

**The George Washington University Intramural Sports Program**  
**6 on 6 Indoor Soccer Rules**

Each player must present a G-World card before each contest to be eligible to participate. No G-World, No Play, No Exceptions.

All intramural participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramurals.

The officiating will be done by the referees. Officials and Supervisors are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty shot, card, ejection or forfeiture of the game. Spectators must also remain in the area designated by the Supervisors and/or Officials. The officials and supervisors shall have the power to make decisions on any matter or questions not specifically covered in the rules. IM Supervisors have the authority to caution and eject players at any point before, during, or after the game for conduct or dangerous play on or off the playing surface.

**The Assistant Director reserves the right to change, modify, add, or delete rules or policies concerning the format or rules of the league or tournament.**

USSF/FIFA rules will govern all play with the exception of the following intramural rules:

**1. Equipment**

- 1.1 Each team is required to wear the same colored shirt with numbers. Goalies must wear a contrasting color shirt than either team but a number is not required.
- 1.2 All players must wear closed-toed, rubber-soled, athletic shoes. No cleats, sandals, black-soled or street shoes.
- 1.3 No jean or khaki shorts or pants are permitted. Also, no pants or shorts with **belt loops** are permitted.
- 1.4 Equipment which may be dangerous to another player such as hats and bandannas are not allowed. The supervisor/official will ask the player to remove the article. If the player refuses he/she will be asked to leave.
- 1.5 Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least ½ inch of slow recovery rubber or similar material will be allowed.
- 1.6 Jewelry, chains, rings or earrings may not be worn. Religious medallions and medical alert bracelets may be taped to the body. **Players may NOT place tape over jewelry. IM Supervisors and/or Officials are not permitted to give tape to players in order to tape over jewelry.**

**2. Players and Substitution**

- 2.1 A regulation team consists of 6 players (one of which will be the goalkeeper). A team must start the game with a minimum of five players.
- 2.2 If a player has been ejected (red card), then he/she will not be allowed to be replaced. **If bench personnel or disqualified players are given a red card, the team will still be required to play a player down (exception: red card disqualification for hand ball which stops an obvious goal). TWO YELLOW CARDS EQUAL A RED CARD!**
- 2.3 A team may substitute "on the fly." *The player coming off must be off the field of play before the substitute is permitted on.*
- 2.4 A team may continue with less than five players once they game has started IF during the course of the game, a player must leave, including due to injury, illness, disqualification, or ejection. The decision to allow the game to continue under five players is based on the Officials discretion (based on how well the team with less than five players is performing)
- 2.5 A team who does not have the required number of players to start a game, will be given a forfeit loss. Teams which forfeit twice during the regular season will be removed from the league entirely. Game time is forfeit time.
- 2.6 However, the opposing captain may elect to wait TEN minutes for the team to get enough players to play. If they choose to wait the ten minutes, the game clock will start running and once ten minutes have elapsed, if the team still does not have the minimum five players to play, they will forfeit the game at that time. If in the ten minutes, the team has enough players show up, the game clock will keep running while they get jerseys, etc. and the game will start when both teams and the officials are ready.
- 2.7 A team that receives two red cards during a game will be forced to forfeit the game.

**3. The Game**

- 3.1 Each half will be 20 minutes in length with a continuous running clock, except in the last two minutes of the second half. During these last two minutes, the clock will stop on all whistles, and will re-start when the ball is played. Half-time will be three minutes in length.
- 3.2 Time-outs will not be allowed, however an official may call an official's timeout for any injuries.
- 3.3 A coin toss will determine the start of the game. The winner of the coin toss will choose the side which his/her team will attack in the first half or choose to kickoff. Teams will switch sides for the 2<sup>nd</sup> half.
- 3.4 The referee will whistle the ball into play. The kick off must be taken from the center of the field. Each team must be on its own half, and the defensive team must be outside of the larger blue center circle until the ball is kicked. **The ball may be played in any direction.** The player who kicked off the ball may not touch the ball until another player has touched it.
- 3.5 All kickoffs are indirect. If a kickoff is directed straight into the opponent's goal, without a second player's touching, the result is a goal kick for the opposing team.
- 3.6 To score a goal, the ball must completely cross the goal line. After the goal, the ball is returned to the center of the field for another kickoff. The team that gave up the goal will kick off.

- 3.7 Teams will change ends at half time. The team that did not kick off the 1<sup>st</sup> half will kick off the 2<sup>nd</sup> half.
- 3.8 The ball is out of play when its height exceeds the restricted area. The restricted area is an imaginary line which runs horizontally along the bottom of the higher set of windows on the left-side wall. This imaginary line will be in play around the entire playing area. Any ball which passes into the restricted area via non-deflected touching will be considered a violation. Deflected touches that cross the restricted line MAY be called a violation and would be the fault of the last person to touch the ball. **THIS IS A JUDGEMENT CALL BY THE OFFICIALS.** Other instances where the ball is considered out of bounds include: A ball that goes into the team bench, spectator area or behind the goal. A ball which hits the back wall and also contacts the goal, goalposts, or the black borders is considered out of bounds. For the ball to stay inbounds, it must come cleanly off any walls or barriers. **A ball which hits the back wall and then contacts the keeper's hands, another player or the playing surface will be considered in play.**
- 3.9 If the ball hits a player or spectator who is out of bounds it is considered a dead ball, and the other team will be awarded an indirect kick.
- 3.10 Out of bounds violations behind the two end lines will result in either a goal kick or a corner kick to be taken at the 90 degree corner of the black basketball lines near the goal. Out of bounds violations on the sideline result in an indirect kick given to the opposing team at the spot nearest the violation.
- 3.11 Restricted line violations will result in an indirect kick given to the opposing team at nearest of the following three spots: the kickoff spot or either top of the three point arcs.
- 3.12 The referee blowing his/her whistle warrants an immediate dead ball.
- 3.13 To restart play, the following methods are used:
- Goal kick: When the ball is out of bounds behind the goal, last touched by the offense.
  - Corner kick: When the ball is out of bounds behind the goal, last touched by the defense. Corner kicks will be put into play from the 90 degree corner of the black basketball lines near the goal.
  - Drop Ball: (See rule 3.17)
  - Indirect Kick
  - Penalty Kick
- 3.14 **Ball in play:** the ball will continue to be in play if it stays inbounds after rebounding off the front goal, top goal, referee, walls, curtains, wall scoreboard, or pads. If and only if it comes back clean, i.e. does not touch any object when it reenters the field of play
- 3.15 **Indirect Kicks:** All free kicks are indirect. A free kick will only result in a goal if the ball is touched or played by another player from either team before going through the goal, to include touching any part of the goalie's body. The following offenses are penalized as an indirect free kick:
- Playing the ball a second time before being touched by another player during any free kick.
  - Interfering with the goalkeeper when he is attempting to clear the ball.
  - Non-flagrant, dangerous play
  - Out of bounds calls
  - Height restrictions
  - Non-flagrant fouls
  - Holding, punching, hitting, kicking or tripping an opponent.
  - Slide tackling/Charging an opponent from behind.
  - Flagrant, dangerous play (high kicking, low heading)
- 3.16 **Direct Kicks:** Any member of the offensive team may take a free kick. All members of the opposing team must be at least 6 yards away from the ball. The ball may be kicked in any direction and a goal may be scored on this kick. The following offenses are penalized by a direct free kick at the point of the foul, and direct kicks will only be rewarded for fouls committed on the offense in their offensive penalty area:
- Touching the ball with hands or arms, except as goalkeeper in the penalty area
  - Intentionally fouling a player on a break-away shot
- 3.17 **Mercy Rule:** By halftime, or anytime thereafter, if a team is ahead by seven or more goals, the game will be ended. In addition, **if a team is ahead by six goals, and is deemed to be stalling, the officials or Intramural Supervisor have the option of ending the game.**
- 3.18 **Wall Contact:** No player may place his/her hands on the walls or pads for more than three consecutive seconds while playing the ball. Result is an indirect free kick for the opposing team.
- 3.19 **Drop Ball:** A drop ball will be called when play is stopped due to an inadvertent whistle and there is no team possession, or when it is not clear who the ball last touched before going out of bounds. A drop ball is when the referee drops the soccer ball between a person from each team; the ball has to touch the ground before it can be kicked by either player. A drop ball may also be given if play had to stop due to an injury or other situation and it was unclear who had possession of the ball before play was stopped.
- 3.20 **Overtime:** Regular season games will not have an overtime period. Games finishing in a tie will end in a tie. During playoffs overtime will occur as follows:
- Overtime periods in playoff games will be a 5 minute golden goal period (first team to score wins)
  - If there is no scoring in the golden goal period, a shootout (penalty kicks) will be conducted

#### 4. Rule Clarifications

- 4.1 There is no offside rule in indoor soccer, however teams must be on their respective sides of the field for any restart of the game by a kickoff.
- 4.2 Fans and coaches must stay off the field at all times. Violations of this rule will result in a caution for the captain. If the problem persists, the captain will be carded and possibly ejected. Any unsportsmanlike action by fans, coaches or any other party accompanying a team, is punishable by a card or ejection for the captain on the floor. The fans of a team are the responsibility of the team. Any problems with fans and spectators will be dealt with by the Supervisor and/or Officials.
- 4.3 The goal crease is marked by white solids lines. The goal box is marked by the white taped lines. **Players found interfering with the goalkeeper inside of the box will be charged with a foul, nullifying any score. Keepers will be given protection against overly aggressive players in the box. Players making contact with the keeper in the crease may be subject to a caution.**
- 4.4 **At no point can an offensive player beat the ball into the goal box (white taped lines). The ball must be inside the box before any part of the player is there.**
- 4.5 **Cards and possession:** A card given for unsporting conduct or delay of game will not change the status of which team is entitled to the ball. *Example: A1 is fouled by B1. The referee blows the whistle and signals the foul. Player A1 then curses at player B1 and is given a caution. Ruling: A1 is given a caution; however, this does not change the status of which team gets the ball. Team A will have an indirect kick at the resumption of play.*

## 5. Fouls and Misconduct

### 5.1 Kicking-Striking-Tripping-Jumping

- A players shall not intentionally attempt to kick, strike, or jump at an opponent.
- A goalkeeper may not intentionally strike or attempt to strike an opponent by throwing the ball at the opponent.
- A player shall not intentionally trip an opponent.

### 5.2 Handling

- A player shall be penalized for intentionally handling, carrying, striking, or propelling the ball with a hand or arm. If a player handles the ball on an obvious (official's judgment) goal-scoring play, the player will receive a red card and be ejected from the game and a penalty kick will be awarded. The player receiving the red card will have to leave the playing field and cannot be substituted for. **The player will be considered disqualified, not ejected. He or she will not have to leave the facility.** Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball. This shall not be penalized. Advantage may be considered.
- A player shall not hold, push, or impede an opponent with hands or arms extended from the body.

### 5.3 Charging

- A player shall not intentionally charge an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent, does not have arms and elbows close to the body, and at least one foot on the ground and the ball within playing distance.
- A player having one or both feet on the ground shall not charge into an opponent that has no feet on the ground.
- A player shall not charge into the goalkeeper in the penalty area.
  - An official shall card and/or eject any player who flagrantly fouls the goalkeeper with possession of the ball in their hands. The card or ejection will be at the discretion of the officials.
  - Possession or control the ball is when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play.
  - Outside the penalty area, the goalkeeper has no more privileges than any other player. Note: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.

### 5.4 Dangerous Play

In the opinion of the official, all high kicks above the waist in a dangerous manner will be prohibited. **Additionally, players will not be permitted to play the ball from the ground. Goal Keepers are also prohibited from slide tackling, but are allowed to dive head first in order to make a save.**

### 5.5 Obstruction

- Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.
- The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball.

### 5.6 Goalkeeper & Possession

- From the moment the goalkeeper takes control of the ball with the hands in the crease, the goalkeeper has five seconds to release the ball into play. The goalkeeper may throw to a teammate, or may drop the ball to his/her feet, where it is playable by other players as well. No punts or dropkicks.
- A goalkeeper is permitted to throw the ball underhand. Violations of this rule will result in an indirect kick taken at the corner kick mark by the opposing team.
- Due to the field's small size, and underhand toss by the keeper must be touched by a player, wall or the ground before it crosses the midfield/centerline.

**Violations in a, b, or c will result in an indirect kick for the opposing team at the closest corner kick spot.**

d. Opposing players must leave the crease once the keeper has gained possession and may not interfere with the releasing of the ball inside of the crease.

**Violations in d will result in an indirect kick for the offended team at the spot of the foul.**

#### 5.7 **Pass-Back Rule**

When intentionally passing the ball to the goalkeeper via a kick, the keeper may not play the ball with his/her hands. Furthermore, the keeper may not play the ball with feet, then pick up with hands while inside the box. Goalies are permitted to gain control of the ball with their feet OUTSIDE of the box, bring the ball back into the keeper box, and pick up the ball, so long as the ball was not intentionally passed back to the keeper via a kick. Lastly, a player may not use trickery to play the ball to his/her keeper, to allow the keeper to play the ball with his/her hands.

**Violations of the pass-back rule result in an indirect kick at the corner kick spot.**

#### 5.8 **Misconduct**

a. A player, coach, **or bench personnel** shall be cautioned for: Persistently infringing upon the rules of the game or acting in an unsportsmanlike manner and/or objecting by word of mouth or action to the decisions given by an official. Players receiving cautions must substitute from the game unless there are no substitutes available.

b. A player, coach, **or bench personnel** will be ejected for: Persistent misconduct or a second caution and/or exhibiting violent conduct or using violent or abusive language.

#### 6. **Fighting**

Under the Code of Student Conduct 11. b and c, the act of verbal or physical abuse is prohibited. This will be the basis of what is defined as fighting. Any participant found to be involved in, starting, or inciting a fight is subject to a **ONE ACADEMIC YEAR** suspension. Participants are discouraged from entering a violent situation no matter how peaceful their intentions may be. Participants who leave the bench to enter any violent situation will be subject to ejections and suspensions. Any spectator or coach will be immediately sent to Student Judicial Services via a University Police Report. Students should be reminded that fighting could result in expulsion from the university.

**Regardless of the situation, all teams involved in fighting will be immediately dropped from the league.**

#### 7. **Free Kicks**

7.1 Free kicks shall be classified as “indirect” from which a goal may not be scored against the offending team, unless the ball is touched by another player from either team.

7.2 All free kicks may be taken in any direction, by any player of the offended team.

7.3 Any infraction by the defense, which takes place in the defending teams penalty area, results in a penalty kick. The penalty kick (direct kick) will be taken from the penalty mark (free throw line).

7.4 Opposing players must be **at least 6 feet** from the ball until it is kicked, unless standing on their own goal line between the goalposts. If the kick is by a team in its own penalty area, defenders must also be out of the penalty area until the ball clears the penalty area. The ball must be stationary prior to the kick. The ball is in play when it is touched by the kicking team. After the kick, the ball may be played by any player except the kicker. A kick in a team’s own penalty area must leave the penalty area before another player may play the ball.

#### 7.5 **Penalty Kick: When Taken.**

A penalty kick is awarded for any infringement of the rules by the defending team within the goal box. A penalty kick can be awarded regardless of the position of the ball, if the infraction by the defending team is committed in the goal box. A goal may be scored directly from a penalty kick. Also see rule point 3.16

#### 7.6 **Penalty Kick: How Taken.**

The penalty kick **may ONLY be taken by a player who is on the court at the time of the infraction** and is taken from any place on the penalty mark line. When it is being taken, all players (except for the kicker and the opposing goalkeeper) shall be within the field of play but outside the penalty area and at least ten feet from the penalty mark. The opposing goalkeeper must stand on his/her own goal line between the goalpost, until the ball is kicked. The player taking the kick must kick the ball forward in order for it to be in play. If the ball is not put into play properly, the kick must be retaken. **If the ball hits the goalpost, crossbar, black borders, or wall and returns to play, the kicker may not play the ball until it has been touched by another player other than the goalie.** The goalie may not be substituted for on a penalty kick unless they were injured during the infraction. The kicker must wait for the official to start the play.

#### 7.7 **Infringements**

a. On a penalty kick, for any infringement by the defending team, the kick shall be retaken if a goal has not resulted.

b. On a penalty kick, for any infringement by the attacking team, a goal cannot be scored and a player of the opposite team shall take an indirect free kick from the point of infraction.

#### 7.8 **End of time variations**

The ball is dead at the moment the **whistle or horn** sounds. A goal cannot be scored if the ball was in the air when the **whistle or horn** was blown; the ball must have completely crossed the goal line. Time may be carried over only for a penalty kick. If necessary, time of play shall be extended at the end of either half to allow a penalty kick to be taken. If a penalty kick is taken after the expiration time, only the kicker may play the ball.

#### 7.9 **Goal Kick: How taken**

The ball is placed on the ground from the white goalie crease line. The ball must be kicked beyond the penalty area, or the kick will be retaken. The goal kick is an indirect kick.

**7.10 Corner Kick: How taken**

A corner kick is taken from 90 degree corner of the black basketball lines near the goal. It is an indirect kick. Members of the opposing team must be at least **6** feet from the ball. The ball is in play when it is touched. The kicker may not play the ball again until another person has touched it. If the ball hits the goalpost and rebounds toward the kicker, he/she still cannot play it until another player has touched it.

**8. Slide Tackles**

**8.1 Under NO circumstances should a player go to the ground to play a ball, and the determination of “going to the ground” is at the discretion of the officials. To avoid confusion, players should remain on their feet! ALL slide tackles are illegal in intramural soccer, including goalies, who slide tackle in the box when other players are around.**

**8.2** The severity of the slide tackle will be determined by the game officials. The penalty for slide tackling can range from a violation to an ejection. Factors for determination will include: intent, severity of contact, advantage gained, injury, player attitude, and past precedent from the game.

**9. Co-Rec Soccer**

**9.1** A regulation team consists of 6 players (one of which is the goalkeeper). A team may start with a minimum of 5 players. The possible combinations are 3m/3w, 4w/2m, 4m/2w, etc.

**9.2** A team may play with less than five players once the game is started, if a player leaves the game, including due to an injury or disqualification.