



# SPEED SOCCER RULES

## Mission Statement

To Serve, Educate and Promote Wellness

## Vision Statement

We are a service-oriented department dedicated to excellent fitness, and recreation programs that enhance the university experience.

### I. Eligibility

1. All participants are subject to Intramural Sports Eligibility Rules, which are listed, in the current Intramural Sports Handbook.
2. NO ID, NO PLAY, NO EXCEPTIONS!

### II. The Game, Players, and Equipment

1. Games shall be played between two teams of 7 players each. Teams must start and continue play with a minimum of 5 players. For Co - Rec., a team consists of three men, three women, and a goalie of either gender. A team may start and/or continue play with two men and two women and a goalie.
2. The game will be played with two intermediate "RAG" soccer balls.
3. All players must wear non-marking rubber-soled tennis or basketball shoes.
4. All spectators and substitutions must view the game from the balcony.
5. The entire gym is "in play". Only out-of-bounds is the balcony.
6. Substitutions can be made "on the fly" at any time. EXCEPTION: The Goal Keeper can only substitute at the quarters or half.
7. There is no "offside" in indoor soccer.
8. The penalty area is 10 x 4 feet directly in front of the goal.
9. The goalie must "roll-out" the ball in 5 seconds.
10. Teams may switch goalies only at quarter breaks.

### III. Time Factors

1. The game will consist of four 7-minute quarters running time. Half time will be five minutes.
2. There are no time-outs, except for injury or emergency.
3. At the start of each quarter, both teams must be in their half of the court. Play begins with each goalie "rolling out" the ball (must be an underhand motion).
4. If the score is tied at the end of regulation play, the game shall be decided by a 3 minute overtime period. If still tied after the completion of overtime then the game shall be decided by a shoot-out.

5. A coin toss will determine choice of shooting first or second.
6. Each team will be awarded five alternating penalty shots. A different player must take each penalty shot.
7. The same goal cage will be used throughout the overtime.
8. The goalie selected to defend for each team must remain throughout the entire overtime. (This does not mean the same goalie used during regulation must defend in the overtime).
9. The team ahead at the conclusion of the ten overtime penalty shots will be declared the winner.
10. If the score is still tied after the shoot-out, the procedure will be repeated.
11. If a ball is kicked out of bounds, the ball left in play will be stopped. Each goalie will roll out the ball in his/her team's possession.

#### **V. Penalty Shots**

1. A penalty shot will be awarded for every violation and penalty.
2. The accumulated penalty shots will be taken at the conclusion of the second and fourth quarters.
3. The penalty shot will be conducted as follows:
  - The ball will be placed approx. 12 yards from the goal.
  - The goalie must stand, without moving the feet, on the goal line until the ball is kicked.
  - The kicker must kick the ball in one continuous motion within a 5-second count.
  - All other players must remain behind the half court line.

#### **VI. Scoring**

1. Whenever the ball crosses the goal line completely, a goal is scored and counts one point.
2. A goal cannot be scored if the ball enters the goal as a result of a violation or penalty.
3. Once the ball enters the penalty area, any player except the goalie cannot play it. Also, no player except the goalie may enter the penalty area when there is an attempt on goal.
4. After a goal is scored, restart the game by a goalie "roll-out".

#### **VII. Violations**

1. The following violations are recorded and are penalized by the awarding of one penalty kick per each violation: The accumulated penalty shots will be taken at the conclusion of the first and second half. Players on the court may only attempt them at the time.
  - Dangerous play (example: High Kicking)
  - Intentionally handling, carrying, striking, or propelling the ball with hand or arm.

- Placing a hand on an opponent in order to get to the ball.
- Entering the penalty area.
- Goalie throwing ball overhand.
- Goalie not throwing ball out within 5 seconds.
- Switching goalies other than at quarter breaks.
- A forfeit will be called if a team receives 30 penalties during the course of a game.

### VIII. Penalties

1. The following penalties are recorded and are penalized by the awarding of two penalty kicks per each violation: The accumulated penalty shots will be taken at the conclusion of the first and second half. They may only be attempted by the players on the court at the time.
  - Intentionally kicking, striking, or attempting to kick or strike, kneeing, tripping, holding, pushing or jumping at an opponent.
  - Intentional hard fouls such as tripping, pushing, slide tackles, illegal substitution and unsportsmanlike conduct will result in a 2 minute "in the box" penalty. No replacement player is allowed in for this player.
  - Kicking or attempting to kick the ball when it is in the goalie's possession.
  - Obstructing an opponent when not playing the ball.
  - Defensive player other than goalie, playing the ball in the penalty area.
  - Additional Unsportsmanlike conduct may also result in ejection.

### ADDITIONAL INFORMATION

1. No animals in indoor/outdoor facilities. (Exception: Assisted living animals)
2. Forfeit Policy:
  - If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
  - The Sport Assistant will declare a forfeit and award a "win" to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.
  - If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.
  - A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
  - A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.

- A team may receive a forfeit due to improper team attire.
- Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- Forfeited games will not be rescheduled.
- If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$30.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.
- If a team forfeits or defaults twice (in league) it is dropped without notice.
- A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a "win" for the opposing team.
- A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

### 3. Forfeit Penalties:

- Lose right to protest the game
- All choices will go to the opposing team
- Start the game with a 1 goal deficit

### 4. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 3:30pm).
- Default is recorded as a loss but does not require a fee payment.

### \*5. ID Policy:

Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community.

The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to "OUR" participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve.

Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**