



INDOOR SOCCER RULES

All rules adopted by the United States Indoor Soccer Association (USI), and FIFA FUTSAL will be in effect except for modifications listed in rules by the University of Denver Division of Athletics and Recreation.

GENERAL INFORMATION

Eligibility rules are outlined in the Intramural Sports Guide to Participation available on the Intramural Sports Website.

RULE I - THE PLAYING FIELD

- a. Location – Gates Field house
- b. Dimensions – Boarding System
- c. Penalty Zone - Will be located in the middle portion of the sidelines. (near the Supervisor)

RULE II - THE PLAYERS

- a. **Number:** A team may start a game with as few as 3 players (two on the floor and a goalie) and can play with up to 5 players (four on the floor and a goalie). The only instance where teams are permitted to play with fewer than 3 players (minimum of 2) occurs when a team is penalized and has a player in the penalty box.
 - **Co-Rec Modification - For Co-Rec games, a team must have 2 men and at least 2 women (plus a goalkeeper of either gender) on the field at all times.**
- b. Substitutions: Teams may substitute “on the fly” similar to ice hockey. A new player can’t enter the playing field until his/her teammate has completely exited.
 - Too Many Players - If a team has more than the designated number of players on the floor a 2-minute penalty will be issued to the captain.
- c. Goalkeeper Change - The goalkeeper may change with anyone, but proper authorization from the official must be given prior to the next live ball. If there is an illegal switch of the goalie a 2-minute penalty will be issued to the existing goalie.
- d. Captain - A speaking captain must be designated for each team. She/he alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out at that moment of time.

RULE III - EQUIPMENT

- a. Ball - Each team will be provided one ball for warm-ups. The Division of Athletics and Recreation will supply a game ball. The ball may not be changed during the course of a game without the permission of the official.
- b. Dress - A player is required to wear a shirt, shorts and footwear. Footwear that is permitted must be made of canvas or soft-leather training, tennis/gym shoes, or

gymnastic shoes with rubber soles. The officials have the right to declare shoes unsafe or inappropriate. SHINGUARDS ARE STRONGLY RECOMMENDED.

- c. Jerseys - All members of a team must wear jerseys of the same color. Goalkeepers need to wear a shirt/jersey with contrasting colors from teammates and opponents that easily distinguishes them. Pennies will be available to team use.
- d. Illegal Equipment - A player shall not wear anything that is construed as dangerous by the official. Examples of this are:
 - i. All jewelry (i.e. rings, string bracelets, chains, etc.)
 - ii. Headwear (i.e. caps, bandannas, clips, etc.)
 - iii. A guard, cast, or brace made of a hard substance, not covered by proper padding at the discretion of the official.
 - iv. Restrictive material (i.e. jeans, snap pants/shorts, etc.)
 - v. *First warning of illegal equipment is at the captain's meeting prior to kick-off. The official has the authority to issue yellow cards on any instances once the game has started.*

RULE IV - THE OFFICIAL

- a. Pre-Game Conference - The official shall conduct a pre-game conference approximately three minutes prior to game with both team captains to review pertinent rules and conduct a coin toss.
- b. Duties –
 - i. Enforce the RULES
 - ii. Apply the advantage rule
 - iii. Keep record of all events before, during and after the game
 - iv. Stop game when deemed necessary
 - v. Caution or expel players guilty of misconduct or violent conduct
 - vi. Allow no others to enter the field of play
 - vii. Stop game to have injured players removed
 - viii. Signal for game to be restarted after each stoppage, and decide on the game ball.
- c. Discretion - The official uses his/her discretion to adhere to the RULE and intent of the game.

RULE V - TIME

- a. Game Time - Each half will consist of 18 minutes running time with a 3 minute half-time. Adding or subtracting game time will be at the official's discretion.
- b. Regular Season - No overtime will be played in the regular season.
- c. Playoffs - 5 minute sudden death overtime period will be played in the event of a tie. If a tie still occurs at the end of the overtime period then a penalty kick shootout will follow. (Refer to RULE XVII)

RULE VI - THE START OF PLAY

- a. Choice of End - The choice of ends will be decided by the coin toss. The team winning the toss will have the option of which end to defend first.

- b. Kick-Off - The official will place the ball at the midfield mark of the field of play. The defending team must be five yards away from the ball (officials' discretion) and the attacking team must be behind the midfield line before play can start. The official will blow the whistle for play to start.
 - i. NOTE: A KICKOFF IS AN INDIRECT KICK AND CAN BE PLAYED BACKWARDS.
- c. Halftime - After halftime, the teams shall change ends and the kickoff shall be taken by the opposite team to that which started the game.

RULE VII - BALL IN AND OUT OF PLAY

- a. Out of Play - The ball is out of play when:
 - i. It has wholly crossed the goal-line AND a goal is scored. (Kickoff)
 - ii. **The ball is stuck behind the goal or netting. (Goal-kick or Corner)**
 - iii. "Superstructure violation": The ball hits the roof, lighting, and folded basketball goals. (Kick-in at midfield)
 - iv. It has been kicked outside of the boards. (Placed at nearest wall)
 - v. The game is stopped by the official. (Official's discretion)
- b. In Play - The ball is in play at all other times including:
 - i. A rebound off a goalpost or crossbar.
 - ii. A rebound off the official.
 - iii. A drop ball touches the ground.
- c. Drop-Ball - A drop ball occurs:
 - i. When opponents simultaneously strike the ball out of bounds.
 - ii. When the ball is becoming deflated.
 - iii. Following temporary suspension of play for injury or unusual situations and no team has clear possession of the ball.

RULE VIII - METHOD OF SCORING

- a. Legal Goal - A goal shall be legal, when the WHOLE of the ball has crossed the plane of the goal-line, between the goalposts and the crossbar, provided it has not been thrown, carried, drop-kicked by the goalkeeper, kicked directly into the goal on an INDIRECT free kick, or intentionally propelled by the hand or arm by a player of the attacking side.
- b. A Goal May be Scored:
 - i. During regular play.
 - ii. Penalty kick.
 - iii. Drop Ball.
- c. A Goal May Not be Scored From:
 - i. Indirect free kick.
 - ii. Kick-in.
 - iii. Goal-kick.
 - iv. Kickoff.
- d. A Mercy Rule of 10 goals in the final five (5) minutes of the game will result in the game ending.

RULE IX - FOULS AND MISCONDUCTS

- a. Indirect - All fouls and misconduct except penalty kicks shall be INDIRECT kicks. The following offenses shall be indirect free kicks:
 - i. Kicks or attempts to kick an opponent
 - ii. Tripping an opponent
 - iii. Jumping at an opponent
 - iv. Charging at an opponent in a dangerous or violent manner
 - v. Striking or attempting to strike an opponent
 - vi. Spitting at an opponent
 - vii. Holding or pushing an opponent
 - viii. Slide tackling or any intentional slide towards an opponent
 - ix. Handling the ball
 - x. Third person violation against the walls
 - xi. Contacting an opponent against the walls
 - xii. Dangerous play
 - xiii. Obstruction
 - xiv. Charging at the Goalkeeper
 - xv. *If the defending team intentionally commits one of the above offenses within the penalty area, he shall be penalized by a PENALTY KICK (located at the top of the penalty area), regardless of the position of the ball as long as it is in play.*
 - xvi. Goalkeeper handling the ball when it has deliberately kicked back by a teammate. (Walls are included where, in the opinion of the official, intent was shown)
 - xvii. Goalkeeper throwing the ball overhand, (sidearm and underhand are acceptable)
 - xviii. Goalkeeper taking more than five seconds.
 - xix. Handling the ball outside of the box.
 - xx. Punting the ball.
 - xxi. *The above offenses (1-4) will result in an indirect free kick for the opposing team, outside of the penalty area, and at the nearest point to where the offense occurred. (Officials decision is final)*

RULE X - YELLOW CARDS & TWO MINUTE PENALTIES

- a. Two-Minute Penalty – A 2-minute penalty will require the assessed participant to leave the playing area for two minutes. That team will be required to play a player short for the duration of the penalty or until the OPPOSING team scores a goal. The penalty time will be kept by the official and will ONLY start when play is resumed after the foul or misconduct. **Below is a list of 2-minute penalties:**
 - i. Too many players on the floor
 - ii. Illegal Substitution (Goalie)
 - iii. Illegal equipment (jewelry)
- b. Yellow Card Fouls - Two minute penalties will be assessed *at the official's discretion* for the following:
 - i. RULE IX offenses for which the official feels a yellow card is warranted.

- ii. Fans that disrupt play. (Assessed against captain)
 - iii. Hands on opponents back when near the wall.
 - iv. Use of vulgar or profane language
 - v. Trickery i.e. flicking the ball up to the head to pass it back to the goalkeeper.
 - vi. Taunting
 - vii. Deliberate handball to stop an attack
 - viii. Slide Tackling**
- c. Situations - Situations that may occur resulting from two minute yellow card penalties:
- i. If there are five (5) players against four (4) and the team with the larger number scores a goal, the team with the only four (4) players may be completed
 - ii. If both teams are playing with four (4) players and a goal is scored, both teams shall be completed
 - iii. If there are five (5) players playing against three (3), or four (4) players and the team with the larger number of players scores, the team with three (3) players may be increased by one more player only.
 - iv. If both teams are playing with three (3) players and a goal is scored, both teams may add one (1) more player each
 - v. If a goal is scored by the team with fewer players, the game shall continue without changing the number of players.
- d. Two Card Rule - If a PLAYER receives two yellow cards during the course of game, the said player will be shown a yellow and red card and removed from the facility. However, the team will be permitted a substitute for this player.
- i. If a TEAM receives two yellow cards within two minutes the official has the discretion to declare the game a FORFEIT and the opposing team will receive a win.

RULE XI - RED CARDS

- a. Red Card - If a red card is issued by an official the game shall be stopped and a report written. The player must also leave the facility and CANNOT BE REPLACED. Any red carded player (whether the card is issued on or off the field of play) will result in his/her team playing the remainder of the game a player down.
- b. Red Card Fouls:
 - i. Violent Conduct
 - ii. Committing serious foul play
 - iii. Deliberately handling a ball to prevent a goal
 - iv. A foul on a opponent who has an obvious opportunity to score
 - v. Spitting at another person
 - vi. Using foul or abusive language
 - vii. Leaving the team area to enter the field of play where a fight or altercation is taking place unless summoned by the referee.
 - viii. Slide tackling from behind.

RULE XII - FREE KICK

- a. Three Yards - The offensive player may request to have the defender moved at least three yards away from the ball.
- b. Indirect - All free kicks are indirect unless it is a penalty kick.
- c. Stationary - The ball must be stationary before kicked.
- d. Second Contact - The player taking the free kick, after kicking the ball, CANNOT play it a second time until it has been touched or played by another player. If this occurs, the opposing team will receive an indirect kick from the spot of the infraction.
- e. Five Seconds - The team taking the free kick has five seconds to play the ball. If time expires, the opposing team will receive an indirect kick from that spot.
- f. Whistle - No second whistle is needed for play to resume after an indirect free kick. However, if an offensive player REQUESTS three yards they must WAIT for a second whistle from the official.

RULE XIII - KICK-IN

- a. One-Yard - The ball should be placed one (1) yard from the wall and will be an indirect free kick. It will then follow the same guidelines as RULE XII.

RULE XIV - GOAL KICK

- a. Out of Bounds-When the whole of the ball goes beyond the boards or gets stuck behind the goal and netting and was last touched by an attacking player, the ball shall be placed in the penalty area and be declared a goal kick. It will then follow the same guidelines as RULE XII.

RULE XV - CORNER KICK

- a. Out of Bounds-When the whole of the ball goes beyond the boards or gets stuck behind the goal and netting and was last touched by a defending player, the ball shall be placed at the corner kick spot.
- b. A goal CANNOT be directly scored from a corner kick.

RULE XVI - PENALTY KICK

- a. Penalty Taker - The Goalkeeper and the penalty taker should identify themselves to the official. The remaining players from both sides shall stand outside the first red-line.
- b. Goalkeeper Movement - The goalkeeper has to stand on the line but may laterally move/shuffle his feet until the ball is in play.
- c. Forward - The ball must travel forward, without hesitation, and may not be contacted a second time by the penalty taker unless touched by another player.
- d. Expired Time - If time expires in either half, all players except the goalkeeper and penalty taker will leave the field of play. The penalty will then take place and then the half will be concluded.
- e. Infringement - Infringement by either team on a penalty kick that is scored will result in a re-kick. If the attacking team infringes and a goal is not scored the defending team will receive an indirect free kick in their own penalty area.

RULE XVII - PENALTY KICK SHOOTOUT (PLAYOFFS)

Conditions:

- a. The referee shall choose the end at which the penalty kicks shall be taken.
- b. A coin toss shall take place to decide who kicks first.
- c. Five (5) kicks shall be taken alternately by five (5) different players.
- d. Any five (5) players that are eligible (played in the game, were not ejected from the game, and were not in penalty at the end of the overtime). **CoRec Modification:** Two eligible female players must take shots.
- e. After the five (5) penalty kicks have been completed the team with the most goals wins. In the event of a tie, sudden death penalty kicks will take place in the same player order as the shootout, until both teams have taken an equal number of kicks and one has scored one goal more than the other.
- f. While the shootout is in progress, all other players should be in the opposite half of the field to where the kicks are taking place.
- g. Note: If a player has received a red card or is in the penalty zone at the end of overtime this player will not be permitted to take penalty shots. A substitute must be selected to replace this player.
- h. Exception: If no substitutes are available then only the player in the penalty zone would be readmitted to penalty contest. The red-carded player would be replaced by the first penalty taker of the remaining four.

RULE XVIII – IMPORTANT MISCELLANEOUS RULES

- a. Third Person Violation (Double-Teaming) - When play is along an end or side wall, there can never be more than one player per team jostling for the ball. As soon as a third player gets involved, regardless of from what team, an indirect free kick will be awarded to the non-offending team.
- b. Sportsmanship Rating - Each team will be given a sportsmanship rating at the conclusion of each game. The rating will be assigned by the officials that work the game on a zero (0) to four (4) scales. **TEAMS MUST MAINTAIN AN AVERAGE OF 3.0 TO BE ELIGIBLE FOR THE PLAYOFFS**, regardless of win/loss records.
- c. Shielding- No player may place their hands on the boards to shield another player from the ball. Only the body may be used to fend off defenders.