



ASI INTRAMURAL SPORTS

INDOOR SOCCER RULES

GENERAL INTRAMURAL RULES

The Federation Internationale de Football Association (FIFA) will govern play with the exceptions of the rules below.

1. ELIGIBILITY

- a. Only LBSU Students, Faculty, Staff, and Alumni
- b. All participants must be **active members of the SRWC** and have a current Fusion Play account.
- c. Participants must present a CSULB Picture I.D. before the start of the game.
- d. Alumni may use Driver's License for picture I.D
- e. NO EXCEPTIONS! NO I.D., NO PLAY.

2. ROSTERS

- a. The team rosters will be updated every Monday before the league starts. Players cannot play until they pay their \$20 league fee.
- b. Players MUST BE on the Fusion Play roster in order to play.

3. TRADES

- a. Teams are allowed to add to their roster and trade players between teams up to the first game on the 4th week of games.
 - i. There will be no exceptions for this rule.

4. UNIFORMS

- a. All players must bring a black shirt and a white shirt to every game; unless your team has a uniform.

5. APPROPRIATE TEAM NAME POLICY

- a. All team names must be appropriate and respectful for a diverse campus recreation environment. Team names may **not** include language or references that are:
 - i. Offensive, vulgar, or contain profanity
 - ii. Sexually explicit or suggestive
 - iii. Discriminatory or derogatory toward any individual or group (including race, ethnicity, gender, sexual orientation, religion, ability, etc.)
 - iv. Promoting violence, illegal activity, or substance abuse
 - v. In violation of university policies or community standards

6. FORFEITS

Purpose

Our season is short, and every scheduled game matters. Forfeits reduce playing opportunities for teams and participants who look forward to competing each week. To protect the integrity of the league and the experience of all players, the following forfeit policy applies.

a. Defaults

- i. A default is recorded when your team forfeits the game by notifying the league supervisor that they are unable to attend the game at least **6 hours** prior to game time.
- ii. If a team records two defaults in a single season, it qualifies as one forfeit.
- iii. If a team records three defaults in a single season, they are disqualified from playoff contention

b. Forfeits

- i. A forfeit is recorded when your team does not notify the supervisor at all (no call no show) or notifies them but fails to do so at least **6 hours** before game time.
- ii. Forfeit Penalty Structure
 - 1. The first and second forfeit will result in a \$10.00 penalty that needs to be paid at the Intramural Desk one day prior to the team's next game. If the fee is not paid, the team will be removed from the schedule until the fee has been paid
 - 2. The third forfeit will result in elimination from playoff schedule

c. Playoff Implications

- i. Teams that accumulate any combination of **three (3) forfeits and/or defaults** during the regular season will be **removed from playoff contention** and become ineligible for postseason participation.

7. SPORTSMANSHIP

- a. Teams must display good sportsmanship throughout the intramural season in order to qualify for playoffs.
- b. Teams that fail to display good sportsmanship throughout the season can potentially be eliminated from the playoffs at the Recreational Sports Manager's discretion

8. PLAYER CONDUCT

- a. Actions that are potentially dangerous to participants, spectators, game officials or supervisors and/or conduct that is detrimental to the mission of the Intramural Sports Program will not be tolerated.
 - i. No players may physically intimidate or verbally abuse Intramural Sports Staff. Violations of this nature are considered unsportsmanlike conduct and at the discretion of the game official or supervisor may result in an ejection.
 - ii. Acts of aggression or physical violence will not be tolerated. These include but are not limited to throwing a punch, kicking an individual or any other aggressive act. Any player guilty of such an act immediately before, during, or after an Intramural Sports contest shall be expelled from further participation in Intramural Sports.
 - iii. Leaving the Bench Area or Defensive Position to participate in an altercation: A player, coach, or bench personnel shall be ejected if s/he leaves the bench or coaching area to participate in an altercation. In addition, any player who leaves his position to participate in an altercation, regardless of his/her intentions, shall be ejected.
- b. In any case, if you are ejected from the game for any reason, you are **SUSPENDED** for one week of league play. The Recreational Sports Manager has the final say on the matter and can extend suspension if deemed necessary.

9. PLAYOFF SEEDING AND FORMAT

- a. Playoff seeding and postseason formats will be determined by the Intramural Sports staff and/or Intramural Supervisor based on league size, facility availability, scheduling limitations, and overall league operations.
- b. Depending on the league and number of participating teams, postseason formats may include, but are not limited to:
 - i. All teams qualifying for playoffs
 - ii. Only the top teams qualifying (ex: Top 4, Top 6, or Top 8)
 - iii. Play-in games prior to the official playoff bracket
 - iv. Single-elimination or modified bracket formats
- c. Regular season standings, sportsmanship ratings, forfeits/defaults, and overall team eligibility may all be considered when determining playoff qualification and seeding.

- d. The Intramural Supervisor reserves the right to adjust playoff structures, tie-breakers, and scheduling as needed in the best interest of league operations and participant experience.

THE GAME

1. START TIME

- a. Game time is start time. If the minimum number of players are not present at game time, there will be a five-minute grace period. After five minutes, the game will be forfeited. All players must check in with the ASI Intramural League Supervisor with their student ID card.

2. THE PLAYERS

- a. The game shall be played by two teams of six players. Five players are required at the start of game time to avoid a forfeit.
- b. If at any time during the game a team has fewer than five eligible players, the game is over.
- c. Any team may pick up current rostered player(s) from another team in the same league (nomad) to play in order to avoid a forfeit. (See nomad section)

3. MANAGERS MEETING

a. PRE-GAME MANAGERS MEETING

- i. Prior to the start of the game, a meeting between the two team managers and the official will take place at midfield. They will discuss rules and regulations which the manager must relay back to the team. Managers will play rock, paper, scissors to determine who gets the first possession.

b. HALFTIME MANAGERS MEETING

- i. At halftime, a meeting between the team managers and the officials will take place. They will discuss the flow of the game and any changes to the style of officiating for the second half.

4. TEAM SPOKESPERSON

- a. The team manager is the only person who may address the official and is the spokesperson for the team.

5. THE COURT

- a. Games will take place in the MAC Gym of the Student Recreation and Wellness Center.
- b. In order to ensure the safety of participants, staff, and fans, spectators will be asked to stay on the near side of the court while viewing games.

6. EQUIPMENT

a. UNIFORM

- i. The home team wears white and the away team wears black.
- ii. Players must check their schedules on Fusion Play to know which color shirt to wear. If there is any doubt, bring both colors.
- iii. No grey or yellow shirts may be worn.
- iv. If every member of the team has the same uniform they will be allowed to play at the discretion of the supervisor.
- v. The goalkeeper must wear a different color shirt excluding white, black, yellow and grey.
- vi. A player with blood anywhere on their uniform will be instructed to leave the game until the uniform has been changed or approved after an evaluation by an ASI Intramural League supervisor or an ASI facility supervisor.

b. DRESS CODE

- i. Tennis shoes and other designated indoor soccer shoes are allowed.
 - 1. No black soles, may damage the court.
- ii. All players must wear shin-guards. If you have no shin guards, you cannot play.
- iii. Athletic attire must be worn at all times during play.
- iv. Wearing a hat is not allowed during play.
- v. Intramural officials can remove a player for improper dress code at their discretion.

c. JEWELRY

- i. Jewelry is not permitted; players must remove all jewelry before the start of a game.
- ii. If jewelry is not removed, a yellow card will be assessed.

7. FOULS & PENALTIES

a. SPECTATORS

- i. Spectators who interfere with play are subject to earn their team a yellow card and ejection from the Student Recreation and Wellness Center.
- ii. Teams are responsible for their spectators.

b. ZERO TOLERANCE POLICY

- i. There is no alcohol or drugs allowed at ASI Intramural Sports games. If a player or fan is under the influence, they will be ejected immediately and disciplinary action may follow. If an ASI Intramural League Supervisor feels that there is a threat to participant safety or suspects that a team might be under the influence, they are required to stop the game

immediately. If there is no proof of substance use, the game will be rescheduled for another time.

c. A player shall be penalized if they:

- i. Kick, slide tackle, strike, trip, charge, punch, push or hold an opponent.
- ii. Kick a ball held by the goalkeeper.
- iii. Handle the ball.

d. SLIDING

- i. A slide tackle by a player in the field will result in an automatic yellow card and 2-minute sit-out period.
- ii. Goal-keepers may slide in their own penalty area as long as the slide is both legal and safe. Slide and leg-extension efforts made to play the ball are not illegal if the player is not in the proximity of another player.

e. PENALTY ADMINISTRATION

- i. All fouls will result in direct kicks except high kicks and will be taken from the spot of the foul.
- ii. All hand balls will result in an indirect kick from the spot of the violation.
- iii. All opposing players must be three yards (about 10 paces) from the spot of a free kick.

f. PENALTY KICKS

- i. If a foul on the defense occurs in the defending team's penalty circle, a penalty kick will be awarded. The ball must be touched by another player before the kicker is eligible to play it again following the penalty kick.
- ii. Penalty kicks will be placed at the free-kick mark
- iii. The goalkeeper has to have at least one foot on their goal line until the ball is in play.
- iv. The player taking the penalty kick has one chance to score.
- v. The ball is live once it clears the penalty circle.

g. EJECTIONS, RED CARDS, YELLOW CARDS

- i. If a player receives any yellow card, they must immediately sit out for a two-minute period. The opposing team will then go on a two-minute "Power Play."
- ii. Two yellow cards awarded to the same player in the same game constitute a red card.
- iii. All red cards result in an automatic ejection and minimum one game suspension.
- iv. Any player ejected by the officials must leave the facility and their team must continue to play one player short for the remainder of the match. The ejected player may not participate in any sport until they have met with the appropriate ASI Intramural League Supervisor.

h. PARTICIPANT CONDUCT

- i. Profanity, taunting, verbal abuse of officials, and unsportsmanlike conduct will not be tolerated. This applies to participants and spectators.
 1. Punishments may include: Verbal warnings, yellow cards, red cards, or ejection. Punishment will vary on the official's discretion based on the severity of participant conduct and is at the official's discretion.
 2. Team accumulation of yellow cards, having ineligible players play for your team, or other acts deemed inappropriate by the IM Soccer supervisor may cause the team to forfeit or result in ineligibility for playoffs.
- ii. Fighting will not be tolerated.

8. SOCCER RULES

a. GAME LENGTH

- i. A game shall consist of two 20-minute halves, separated by a five-minute halftime. The game clock shall run continuously. However, the game clock may be paused at the League Supervisors discretion.
- ii. Overtime will only occur in playoff matches.
- iii. If a playoff game should end in a tie, one, 10-minute period will be played. If the score is still tied after overtime, each team will attempt five penalty shots.
- iv. If the score is still tied after the five shots, the teams will continue to shoot, alternating one at a time, using the remaining players on the court until the tie is broken.

b. SCORING

- i. A goal may be scored from anywhere on the court.
- ii. The ball must pass completely over the goal line.
- iii. A goal may be scored directly from a kickoff, free-kick, or kick-in.

c. SUBSTITUTIONS

- i. Substitutions may be made:
 1. During stoppage of play for goal kicks.
 2. On a team's own kick-in.
 3. On the opposing team's kick-in only if that team substitutes first.
 4. After a goal has been scored.
 5. Between halves.

- ii. Substitutes must request permission from the official before entering the field.
- iii. Injured players may be substituted at the discretion of the official, and the official will require that there be a substitute for a cautioned (yellow-carded) player.
- iv. In the final two minutes of the game, teams are asked to avoid unnecessary or excessive substitutions that may delay play. Referees may deny or delay subs if they believe the intent is to stall the game. Repeated or obvious attempts to waste time may result in a team warning or a yellow card.

d. GOALKEEPER

- i. The goalkeeper may touch the ball with their hands inside their penalty area.
- ii. Once the goalkeeper has control of the ball, they have six seconds to release it.
- iii. Goalkeepers cannot punt the ball after being touched with hands. It must be a throw thereafter.
- iv. If they do not release the ball in six seconds after touching it with their hands, it will be an indirect kick at the top of the penalty circle.
- v. The goalkeeper may not pick up the ball with their hands if a member of their team has intentionally passed or kick-in the ball to the goalkeeper. If the goalkeeper does, the ball will be placed at the location of the infraction for an indirect kick.
- vi. A throw from a goalie into the opposing team's goal will not count unless it is touched by another person before the ball crosses the line.

e. OUT OF BOUNDS

- i. Walls along the goal are in play
- ii. Walls along the sidelines are out of play.
- iii. Balls that hit the ceiling or ceiling lights will be considered a dead ball and an indirect kick from where the opposing player kicked the ball.

f. RESTARTING PLAY

i. KICKOFF

- 1. The ball must be touched and must clearly move.
- 2. The ball does not have to move forward.

ii. KICK-IN

- 1. The ball must enter the field. If the ball does not fully cross the out-of-bounds line, the ball is not considered in play and will be re-kicked.
- 2. The player has five seconds to kick-in.

3. The ball must be completely stopped behind the line before being kicked-in.
4. The opposing team must give two yards for the kick-in.
5. The ball must touch another player before the player who kicked in the ball may contact it.
6. The ball may not be scored off a kick-in.

iii. FREE KICKS

1. Direct kicks allow the offensive team to score from the kick without contact by another player before scoring. Direct kicks include:
 - a. Kickoffs.
 - b. Free kicks as a result of a foul.
 - c. Penalty kicks.
2. Indirect kicks must have a contact by another player after the initial kicker's contact and the ball being scored. Indirect kicks include:
 - a. Kick-in kicks.
 - b. Keeper holding the ball for more than 6 seconds.
 - c. A pass back to the keeper's handle.
3. Direct free kick offenses occurring in the attacking penalty area will result in a penalty kick.
4. Indirect free kick offenses which occur in the attacking penalty area are taken from the spot on the edge of the penalty area parallel to the goal line nearest to the infraction.
5. Opposing players must stand three yards from the spot of the kick until the ball has been touched and moved, indicating the ball is in play.

NOMAD POLICY

Purpose: To establish a guideline for teams short of the minimum number of participants required to participate in a scheduled intramural game the opportunity to field a competitive roster without compromising the integrity of the league.

NOMAD DEFINITION: Any current LBSU student/faculty/staff/alumni with an active SRWC membership and eligible Fusion Play account; rostered and playing an intramural sport

HOW IT WORKS: Any team may pick up current rostered player(s) from another team in the same league to play for their team to avoid forfeit and play competitively. Teams must be scheduled for a sanctioned intramural game and have at least one less player

that the required minimum per sport. Teams may only add enough nomads to bring their team roster up to the required minimum needed to participate.

TEAM ELIGIBILITY:

- iv. Teams may not play nomads at any “position of significance” as defined by sport
- v. Teams must announce nomads to officials and opposing captain during pregame captains meeting
- vi. Teams may only pick up enough players to field the minimum required participants as defined by sport
- vii. If at any time during the game a current rostered player signs in, a corresponding nomad must sign out.
- viii. Teams are responsible for the sportsmanship/actions of entire team
- ix. Teams may NOT use nomads during the playoffs

NOMAD ELIGIBILITY

- x. Nomads must be eligible to participate in LBSU Intramural Activities
- xi. Nomads must prove that they have a current Fusion Play account
- xii. If a nomad is currently not on a roster, they will automatically be added to the first team they play with.
- xiii. Nomads cannot play a “position of significance” at any time during the game or serve as a team captain
- xiv. Nomads cannot play in playoffs
- xv. Any sportsmanship/behavior penalties will carry over to Nomads current team.

Nomad “Position of Significance” Chart:

Sport	Position of Significance
Indoor Soccer	Keeper and PK Shooter
Coed Softball	Pitcher and Top Six Hitter
Coed Volleyball	N/A
Flag Football	Quarterback
Open Soccer	Keeper and PK Shooter
Coed Basketball	Tech Shooter

Open Basketball	Tech Shooter
6v6 Coed Soccer	Keeper and PK Shooter