

# MAC INTRAMURAL GYM SOCCER RULES W2016

## ID. CARDS

- McGill Students must present their valid ID card to the referee prior to the game (John Abbott students included). Staff and Alumni must be Sports Complex Members to participate. NO ID - NO PLAY! (at the referee discretion).
- After the referee has confirmed your ID card, take the appropriate colored pinnie and report your number to the referee.

## PLAYERS

- Indoor Soccer is played with teams of 5 players (goalie included).
- This is a CO REC league and both genders MUST be represented on the court – at least 1 girl.

## RESCHEDULING OR POSTPONEING a game

The Captain or alternate must request through the League Coordinator **at least 48 hours before the scheduled game.**

## ELIGIBILITY

A player is eligible for playoffs only if they have not played **in at least 2 of the regular season games.** Players who wish to change teams may do so within 2 weeks from the start of the season only. They must make their request with the League Coordinator. After 2 weeks, no transfer will be allowed.

## GAME TIME

- Games will consist of 2 halves of 25 minutes of continuous time (not stopped when the ball goes out of play), with a 1-2 minute half-time interval.
- The game is officially over once the clock buzzer has sounded. Should a goal be scored after the buzzer sound, the goal will not stand.

## DEFAULT RULE

- A five (5) minute delay to the start of the game will be granted if a team has insufficient number of players to begin. The delay time will be subtracted from the first half.
- If a team still has too few players after the delay, it will default the game.

## EQUIPMENT

- Clean, non-marking athletic shoes and shin guards are to be worn by all players. Black soled jogging shoes often mark the floor and are not permitted.
- Colored and numbered Pinnies will be issued to each team.
- GOALKEEPERS: will not wear a pinnie, so that they can be distinguished from the other players.

**Note:** All goalkeepers should nonetheless pick up a pinnie when they register for the game and leave it beside their goalpost, so that they can put it on rapidly should they decide to trade places in goal with another player.

## RULES

- Fédération Internationale de Football Association (FIFA) rules apply during all Intramural Soccer games. FIFA laws of the game can be obtained from the FIFA website.
- The following exceptions and amendments apply to Mac Intramurals.

## **BALL IN AND OUT OF PLAY**

- The ball may be bounced against the walls however the ball is out of play when the whole ball crosses the net under the balcony. A corner or a goal kick will be given if a ball hits or goes over the balcony depending on which team touched it last.
- If the ball touches any part of the ceiling infrastructure, basketball hoops, or crosses the pipe line on the wall, an indirect free kick will be assessed in accordance with rules outlined in the Direct & Indirect Kick section.

## **PLAYOFFS: GAME TIED at the END of REGULATION TIME**

- For playoff games which remain tied after regulation time, the game shall proceed to a penalty shootout. Five (5) penalty kicks will be taken by each team, followed by sudden-death penalty kicks. Penalty kicks may be taken by any team member who has signed up on the game sheet, regardless of whether the player was on the field at the completion of the game. Penalty kicks MUST alternate between male and female shooters.
- Once a player has taken a penalty kick, he/she may not go a second time until all other players have gone once.

Special rule during the FINAL - and ONLY in the final, should the game be still tied after regulation time, the game will proceed to two five (5) minute halves of overtime, which will be played in full (no golden/silver goal). Should the overtime not be enough to break the tie, the game will proceed to a penalty shootout.

## **SUBSTITUTIONS**

- Player SUBSTITUTION is unlimited, and may take at any time during the game, “on the fly”. Substitute players must remain behind the net, under balcony.
- Goalkeeper switches must be signaled to game officials. The ref will then wait for a dead-ball situation to allow the substitution to be made.
- If the substitute enters the field of play before the outgoing player has exited the field, and the substitute touches the ball or becomes involved with play, an indirect free-kick will be awarded and the offending player will receive a Yellow Card.

## **DIRECT & INDIRECT FREE KICKS**

- FIFA rules will apply to the indoor soccer league with the following exceptions: when the ball touches the ceiling, balcony, net, or basketball hoops, an *indirect free kick* will be awarded at the nearest point to where the ball went out of play. If the ball goes in the net behind the goal a corner will be given to the offensive team if the defensive team touched it last. A goal kick will be given if the offensive team touched it last.

## **HANDBALLS**

Yellow card for a handball:

- 1) If player deliberately handles ball to prevent an opponent from getting to it.
- 2) If player attempts to score by deliberately handling the ball

Red card: if player deliberately handles the ball and prevents an obvious goal-scoring opportunity.

- ALL handballs that are called will result in DIRECT free kicks. Handballs inside the box result in a penalty kick.

- Goalkeepers: Keep in mind that handball rules also apply to goalkeepers who handle the ball outside the penalty box

**OFFSIDE** There are no offsides in indoor soccer.

### **FREE-KICK DISTANCE**

- On free-kicks, as well as corner-kicks and kick-ins, all opponents must be at least 5 yards away from the ball until it is in play.

### **PENALTY SHOTS**

- Penalty shots shall be taken from the center spot at the top of the penalty area. All players except the shooter and the goalie must remain outside the penalty area, behind the ball, and at least 5m away from the ball.
- Also recall that GOALKEEPERS must remain on the line, and can move sideways, but cannot move forward when a penalty kick is taken.

### **KICK-IN**

To be taken in place of the throw-in when the ball goes out of bounds

- The ball is placed two feet away from the wall.
- The kick-in must be taken within 4 seconds; if it is not, the kick-in is given to the opposing team.
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail an indirect free kick to the opposing from the point of infringement.
- Players on opposing team must be at least 5 yards away from the point of kick-in.
- A goal cannot be scored directly from a kick-in.

### **KICK-OFF**

- Opponents of the team taking the kick-off must be at least 3 yards away from the ball.
- The ball shall be deemed in play from the moment it is kicked and moves forward (i.e. can't pass the ball backwards from kick-off).
- Players may not play the ball until the referee has blown his/her whistle.
- THE KICK-OFF IS AN INDIRECT KICK.

### **GOALKEEPING**

- Goalkeepers are now allowed to propel the ball with their hands out of the defensive zone, without the necessity of contact being made by another player (from either team), prior to its leaving the zone.
- Goalkeepers may not touch the ball with their hands OR feet in their own half for more than four (4) seconds. If not followed, an indirect free-kick will be given to the opponent.
- The goaltender is considered as an outfielder in the opponent's half and has no limitations.
- The goalie may score by throwing the ball into the opposing net during live play. Goal clearances are not considered live play.

### **GOAL CLEARANCE**

The goal clearance is a method of restarting play, and replaces the "goal-kick" from outdoor soccer. Unlike goal-kicks, goal clearances are thrown by hand.

- A goal clearance shall be awarded when the ball, having last touched a player of the attacking team, crosses the goal line or goes behind the net.

## **Procedure**

- The ball shall be thrown from any point inside the penalty area by the goalkeeper.
- Opponents shall remain outside the penalty area until the ball is in play. The ball shall be deemed in play when it is thrown directly out of the penalty area.
- The goalkeeper may not play the ball a second time (with his/her hands or feet) until it has been touched by an opponent OR has crossed the halfway line. Any infringement of this rule will result in an indirect free-kick to the opposing team, from the place where the infringement occurred.

## **Additional notes:**

- A goal may not be scored directly from a goal clearance.
- If the goal clearance is not taken within 4 seconds of the goalkeeper taking possession of the ball, an indirect free-kick shall be awarded to the opposing team.

## **SLIDE TACKLES**

- Slide tackles are NOT permitted in indoor soccer, and will be dealt with in the following manner.
  - a. All slide tackles will result in a **Yellow Card** and a direct free kick.
  - b. All slide tackles from behind will result in a **Red Card** and expulsion of the offending player from the game

## **FOULS & MISCONDUCT**

Any **Red Card** results in the expulsion of the offending player for the remainder of that game - and an additional two game suspension, depending on the severity of the infraction.

A player who accumulates three (3) **Yellow Cards** during the season will be suspended for one (1) game. If a player receives a fourth (4th) **Yellow Card** he/she will be suspended for two (2) games. If a player receives a fifth (5th) **Yellow Card** he/she will be suspended for the remainder of the season (including playoffs).

- A player who receives his/her second (2nd) **Red Card** of the season will be suspended for the remainder of the season (including the playoffs).
- **Yellow/Red** Cards may be given to players on the sidelines.