

Hardin Simmons University University Recreation Department

Indoor Soccer Rules

The Game

1. The current National Federation Soccer Rules will govern play except for the HSU modifications.
2. Prior to the game, a coin toss will determine the end to defend or the kickoff.
3. If the official stops the play for an injury or unusual delay, the ball shall be put back into play by a drop ball from where it was when play was stopped. If the team has clear possession of the ball when play was stopped, that team shall put the ball into play by an indirect free kick.
4. Game time is forfeit time.

The Players

1. The player eligibility rules stated in the HSU Policy & Procedure Handbook will be utilized. **NOTE: An open division has been created to provide additional games for teams, which will not count against their record. Players may play in a Men's or Women's division as well as Open and Co-Rec. There are no eligibility rules for the Open League pertaining to varsity or club sport athletics.**
2. The game shall be played between two teams of no more than six players each. A minimum of 5 players is require in all divisions to play. **In Co-Rec., there must be 3 males and 3 females if six are present. A team may play with 3 males and 2 females or 3 females and 2 males is only 5 are present.**
3. Each team must wear uniformly colored jerseys with numbers. The jersey of the goalkeeper shall be distinctly different from that of any teammate or opponent. Jerseys may be checked out if needed.

4. Each team will designate a captain to the officials for the game.
5. Off-side penalties have been eliminated.
6. Slide tackling is illegal. **Penalty: Red card.**
7. No jewelry is allowed.

The Court

1. The playing area is the entire gym floor except for designated out-of-bounds areas. The mid court line is the basketball division line.
2. The penalty area is forty-five feet by fifteen feet, which is designated by the red lines in front of the goals.
3. The penalty kick line is the twenty-one foot line.

Definitions

1. Handball – All players, except the goalie, shall be penalized for deliberately handling, carrying, striking, or propelling the ball with their hands or arms. **Penalty: Direct Free Kick.**
2. Yellow card – This is a warning device for poor sportsmanship and or repeated use of physical tactics. Once receiving a yellow, he or she will be removed from the game for a period of two minutes, and that team will play short handed for this time. If the two minutes are not up at the end of a half, they will be able to return to the game at the beginning of the next half or overtime period. If a player is given two yellow cards, they will be ejected from the game.
3. Red card – This is the immediate ejection of a player.
4. Ejected Player – All ejected players will follow the ASU intramural policy stated in the handbook. If the ejection is due to an unsportsmanlike act, the player will meet with the Director of Intramurals and Recreation.

Time

1. There will be two 20-minute halves and a five-minute intermission.
2. The clock will run continuously unless stopped by rule.

3. Each time is entitled to two 30-second time outs per half.

Substitutions

1. Either team may make substitutions: between periods, on a goal kick, when a goal is scored, an injury, when a player is cautioned, or player is disqualified (except for unsportsmanlike conduct penalties).
2. The team in possession of the ball may substitute: on an indirect free kick (only following a lodged ball) or a corner kick.

Playing the Ball

1. On the kickoff, the ball shall not be deemed in play until it has moved cross the mid field line. Players on the opposing team of the kicker shall be at least 20 feet from the ball until it is kicked.
2. The ball becomes dead if it becomes lodged, hits the ceiling, hits any obstruction near the ceiling, hits the blue line or above, and any other time the official kills play. The ball should be put back into play by an indirect free kick unless other rules apply.
3. Kicks:
 - a. Indirect free kick – Cannot score directly without first being touched by another player. Opponents must remain at least 7-yards from ball until ball is put in play.
 - b. Direct free kick – Can score directly from anywhere on the court. Opponents must remain at least 7-yards from the ball until ball is put in play.
 - c. Goal kick – Awarded to the defensive team if the offensive team is the last to touch a ball, which becomes lodged behind the goal or is ruled out-of-bounds over the endline. The ball cannot be kick over the mid court line on the fly. It must first touch the ground or a player. **Penalty: Indirect Free Kick where the ball crossed the mid court line.**
 - d. Corner kicks – Direct free kicks. Opponents must remain at least 7-yards from the ball until ball is put in play.
 - e. Penalty kicks – Awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team's

penalty area. The goalie must stand on the goal line, between the goal posts, until the ball is kick. Lateral movement is allowed, but the goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is in play. Once the kicker starts his/her approach toward the ball, he/she may not interrupt his/her movement. **Penalty: Ignore the foul if scored or retry if not scored.** Other players must be at least 7-yards behind the penalty kick location until the ball is put in play. After the penalty kick is properly taken, any player, except the one who executed the penalty kick, may play the ball. Once another player touches the ball, the kicker may then play the ball. **Penalty: Indirect free kick.**

Scoring

1. One point will be awarded for goals scored from any were on the court.
2. In the regular season games, the game can end in a tie. Each team will be awarded half a win.
3. In the playoffs, if the game is tied, we will play one five-minute sudden death period. If still tied at the end of sudden death, each team will get five penalty kicks and continue in sets of five until the game is won. A new set of five must be used in each set until the entire roster has kicked once.

