

-University of Houston-
CAMPUS RECREATION

Intramural Indoor Soccer Rule Modifications, Key Points, and Reminders
-Fall 2007-

The NCAA Soccer Rules will serve as the basis for play, with modifications made to adapt for intramural and 5-a-side competition.

1. The game shall consist of two 20-minute halves with a 5-minute half time. The clock shall run continuously.
2. If, after regulation play the score remains tied, there will be a ***5-minute sudden-death overtime period*** in which the first team to score wins. If the score still remains tied after the 5-minute sudden-death overtime period, there will be a ***shoot-out*** until the tie is broken. A coin toss will determine who kicks first. Each team will receive 3 kicks, alternating kicks between each try. No player may kick more than once. If the score remains tied after the shoot-out, there will be a ***sudden-death shoot-out***. A coin toss will determine which team shoots first.
3. A team shall consist of 5 players, one of whom shall be the goalkeeper. A team may not start or compete with fewer than three players. If a team leads by ten points with ten minutes or less remaining in the game the mercy rule applies.
4. Off-Sides do not apply. **It is highly suggested that all players wear shin guards!!**
5. The keeper may not punt the ball; all service should be with a throw or a goal kick.
6. Substitutions may be made on a dead ball or “on the fly” during play.
7. All play around the keeper will follow the same rules as a regular full-sided soccer game.
8. Teams will be granted a 10-minute grace period, if necessary to comply with rule 3.
 - A. If one of the teams fails to have the required number of players at game time, the referee will begin timing, and at each 2-minute mark, the team that has the required number of players will be awarded one point. ***There will be no point penalty after the 10 minute grace period (i.e., a team will not begin a game more than five points behind.)***
 - B. If the deficient team is still unable to begin play after 10 minutes, the game will be forfeited to their opponent.
 - C. If the deficient team secures the required number of players at any time during the grace period, play will begin at that point with the time remaining as indicated and the points awarded as outlined in (A) above.
 - D. If neither teams have the required number of players at game time, a forfeit or double forfeit will be declared as appropriate after 10 minutes.
9. A player will be cautioned for any unsportsmanlike conduct such as persistent infringement of the rules or showing by word or action any dissent to a referee’s decision. A player will be ejected for:
 - Persistent misconduct after a caution
 - Violent conduct or serious foul play
 - Abusive language either on or off the field.
10. No substitute is permitted for an ejected player.