

# Oglethorpe University Intramural Indoor Soccer Rules



## LAW 1 - Number of Players

- Number of Players: 5
- Maximum Number of Substitutes: 2
- Substitution Method: free substitution

## LAW 2 - Duration of the Game

- Duration: Two equal periods of 15 minutes; clock constantly runs
- Time-outs: 1 per team per half; none in extra time

## LAW 3 - Ball in and out of Play

- If ball goes out of play, the team it was not out on, gets it, puts ball back into play with a kick, and continues play.
- **Ball off wall is played live**

## LAW 4 - Fouls and Misconduct

**If a foul is committed, the individual that was fouled gets the ball where the foul took place. Fouls are as follow:**

- kicking or attempting to kick an opponent
- tripping an opponent
- jumping at an opponent
- charging an opponent in a violent or dangerous manner
- charging an opponent from behind
- striking, attempting to strike, or spitting at an opponent
- holding an opponent
- pushing an opponent
- charging an opponent with shoulder (i.e., shoulder charge)
- **sliding at an opponent (i.e., sliding tackle)**
- handling the ball (hand ball)
- dangerous play

Players shall be **sent off (i.e., shown the red card/kicked out)** for:

- (a) serious foul play
- (b) violent conduct
- (c) foul or abusive language

Rules of Expulsion:

- The player sent off (shown a red card) is out for the rest of the game and is not permitted to sit on the reserves' bench.
- The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores whichever comes first.
- The 2-minute punishment shall be checked by the timekeeper.
- The substitute cannot come on until the ball is out of play and he has a referee's consent.

## **Accumulated Fouls**

**If a team gets more than 3 fouls in a game they will forfeit that game.**

## **LAW 5- Kick-in**

- To be taken in place of the throw-in.
- The ball is placed on the touch line before kicking.
- The kicker's foot, not kicking the ball, must be outside or at least on the touchline; if it crosses the touchline all of the way, into the pitch, the kick-in is given to the opposing team.
- The kick-in must be taken within 5 seconds; if it is not, the kick-in is given to the opposing team.
- Players on opposing team must be at least 5 m away from point of kick-in.
- Cannot score directly from a kick-in.

## **LAW 6 - Penalty Kick Shoot-out**

If a result of the end of the game is a tie it will go straight to penalty kicks.  
 The ball will be placed  $\frac{3}{4}$  the way of the field with an open goal  
 Team with most goals after 5 kicks each team will be declared the winner