COED INDOOR SOCCER RULES

Administrative Rules

1. **Eligibility:** UH-Manoa students, faculty, and staff are eligible to participate. Collegiate lettermen at the University of Hawaii and comparable institutions or winners of comparable amateur awards and professional athletes are **ineligible** to compete in the intramural sport of their specialty.

2. **Identification:** Participants must present a valid UH-Manoa picture ID card at all times and may be asked for further identification if necessary.

3. **Forfeit Deposit:** Each team manager will be required to sign a “Statement of Responsibility” for a $50.00 forfeit fee should his/her team forfeit a match/game during the season. A team that desires to continue playing after a forfeit will be required to pay $50.00 to the Student Recreation Services office by 4:00 p.m. the next working day. A team that drops out of the league after a forfeit will have 5 working days to pay $50.00 to the Student Recreation Services office. If not, the captain’s University records will be held until the obligation is fulfilled.

4. **Playoffs:** Any team that has not cleared their obligations will not be scheduled for playoffs. All teams are eligible for playoffs and are pooled according to their respective record. Any unsporting act or play, as defined per sportsmanship policy, during the playoffs is subject to Intramural review and disciplinary action.

5. **Team Sportsmanship:** During each game, sportsmanship from both teams will be observed and recorded on a Team Sportsmanship Assessment. This information will be used to make certain decisions regarding the future status of your team. Team Sportsmanship Assessment points will be used in determining team playoff eligibility.

Administrative Game Rules

1. **Team rosters:** Team captains may add players to their rosters until their last regular season game. Additions must be done via imleagues.com and names **MUST** be added and accepted to roster by 5:00 pm game day. ‘Free agents’ who are not on a team but already registered on imleagues.com may join a team up until the scheduled game start time.

2. **Pre-game procedures:** All of the team’s identification should be handed directly to the respective Intramural staff member by the team captain 10 minutes prior to game time. At that time, the team captain will receive jerseys (if needed) and must inform the scorekeeper of player numbers.

3. **Forfeit:** If a team is late their opponents will receive 1 goal every 2 minutes. After 10 minutes the match will be forfeited. The score of a forfeited match is 10-0. A team that forfeits a game will owe $50.00. If you plan to forfeit a game or drop out of the league, please inform the Intramural Sports staff as soon as possible so your opponents can be notified. If a player competes on more than one team, both teams will be penalized for any games that the illegal player was a participant and be subject to the forfeiture policy.

4. **Team captain/manager:** Only the team captain/manager (one person per game) will be allowed to speak to the officials and scorekeeper.

6. **Sportsmanship Assessment:** Any team that falls below 66% of the total points possible (below a 2 out of 3 point game average) **WILL NOT** be eligible for playoffs. **NO EXCEPTIONS!** Any team that averages between 66% and 85% of the total points possible (below a 2.5 out of 3 point game average) will be subject to an Intramural review and **POSSIBLY NOT** be eligible for the playoffs.

Special Game Rules

1. **Equipment:** Size 5 indoor soccer ball.

2. **Court:** Center basketball court length within Klum Gym, with the walls as sidelines.

3. **Game:** A regulation game consists of two 13 minute halves each with a 3 minute half-time. The game clock is running time except for unusual delays as determined by the referee. Tie games will be recorded as ties during the regular season.
4. **Teams:** Teams are composed of 6 players with a minimum of 2 players of each gender on the court at all times. Games must start with 6 and continue with no less than 5 players. When a team is reduced to less than 5 players, the match will be forfeited. One player out of the 6 will be a goalie. This player must wear a contrasting color jersey to distinguish themselves from his/her teammates.

5. **Time-Outs:** Each team may take 1 time-out per match (1 minute). The clock will be stopped during a time out.

6. **Score:** A goal is scored when the whole ball has passed over the goal line provided the ball has not been intentionally thrown, carried or propelled, by hands or arms, by a player from the attacking side.

7. **Substitution:** Substitutions may take place during dead balls from team's defensive endlines.

8. **Boundaries:** The sides of Klum Gym are in play. Any ball hitting a basketball rim will be considered out of bounds and awarded to the other team at the spot of the initial kick/last touch. No kick is allowed to be higher than the basketball rims (10 feet). Any infraction will result in the opposing team awarded the ball from the spot of the initial kick/last touch. If the initial kick/last touch was from inside the penalty area, the ball shall be awarded to the opposing team on the 3-point arc. **Players not part of the 6 on the floor are not allowed on the court during play. To reach your defensive side while the ball is in play, you must walk outside of Klum Gym.**

9. **Start and Restart of Play:** A kick-off from the center mark starts play at the beginning of each half and after each goal. A goal cannot be scored on the kick-off. The player who initiates the kick-off may not touch the ball again until it has been touched by another player. The kick-off may not go backwards and is initiated by the referee's whistle.

10. **Penalty Kick:** Penalty kicks will be assessed from the basketball free-throw line. The goalie must stay on the goal line until the ball is kicked. The kicker may start his/her kick from the 3 point arc, but no further. All other players must remain behind the 3 point arc and cannot enter until the ball is kicked. The penalty kick will start on the official's whistle.

11. **Goalie:** The goalie may use his/her hands within the 3 point arc. Upon gaining ball possession, they may only underhand roll the ball back into play. The goalie may slide to block a shot attempt, however a slide tackle against an opposing player with the ball will be considered a foul.

12. **Fouls and Other Violations:** Fouls/violations result in an indirect free kick at the spot of the foul. If a defensive foul occurs within the penalty area (inside the 3 point arc), a penalty kick will be awarded at the penalty mark. Defensive players must remain 5 feet away from the ball on indirect free kicks. Examples of fouls/violations:
   a) Holds an opponent
   b) Pushes an opponent
   c) Slide kicks/tackles
   d) Kicks or attempts to kick an opponent
   e) Trips or attempts to trip an opponent
   f) Jumps at an opponent
   g) Charges at an opponent
   h) Strikes or attempts to strike an opponent (elbows, punches, etc.)
   i) Tackles an opponent
   j) Spits at an opponent
   k) Handles the ball deliberately (except for the goalkeeper within his/her own penalty area
   l) Showing dissent of any kind to the referees
   m) Plays in a dangerous manner
   n) Impedes the progress of an opponent
   o) Prevents the goalkeeper from releasing the ball from his/her hands
   p) If a goalkeeper inside his own penalty area commits:
      1) Controls the ball with his hands for more than 6 seconds before releasing it from his possession
      2) Touches the ball again with his hands after he has released it from his possession and before it touches another player
      3) Touches the ball with his hands after it has been deliberately kicked to him by a teammate
      4) Touches the ball with his hands after he has received it directly from a throw-in taken by a teammate

13. **Misconduct:** A player shall be issued yellow/red cards for the following offenses:
   a. Abusive language
   b. Violent conduct or serious foul play (automatic red card)
   c. Breakaway fouls (intentional fouling to prevent scoring opportunities)
   d. Intentionally striking an opponent above the shoulders (automatic red card)
e. Seriously endangering an opponent
f. Fighting (automatic red card)
g. Bodily contact with a game official (automatic red card)

Note: 2 yellow cards = red card = ejection

14. **Referee:** The decision of the referee regarding facts connected with play and interpretation of the rules are final.

15. **Illegal Participation:** If a player competes on more than one team, both teams on which he/she participates will forfeit all the games which the player was a participant. Only University of Hawaii (Manoa) students, faculty, and staff are eligible to participate with exception to community college students who must register through their respective program and play as a community college team.

16. **USSF Rules:** United States Soccer Federation Rules apply when not covered by special intramural rules.

17. **Ejected Player:** Any player ejected from a game will be required to report to the Intramural Sports Office and meet with the Intramural Sports Committee within 48 hours or prior to his/her next game, whichever is earlier, to show cause why he/she should continue to play. If this is not done, the player will be suspended from further competition. Teams will forfeit all games in which an ineligible player participates.

**NOTE:** The UH Intramural Sports disapproves of any form of threatening action toward officials (game or IM personnel) and will suspend or expel players for such actions.