



MIXED INDOOR SOCCER RULES

Indoor soccer will, for the most part, follow the Futsal Laws of the Game as outlined by **FIFA (2015 Edition)**. The following modifications have been adopted based on the needs of MacEwan University Recreation's Mixed Indoor Soccer league.

POLICY

1. All players must play under our Code of Conduct. Violation of our Code of Conduct will result in disciplinary action.
2. All participants must show identification prior to each game.
3. Playing an ineligible participant will result in a Default.
4. **This game consists of 5 players (4 + 1 goalie) on the court per team.**
5. Each team must have a minimum of 4 participants on the court at all times; **with at least 2 of each gender**; any less is considered a default.
6. If a team does not show for their game, they will Default. If a player gives proper notification of their impending missed game, they will Forfeit.
7. If a player is injured during a game they can sub in with an individual of the same gender. If no sub is available, the team may play short-handed, as long as they are still able to meet the minimum participant requirements for their league. If an injury results in the team not meeting the participant requirements, they will forfeit.
8. Teams will play 1 game per day. Games will be scheduled in 50 minute timeslots.
9. All footwear must be clean and have non-marking soles. Gym strip is required to play.
10. Recreation Staff will decide which pinnie colours each team will wear.

SCORING

1. There will be no extra time given once a regular season game has ended. A game can result in a tie score.
2. In the case of a playoff tie, a 5-minute golden goal period will occur. If the game is still tied after this golden goal period, the team with the most Spirit points from the regular season, will win the game.
3. The Default / Forfeit score is 10-0.

FOULS AND MISCONDUCTS

1. Yellow and red cards will be given at the discretion of the Student Referee.
2. All red cards will result in immediate ejection from the game and will result in further disciplinary action.
3. 2 yellow cards equals 1 red card. That player may face further disciplinary action.
4. Recreation reserves the right to suspend offending players and teams, as per our Discipline Policy.

YELLOW CARDS:

- Excessive Body Contact (any contact beyond that is deemed to be above the appropriate level necessary when challenging for a ball).
- Slide Tackles and Bicycle Kicks.
- Excessive celebration and/or obnoxious behavior.
- Unsportsmanlike language or gestures (from players on the court, bench players and/or from spectators and supporters).



- Questioning the referee's calls inappropriately. Please ask your captain to speak to the Student Referee at an appropriate time and in an appropriate manner.
- Inappropriate use of equipment (kicking the balls at the wall, ceiling, and/or bleachers).

RED CARDS:

- Bullying, mocking, verbal intimidation, name calling, or swearing at teammates, opponents, and/or staff.
- Fighting (pushing and shoving is considered fighting).
- Throwing or kicking the balls outside of gameplay.

RULES AND REGULATIONS

1. The playing area will encompass the entire basketball court. The boundary lines are considered in play. If any part of the ball is in contact with the line, the ball is considered in play.
2. Games will be 40 minutes running time with two 20 minute halves. There is no injury or extra time. Teams switch sides at half.
3. No timeouts are permitted during games.
4. Substitutions will occur "on the fly" while play is in progress, with the exception of goalies. Goalie substitutions may only occur when play has stopped and the referee has been informed and given their permission.
5. At kick-off (including after each goal), the ball must be placed stationary at centre. The ball is in play when it is kicked. The player who kicked the ball cannot contact it again until it has touched another player. The ball cannot be kicked forward during a kick-off. Opposing teams must allow 3 metres of space between themselves and the ball at kick-offs.
6. There are no throw-ins. The ball will always be put into play from the ground with the ball in a stationary position at the point where the ball left the court. Players have 3 seconds to kick-in the ball.
7. In the event that the ball leaves the playing area, the ball will be put back into play as kick-in, corner kick or goal kick. A goal cannot be scored directly from a kick-in. Defenders must allow a distance of 3 meters from the ball in all directions.
8. The goalie is allowed to handle the ball using his/her hands within the goal crease (the rectangular basketball key, up to the red line). The goalie must release the ball within 3 seconds of gaining possession.
9. A goal cannot be scored beyond the half. Deflections off players do count as goals if the player is on the right side of half.
10. Goalies may go to ground within their own crease to save the ball, however they may not go feet first. In the event that a player is near them and they go to ground feet first, it is considered a slide tackle. A penalty kick from the penalty spot will result in a goalie slide tackling in his/her crease.
11. Goalies may throw, roll, pass or kick the ball after retaining possession of the ball during play. They cannot drop-kick the ball (picking up the ball and using the hands to drop the ball to their foot).
12. All penalty kicks outside of the goalie crease will result in an indirect free kick. Penalties inside the goal crease will result in a direct penalty kick from the penalty spot.
13. **Slide tackles or bicycle kicks are not permitted.** Both result in a penalty kick (depending on where the infraction occurred) and an automatic yellow card.
14. Participants should call their own fouls. If a player misses his/her own call, the captain of his/her team should call the foul for them. If the player or captain misses a call, the student referee will then proceed to assist with the call.
15. Body contact should be avoided at all costs. At the student referee's discretion, a penalty will be called on the instigator of the incidental body contact.
16. A drop-ball will occur for dual body contact infractions (or any other 50-50 fouls) at the spot of the infraction. The Student Referee will drop the ball and make this call.