

**University of Oregon
Intramural Sports**

Indoor Soccer Tournament Rules

The Game

1. 2 teams of 5 players
2. Minimum to start is 3 players (COED at least 1 of each gender must be playing at all times)
3. COED must play one half with a 3:2 and one half with a 2:3 ratio of men:women
3. 20 minute halves. The clock does not stop and there are no time outs
4. Teams will have a 5 minute grace period from "game time" to get required players there.

Eligibility

1. Current U of O students, faculty and staff, spouses
2. EVERY PLAYER MUST BE ON THE ROSTER BY DEADLINE
3. Players must bring a valid UO ID to EVERY game
4. NO ID = NO PLAY, NO EXCEPTIONS!
5. Players can only play on one gender specific and one coed team at the same time
6. 1 Club soccer player is eligible per roster
7. Current Varsity soccer athletes are not eligible
8. Varsity soccer players are not eligible to participate in their respective or alike intramural sport, activity or event until a period of one year has passed following completion of all activities for the Department of Athletics. After the period has passed, former intercollegiate athletes must participate at the highest level of competition offered in their respective sport.
9. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for trying out for a team.

Equipment

1. NO JEWELRY IS PERMITTED!!
2. Game balls and pennies will be provided
3. Teams may wear their own uniforms if they all match in color and are numbered
3. Proper footwear and attire is mandatory (no cleats!)
4. Any articles that may endanger other players are not permitted (i.e. jewelry, plaster casts)
5. Eye glasses are NOT permitted; Contact lenses or protective goggles are highly recommended
6. Shin guards are not mandatory but highly recommended

Playing Area

1. There will be a designated line in the gym for high balls
2. High balls kicked above the line are dead and an indirect kick awarded at the point of infraction.
Exception: if the ball was played inside the "3 point line" kick is taken from the nearest point outside the 3 point line. A high kick by the goalie will be taken on the half way line.
3. Gym doors MUST remain closed while game is in progress.
4. If play become potentially dangerous along the walls, the official will stop play, move the ball away from the wall and restart the game with a drop ball.

Scoring

1. All ties stand at the end of pool play games.
2. Bracket Play: if tied at the end of regulation there will be a 5 minute overtime (not 'sudden death')
3. If still tied the game will be decided by 3 penalty kicks, which must be taken by players on the court at the end of the 5 minute overtime period
4. If teams are still tied after 3 penalty kicks, kicks will go 1-1 until a winner is determined. All 5 players on the court are eligible to take the 1-1 penalty kicks.

Substitutions

1. Substitutes must remain outside the gym behind their own goalie
2. Unlimited substitutions on a dead ball or when the ball is on the opposite half of team's goal.
Player must make sure door is shut behind them.
3. On-the-fly "hockey-style" substitutions are allowed. Players must substitute to AND from the side of their own goalie.

Kickoffs/Indirect Kicks

1. The kickoff does not have to go forward and does not have to be played by two players

2. A goal may not be scored directly from the kickoff.
3. Kickoff and sides are decided by team captains prior to the start of the game
4. All indirect free kick fouls occurring within the goalkeeper area will be an indirect free kick at the nearest spot on just outside of the goalkeeper area (3 point line).

Goalkeeper

There will be a 'goalkeeper area' and a 'goal crease'

1. The goalkeeper may touch the ball (with feet only) outside of the designated 'goalkeeper area;' *** inside of goalkeeper area the goalie may use their hands. (3-point line)
2. The ball must bounce or touch a player or wall before crossing the half court line
3. A goalie may not maintain possession of the ball for longer than six seconds (in hands or at feet)

Players

1. No field players are allowed inside the designated 'goal crease' to get the ball or gain clear advantage to get to the ball.
2. Defending players must retreat at least 3 yards on free kicks

Fouls and Misconduct

FIFA rules regarding fouls and misconduct will be followed except for the following modifications:
Playing the ball while on the ground is not permitted (Stay on your feet)
Slide tackling is not permitted

Penalty Kicks

1. Penalty kicks are taken from the center of the free throw line
2. The goalie must remain on the line until the ball is contacted
3. The shooter must remain inside the top circle of the key for their approach
4. Any rebound is a live ball
5. Penalty kicks are awarded for:
 - A defender in the goal crease box directly influencing play
 - Any direct kick foul within the three point arc

Sports Code

1. All participants and spectators are governed by the SPORTS CODE available in the SRC.
2. Only captains may address officials.
3. Team captains are responsible for their sidelines and spectators.
5. Negative consequences for the team may result as a direct reaction to spectators' behaviors or actions.

NO alcoholic beverages and/or tobacco products permitted on University property

PROTESTS

Protests can only be made based on rule misinterpretation by the Intramural Sports Staff at the time of the incident. (i.e. you cannot protest a rule misinterpretation after the game is over)

A time-out must be called, and a protest requested to the officials must be made by the captain of the team. If the staff was incorrect, you will not lose the time-out.

Protests based solely on a decision involving the accuracy of judgment on the part of an official will not be considered.

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