MONTCLAIR STATE UNIVERSITY CAMPUS RECREATION
Intramural Indoor Soccer Rules

All MSU School Policies are in effect, including Student Code of Conduct.
All MSU Campus Recreation “Intramurals 101” policies are in effect.

ALL GAMES ARE TO BE PLAYED IN THE STUDENT RECREATION CENTER GYMNASIUM

ELIGIBILITY:

1. All team sports are broken down into 4 different leagues which include: Men’s, Women’s, Organization, and Open. The Organization league is open to all MSU-affiliated Clubs and Organizations who register using the $60 team fee. There will be two specific divisions for Greek Fraternities and Sororities. The Open league is a league without restriction placed on gender, gender identity, or gender expression. Each player can only join one team per league (i.e. A player is allowed to play in one Open league and one Women’s/Men’s league). In leagues with multiple divisions, such as basketball, players are permitted to play in Men’s A or Men’s B only. All individual/doubles sports will feature Men’s/Women’s/Open Singles and Doubles.

2. Team Sports: A team’s roster is formed throughout the regular season. All players participating in a game must be listed on that game’s scoresheet. The players who are listed will be entered onto that team’s roster. Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player’s name as well as his/her ID number on the scoresheet. A player must play in at least one regular season game to be eligible to participate in the playoffs. Rosters can have a maximum of 16 players.

3. Assumption of Risk, Waiver and Release from Liability Form: This must be signed and filled out by all players participating in the activity, in the main office at the time of payment, prior to the start. The waiver only needs to be completed once for the season, if players are added to the roster at any point during the season, that player(s) must fill out the waiver before participating.

4. Checking ID’s: Before a contest, event, or activity, all members of a team shall present to the scorekeeper their pictured Montclair State University ID card. The scorekeeper shall then verify the participant’s identity and so note on the scoresheet. Those players listed on the scoresheet and verified by a scorekeeper are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the scorekeeper. Should a player not be verified by a scorekeeper, that individual shall be considered an ineligible player.

5. Forgotten ID Policy: If a player forgets his or her ID, that player is ineligible to participate in the SRC activity.

6. The captain is the representative of his/her team and may address an official and/or director on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a time-out or permission to leave the playing field or court.

7. A player must play in at least one regular season game in order to be eligible to participate in playoff games.

PLAYERS:

8. A team can be comprised of a maximum of 16 players. Each team will have five (5) players and a goalie on the court at a time.
9. A minimum of four (4) players and a goalie is required to start the match.

10. *Only 1 Club Sport Soccer player may play on a team.*
11. Players are not allowed to wear hats or jewelry of any kind.
12. Players are required to wear athletic sneakers with non-marking soles.
13. Teams are strongly advised NOT to bring fans (there is very little room and visibility).

**TIME:**

14. Games are 20 minute halves, running clock.
15. There will be a 2 minute halftime.
16. The clock will only stop during goals in the last minute of the second half, and during all injuries.

**FORFEITS:**

17. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest. **GAME TIME IS FORFEIT TIME!!**

18. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.
19. If at game time neither team has the minimum number of participants required to play, the IM Sports Supervisor will call the game a double forfeit.
20. Any team that forfeits, or defaults, a total of TWO games within the season will be ineligible for the playoffs and will be removed from the league. Captains are responsible for entering time preferences and availability information for their team on IM Leagues, at the time of registration.

**GAME PLAY:**

21. Teams may have as many subs as wanted. Subs for each team will wait in the alcoves.
22. Teams may sub on the fly; however, the sub can only enter once the departing player has completely left the playing area.
23. If a team is 7 or more goals ahead before the last two minutes of the second half, the game is over.

**Goalie and Goal Box:**

24. The goal box will be outlined with colored tape.
25. Goalkeeper cannot punt the ball at anytime.
26. If the goalkeeper throws the ball it cannot go past half court.
27. On a goal kick the player cannot kick the ball past half court.
28. A goal can be scored from anywhere on the floor, including inside the goalie box.
29. Goalkeepers may on dive for a ball if there are no players around. Otherwise, on a one-on-one situation, a goalkeeper cannot dive for the ball.
30. If the ball goes behind the net it is a dead ball and will be a goal kick.
31. Goal keepers must wear a different color jersey from the two teams playing.

**Penalty Play:**
Updated 7/30/15 M.H.

32. All free kicks will be INDIRECT and must touch another player other than the kicker to be considered a goal. No free kick may take place inside the goalkeeper’s blue box.
33. Players on the opposing team must be at least 3 yards away from the ball during a free kick.
34. Penalty kick are awarded to attacking teams with a foul/penalty is committed in the goalkeeper’s box.
   A. The penalty is a direct kick taken at the top of the black arch.
35. Players may not use the wall for support including the curtain. Hands must stay off the wall at all times including the curtain. Use of the wall can result in a yellow/red card. In addition, a defending player may not push the player with the ball up against the wall.
36. Moving the curtain will result in a free kick for the opposing team.
37. Excessive pushing or shoving, whether playing the ball or not, will result in a free kick and possible penalty/ejection.
38. Anyone playing overly aggressive, violent, committing a foul that is considered dangerous will immediately receive a red card. If you receive a red card you will face possible expulsion from the league.
39. Anyone receiving a yellow card must sit out a 2-minute penalty. The offending team will then play a man down for the duration or until a goal is scored. Penalties do not overlap. A team can only be one man down. The ensuing penalty will begin when the first penalty ends.
40. Anyone receiving a second yellow card or red card is automatically ejected (2 yellow cards equals 1 red card) from the game, suspended from the team’s next game, and must meet with the Assistant Director of Campus Recreation. The team will play a man down for the duration of the game.
41. There is NO sliding or diving of any kind during play, including the goalkeeper. Anyone sliding or diving will be penalized, receive an automatic yellow card and can be ejected.
42. If a player of the same team intentionally passes the ball back to the goalkeeper and the goalkeeper picks it up with their hands, the opposing team will then be rewarded a penalty kick.

Penalties- Severity of the infraction will determine penalty (kick or card):

- Charging an opponent violently or dangerously
- Charging an opponent from behind.
- Handling the ball.
- Holding an opponent.
- Striking or attempting to strike an opponent.
- Pushing an opponent.
- Tripping an opponent.
- Kicking or attempting to kick an opponent.
- Jumping at an opponent.
- Any sort of sliding or diving

OVERTIME:

In the case of a tie, there is no overtime in the regular season. During playoffs there is ONE 5-minute sudden death overtime followed by a 5-kick penalty shootout. If it is still tied at that point, there is a 1-kick penalty shootout until a winner has been decided. Who goes first will be determined by a coin toss and then alternate.

*All rules are subject to change at a moment’s notice and are at the discretion of the Intramural Sports Director. If any participant argues with an official or Director, they may be ejected from the game and/or the field space. If any issues occur, Campus Police may be called.