

**New Mexico Tech
Co- Rec Indoor Soccer
Rules & Regulations**

Revised 06/16

I. **MATCH STRUCTURE:** All Matches will consist of two 20-minute running halves. There shall only be a 5-minute "halftime". No timeouts will be allowed except in the case of injuries; only the officials and or supervisors have the authority to stop the clock. In case of a tie, there will be one 5-minute overtime with a continuously running clock. If, after the overtime period the score remains tied, there will be a shoot-out to determine a winner.

II. **ELIGIBILITY:** Each and every player must possess and present upon request, a current, valid Tech ID, Gym, or Intramural Pass. A player may only participate on one team per sport! Each player must appear on their team's roster and on no other. There will be a grace period of two weeks, after the date of the first game per season whereby captains may add or delete players to/from their roster. Teams who play with an illegal player may be subject to forfeiting that game and others in which the illegal player participated.

III. **ELIGIBILITY PROTESTS:** A captain may protest the eligibility of an opponent prior to or during a contest. An illegal player is one who:

1) does not possess a current, valid Tech ID, gym or intramural pass, 2) does not appear on the roster for the team on which he/she is attempting to play or 3) plays on another team/appears on another roster. ONLY a captain with the protest should notify an official or the intramural supervisor immediately upon noticing this discrepancy, and they will file a formal protest. A judgement call by an official is NEVER a grounds for protest and WILL NOT be heard by the Physical Recreation Department. Officials have FULL authority to eject a player from the game with proper justification.

IV. **FORFEITURES:** Forfeitures will occur 5 minutes into game time. Teams must have at least 4 players present at match time. Teams are to report to their designated "sides" upon arrival and sign in on the score sheet. Teams assessing two forfeits will be dropped from the league and will not be considered for the tournament.

V. **EJECTION'S:** Players may be ejected from a game, and subsequently suspended for the season any of the following offenses:

- Use of profane language directed at officials, supervisors or other players
- Endangering any person in any way.
- Fighting
- Use of alcohol.
- Any other form of unsportsmanlike conduct

*All ejected players must leave the playing area immediately. Failure to do so will result in forfeiture of the game for that individual's team. Ejected players must see the Director of Physical Recreation prior to participating again. **EJECTED PLAYERS WILL HAVE A MINIMUM 2 GAME SUSPENSION.**

**** All patrons not affiliated with Tech must possess a current gym membership or pay appropriate intramural fee to participate in New Mexico Tech Intramural leagues. Please see gym staff for fees.**

VI. **RULES:** A team may have 6 players (including the goalkeeper) on the court during play. A team may begin with a minimum of four legal players. If during play, a team is diminished to three or less, it is their option to continue to play. Substitutions may be made freely upon consent/notification of the official(s). All players must wear proper non-marking athletic foot wear.

*There are no offsides.

*An out-of-bounds ball will re-enter play as a throw-in.

*A ball is out-of-bounds when any part of the ball touches the white paint. That ball will re-enter play from a kick on the blue line. The roof will be considered out-of-bounds, basketball goals will be considered in bounds.

*When taking a free kick, the opponent must be a minimum of 2 yds (6ft) away.

*A goal is scored when any part of the ball touches any part of the mat. What is and is not a goal, is at the discretion of the referee.

*The goal keeper may play the ball with his/her hands ONLY when the ball is in the penalty box.

*Goals can be scored from any where on the court.

*Passing backward on the kickoff is allowed.

*Playing with two hands on the wall will be considered obstruction.

*The goal box is delineated by the red lines on the sides, all the way to the wall, and the green line in front.

*Substitution of the court player may occur at any time.

*Substitution of the goalie may occur only when the ball is not in play and the referee(s) must be notified. If a penalty kick is called the goalie cannot be substituted for the kick unless he was injured as a result of a foul. This is up to the discretion of the referee.

*Penalty kicks should occur from the free throw line.

*Games that are tied after both halves will need to be settled in a shootout. During the playoffs, there will be one 5 minute overtime period. These are not sudden death, but if there is no tie after the first overtime period, the game is over. If, after both overtime periods, the game is still ties then a shoot out will be conducted from the players on the court at the end of the second overtime. Goalie changes are not allowed after time is called.

OFFENSES: A player is shown the **YELLOW CARD** if he/she commits any of the following offenses.

*Is guilty of unsporting behavior:

a. Fakes an injury or exaggerates the seriousness of an injury

b. Fakes a foul (dives) or exaggerates the severity of a foul.

c. Unfairly distracts or impedes an opponent performing a throw-in.

d. Changes jerseys with a goalkeeper during play or without the referees permission (both players will be cautioned)

e. Engages in trickery to circumvent the goalkeepers limitation on handling the ball played from a teammate's foot (the defender who initiates the "trickery" is cautioned, the decision does not require that the goalkeeper actually handles the ball, and the misconduct can occur during dynamic play or at a restart)

*Shows dissent by word or action

*Persistently infringes the laws of the Game

*Delays the restart of play

*Fails to respect the required distance when play is restarted with a corner kick or free kick.

*Enters or re-enters the field of play without the referee's permission.

*Deliberately leaves the field of play without the referee's permission.

A player is **EJECTED** and shown the **RED CARD** if he/she commits any of the following offenses.

*Is guilty of committing an infraction which could result in serious injury.

*Is guilty of violent conduct.

*Spits at an opponent or any other person

*Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to the goalkeeper within his own penalty area)

*Denies an obvious goal-scoring opportunity to an opponent moving toward the player's goal by an offense punishable by a free kick or a penalty kick.

*Uses offensive, insulting or abusive language and/or gestures.

*Receives a second caution in the same match.

TWO YELLOW CARDS = A RED CARD, A RED CARD IS GROUNDS FOR EJECTION FROM

CURRENT GAME AND THE GAME TO FOLLOW.