All participants must read the Intramural Handbook and sign a Holds Harmless Agreement before participating. Both of these can be found on our website: www.wwu.edu/campusrec.

I. GAME, FIELD, PLAYERS, AND EQUIPMENT
   A. The Playing area
      1. Indoor soccer is played in the M.A.C. gym at the Wade King Student Recreation Center.
      2. The field of play is divided into two halves, marked by a halfway line, as well as a goal area and penalty area.
   B. Equipment
      1. A regulation ball shall be used as provided by the Campus Recreation Office or another ball may be used if mutually agreed upon by both teams, and the referee. The referee shall approve the game ball(s).
      2. Shin guards are highly recommended.
      3. Equipment representing possible hazards to participants will not be permitted. No hats, jewelry, exposed metal or hard unyielding plastic on braces, casts, etc. will be allowed. THIS INCLUDES ALL EARRINGS.
      4. Players must wear athletic type shoes that cover the foot completely. Sandals, boots, and open toe shoes are NOT allowed. The officials and supervisors on duty have the authority to disallow any shoe, which they feel would endanger the person wearing the shoe or his/her opponents. No protest regarding shoes will be accepted by the Intramural Staff.
   C. Players/Game
      1. A full team shall consist of five players (4 field, 1 goalie) and substitutes. A team must start and finish the game with at least three players.
      2. If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
      3. Play consists of two eighteen minute halves with a four minute half time. The clock will only stop for timeouts, injuries, or at the discretion of the official.
      4. Games that end in a tie during the regular season will be scored as a tie. During playoffs a tie game will result in five minute sudden death period. If the game is still tied, each team will take four alternating penalty shots, using the offensive players and goalie on the floor at the end of regulation play. If it is still tied penalty shots will continue. At this point the penalty shots will be sudden death (if one team makes their shot and the other misses, that team is the winner).
      5. Each team is allowed one timeout per half, timeouts may not be carried over
      6. Mercy Rule: If one team is ahead by 10 goals at half time or anytime in the second half, the game will be called and that team declared the winner.
      7. Varsity/Club Sport Players: Only one (1) ex-Varsity and one (1) Sport Club member (current or former) can be on a team’s roster. Varsity players must sit one full calendar year from the last time they were listed on the team’s roster before they are eligible to participate in Intramural Sports.
      8. Any player visibly bleeding must leave the field and may return with the referee’s permission after the wound is cleaned and bandaged; clothing must be changed if blood is visible/present before player may reenter the match. If the game is still tied, each team will take four alternating penalty shots, using the offensive players and goalie on the floor at the end of regulation play.
   D. The Game Procedures
      1. Kickoffs/start of play
         (a) For a legal kickoff, the ball must be kicked in any direction
         (b) Kickoffs are direct (a goal can be scored from a kickoff)
         (c) All players must be on their half of the field at kickoff at a minimum of 10 feet from the ball until it is kicked.
         (d) The kicker may not play the ball again until it has been played by another player on either team.
2. Offside, 3 line pass violation, out of play
   (a) There is no violation for being an in offside position in indoor soccer
   (b) A player is guilty of a three-line violation when he passes the ball across three lines in the air, toward the opponent’s goal-line, without touching or having been played by another player. The whole of the ball must have crossed both red lines. The three lines are both free throw lines extended and the center court line. The violation results in a direct kick from the center line.
   (c) At no time may a player punch, throw, punt or drop kick the ball over two lines. A violation of this rule will result in a direct kick from the center line.
   (d) The ball is out of play if it leaves the field or hits the backboards and is given to the defensive team directly under where the ball struck.

3. Substitutions
   (a) Substitutions may be made at any time on an unlimited basis during the game, provided the player substituted for does not interfere with play at the time the replacing player enters the field of play.

4. Free Kicks
   (a) All free kicks will be direct
   (b) Opposing players will quickly yield 10 feet from the ball. Dissent upon a request from the official will result in a two (2) minute penalty.
   (c) The player taking the kick cannot play the ball again until someone else touches the ball.
   (d) If a player taking the kick delays longer than five (5) seconds after having been signaled to do so by the official, the ball will be turned over to the opposing team to take the restart.

5. Penalty Kicks
   (a) Penalty kicks will be taken from the top of the arc of the key.
   (b) Once the ball is spotted the player kicking the penalty has five (5) seconds to play the ball.
   (c) A penalty kick may be awarded even if time has expired.

6. Fouls
   (a) A player who commits any of the following offenses will be penalized by the official awarding a free kick to be taken by the opposing team from the point of infraction, at the official discretion. There will be no whistle to restart play. All calls are at the officials discretion.
   (b) Inadvertently kicking or attempting to kick an opponent while attempting to strike the ball.
   (c) Inadvertently tripping an opponent while attempting to play the ball.
   (d) Inadvertently charging an opponent from behind while attempting to play the ball.
   (e) When not playing the ball, intentionally obstructing an opponent: standing between the opponent and the ball to form an obstacle. Obstruction is not called when a player has the ball and is shielding to prevent an opposing player(s) from stealing the ball or if the ball is kicked down field and a player attempts to run through an opponent who has established position.
   (f) Inadvertently pushing a player into the boards.
   (g) Pushing a player in an attempt to prevent them from getting to the ball.
   (h) Playing in such a manner as to be out of control.
   (i) Attempting a goal while in violation of the penalty box.
   (j) Playing the ball while lying on the ground or having a hand/knee on the ground.
   (k) Intentionally playing the ball with hands.
   (l) If a player holds an opponent in an effort to prevent them from going to the ball.

7. The Goalie
   (a) The goalie may use their hands to control the ball within the goal box
   (b) The goalie must release the ball within six seconds of controlling the ball
   (c) The goalie may not touch the ball with their hands when a player on their team deliberately kicks the ball to them, or when receiving a ball directly from a throw in, will result in indirect free kick for opposing team
8. Time Penalties
   (a) All players must serve their own 2 minute penalties.
   (b) The team that has a team member receive a yellow card must play a person down for the
duration of the penalty. However, if a goal is scored against the team that is playing
shorthanded, then the team may return to full strength, except on an ejection penalty. The
player who was penalized was still stay off for the duration of the penalty, however if that
team is scored on another player may come on to make them full strength.
   (c) When a team has two players in the penalty box and a goal is scored by the opposing team,
only the first player penalized can come out. If another goal is scored, the second player may
also come out.
   (d) If one player from each team is serving a penalty or an equal number of penalties are being
elapsed when a goal is scored, teams continue to play shorthanded until the penalties are served.
   (e) A maximum of two penalties against one team will be served simultaneously. If a player is
penalized while two players on the same team are serving penalties then the penalty time of
the third or fourth player will not commerce to the penalty box until the first penalty time for
the two players in the box expires.

9. Co-Rec Modifications
   (a) There cannot be more than a 1 player difference between males and females on a team at
anytime on the floor.
   (b) If there are only 4 players on the floor (excluding the goalie) it has to be 2 males and 2
females.
   (c) If there are only 3 players on the floor (excluding the goalie), there has to be at least 1 male
and 1 female.

10. Yellow Cards/Cautions
   (f) A yellow card will be shown for the following offenses: unsporting behavior, dissent by word
or action, persistent infringement, delaying the game, failure to maintain 10 feet on direct or
indirect free kicks, and any other minor fouls deemed necessary by the referee.
   (g) All cautioned players must leave the game, and cannot return until after 2 minutes has passed.
   (h) All cautioned players may be substituted

11. Red Cards/Send offs
   (d) A red card will be shown for the following offenses: serious foul play, violent conduct,
spitting at someone, denying the opposing team an obvious goal scoring opportunity, using
offensive, abusive or insulting language, and receiving a second caution in the same match.
   (e) Any player receiving a red card or second yellow card must immediately leave the field of
play, and cannot be substituted.
   (f) Any ejected player must meet with the Intramural Coordinator before that person can
participate in any future intramural event/sport

12. Sportsmanship Rating
   (d) Teams receiving two (2) unacceptable sportsmanship ratings during the season will
automatically be dropped from any further competition.
   (e) Any team that receives an unacceptable rating is suspended from any further games until they
have met with the intramural coordinator
   (f) Any ejected player must meet with the Intramural Coordinator before that person can
participate in any future intramural event/sport.
   (g) If an ejected participant or suspended team plays in any future intramural event/sport before
meeting with Intramural Coordinator that game will result in an automatic forfeiture.
   (h) It is the individual or captains responsibility to make contact with the intramural coordinator
within 14 days of ejection or unacceptable sportsmanship rating, to have continued
participation in intramural events/sports. Intramural Coordinator contact: Amy Cornish 360-
650-7261, Amy.Cornish@wwu.edu

13. Playoffs
(a) To compete in playoffs, an individual must be on the roster (via IMleagues) the day before playoffs is scheduled to start.
(b) Participants must be at championship game to receive the intramural championship tee.
(c) Playoff brackets will be posted on IMLeagues (www.IMLeagues.com/wwu) following the end of regular season play.
(d) During playoffs, a team that receives an unacceptable sportsmanship rating will be suspended and removed from the tournament/playoffs.

*Rules not outlined in this sheet will follow the National Federation of State High School Association Rules
**For other policies regarding sportsmanship ratings, forfeits, protests, eligibility, inclement weather, defaults etc, please review the intramural handbook which can be found online at (www.wwu.edu/campusrec)