goalkeeper.
2. Obstruction.
3. Goalkeeper holding ball for more than six seconds.
4. Playing the ball a second time before it is played by another player after a kickoff or free kick.
5. Improper substitution.
6. Dissenting by word or action with a referee's decision.

**Kicker must wait for the official's whistle, ONLY IF FIVE YARDS IS REQUESTED.**

**AFTER TAKING A KICK OFF, FREE KICK OR CORNER KICK, THE SAME PLAYER CANNOT PLAY THE BALL AGAIN UNTIL IT TOUCHES ANOTHER PLAYER.**

**O. GOAL KICKS:** Awarded when the ball hits the back wall after it is last contacted by the offensive team. The defensive team puts the ball in play with a kick taken within a 3-yard radius from either goal post. A goal kick is indirect.

**P. CORNER KICKS:** Awarded when the ball hits the back wall after it is last contacted by the defensive team. The offensive team puts the ball in play with a kick taken from the deep corner of the floor .

**Q. PENALTY KICKS:** Awarded if a player inside his own penalty area commits any of the direct free kick offenses. The kick shall be taken from a point 12 yards from the goal line, directly in front of the midpoint of the goal. Only the goalkeeper shall be permitted to defend against the penalty kick; all other players must remain beyond the closest restraining line (white line) until the ball is kicked. The kicker must wait for the official's whistle.

**R. MERCY RULE:** If a team is ahead by 7 goals at any point in the game, the game will immediately end with that team being declared the winner.

**S. PENALTY SHOOTOUT:** At the end of overtime, the goalies in net will remain the goalies for the shootout. The players on the court when time expired will be the first five shooters for their respective teams. Five (5) kicks will be taken by each team, alternating turns. Males and females will alternate for each team in the case of co-rec. If a winner is not determined after the five (5) kicks, teams will continue to alternate shots in sudden-death rounds, alternating male and female again, if co-rec. This will continue until at the end of one round, a winner can be determined. All players on the team must take a kick before any player can kick a second time.

**CO-REC RULES: All the above rules apply to co-rec competition with the following additions:**

During co-rec play, there must be an even number of men and women on the field, including the goalkeeper. A co-rec team playing with five players may play with three men and two women or with three women and two men.

### **Advantage**

The referee may play advantage whenever an infringement or offence occurs. The referee should consider the following circumstances in deciding whether to apply the advantage or stop play:

- the severity of the offence: if the infringement warrants an expulsion, the referee must stop play and send off the player unless there is a subsequent opportunity to score a goal
- the position where the offence was committed: the closer to the opponent's goal, the more effective it can be
- the chances of an immediate, dangerous attack on the opponents' goal
- the atmosphere of the match

The decision to penalize the original offence must be taken within a few seconds. If the offence warrants a caution, it must be issued at the next stoppage. However, unless there is a clear advantage, it is recommended that the referee stops play and cautions the player immediately. If the caution is NOT issued at the next stoppage, it cannot be shown later.

\*\* All other rules not covered in the BU Intramural Rules are played in accordance with FIFA Laws.