Eligibility

To participate in Ball State University Intramural Sports, you must:

- Be a currently enrolled student with a valid and current Ball State University ID Card.
- Be a current Ball State University faculty or staff member with a valid ID Card.
- Be a Ball State University Rec Cardholder with a valid current Rec Card.
- No Burris or Indiana Academy Student may participate in the intramural sports program.
- Participation in intramural sports may be limited due to the following constraints:
  - Medical red shirts, as designated by the NCAA, cannot participate within intramural sports at any time.
  - If you are currently participating (includes practicing/playing) with an intercollegiate athletic team, you may NOT participate in the “associated sport” (see the Intramural Sports Policies and Procedures at www.bsu.edu/recreation/intramurals) within intramural sports. Once you cease your affiliation with the intercollegiate athletic team, you may become eligible to play intramural sports in the “associated sport.” Once your eligibility ends and you have been removed from that team’s active roster, you may participate within an associated sport in intramural sports. The Athletic Department Compliance Office to the NCAA reviews all eligibility designations and remains in full contact with this office.
  - ONLY TWO registered sport club team members may participate on an intramural sports team in an “associated sport” relating to their club sport.

Forfeits and Defaults

- A forfeit will be assessed under three conditions:
  - If zero members of a team do not show up within ten (10) minutes of a scheduled event. Teams should not see this as an opportunity to be late. For every minute late, the team with the minimum amount of players or more will receive one (1) point for a maximum of ten (10) points.
  - A game that ends in result of a team’s unsportsmanlike behavior (i.e. 3 Yellow Cards) will be scored a forfeit against the team that behaved inappropriately.
  - If a team is found to have an ineligible player on their roster.
- A team that forfeits once in league play may not be eligible for the playoffs.

Protests

Invariably, disagreements may arise due to lack knowledge of rules and procedures. A system has been set aside for participants to “protest” two items within an intramural sports activity. Thus, there are only TWO times that you can file a protest:

- An eligibility concern
- A misinterpretation of a published procedure or rule.
  - A protest **CAN NEVER** be filed on the judgment call(s) of an official**

If a team feels that one or both of the following have happened, a team must do the following:
- Call a time out and request a protest.
- A protest is considered valid only at the time that the discrepancy has taken place. For eligibility protests, you can only protest between the start and completion of a game. For a rule misinterpretation, a team must signify their intent to protest at the exact time. If subsequent play has started before the protest is signified, it’s too late to protest.
- If a protest is deemed invalid or the official’s rule interpretation is correct, the protesting team will be charged one (1) time out.
- If a protest is signified in time, the protesting team’s captain must make themselves available to file a protest form with the on-site intramural sports supervisor. The protest must be filed on the PARTICIPATION PROTEST FORM to be considered valid. This procedure will take a few minutes, as there is important information from participants, officials, and staff. The game will stop during this time and will resume when the proper paperwork is complete.
- The intramural sports supervisor will document all necessary information about the protest and game conditions.
- The game will continue when all paperwork is completed.

**Players**

Each team may have a maximum of six (6) players (five (5) plus a goalie (1)) on the field at one (1) time. A team may begin a game with a minimum of four (4) players three (3) plus a goalie (1).

**Captains**

Each team shall designate to the Referee the team captain or captains. The team captain is responsible for all information contained in the Intramural Indoor Soccer Rules.

**Equipment**

- Recreation Services will provide balls and various colored pennies for all players and teams.
- Teams are required to wear the same colored shirts that contrast with the opponents. If teams cannot provide their own shirts, they may use the provided pennies. Shirts/ jerseys/pennies may not be tied in a manner that creates ant type of knot.
- All equipment is subject to the approval of the Intramural Staff on duty.
  - Players must wear shoes. Soccer cleats, tennis, or Astroturf shoes are legal. All cleats must be less than 1/2 inch. No sandals, boots, or metal/sharp plastic cleats will be allowed.
  - Players may NOT wear pads/braces above the waist, casts/splints at any time, baseball caps or bandanas with knots.
  - Players MAY wear kneepads, gloves, covered knee braces, and headbands.
  - **Players MUST wear athletic apparel with NO exposed metal.**
  - Players may not wear any exposed jewelry of any type. Medical alert bracelets and necklaces are allowed only when covered and held down.
Playing the Game

- **Start of Game**
  - The game shall begin with a captain’s meeting and a coin toss. The winner will select offense, defense, or what goal to defend.
  - The game will begin with a kick off by the offense at midfield. At the moment of the kick off all players must be in their team’s half of the field and all defenders must be at least five (5) yards from the ball.
  - After the ball is kicked, the kicker may not play the ball again until it is touched by any other player.

- **Timing**
  - The game shall consist of two (2) 15-minute halves with a two (2) minute halftime.
  - The referee will be charge of keeping time.
  - There are NO timeouts.
  - The clock will be a running clock only stopping for injuries and halftime.
  - If a game ends in a tie, we will have overtime. (Overtime Procedures, pg6)

- **Scoring**
  - A goal is scored when the entire ball passes beyond the goal line, provided it has not been deliberately thrown, carried, or propelled by the hand or arm of a player of the attacking team.
  - A goal MAY be scored from any kick, all kicks in indoor soccer are direct.

- **Substitutions**
  - Substitutions will be made on the fly. Players must enter and leave the game from the midfield line. If players enter elsewhere, a yellow card will be given out.
  - Officials will not wave subs in.
  - The substitute may not play the ball until the player substituted for is completely off the court.

- **Out of Bounds, Out of Bounds Administration, and Ball in Play**
  - Out of Bounds
    - The ball is out of bounds when it has come to a rest in the net, completely crossed a goal line, or sideline either on the ground or in the air. All walls and nets are NOT considered in bounds territory.
  - Ball in Play Administration
    - All kicks in indoor soccer are direct.
    - The team not committing the foul will receive possession and play will resume as normal at the spot of the foul.
    - Defenders must be ten feet from the offensive player kicking the ball in. If a foul occurs within ten feet of a team’s defensive penalty box, the defensive players are allowed to break this five-foot rule, but must be as far back as possible towards the penalty box without being in it.
    - Once contact has been made by the offense, the ball is live and can be played by anyone.
    - The ball will be put into play by kicking only. No throw-ins, drop kicks, or punts.
  - Ball in Play
    - The ball is in play at all other times including:
      - When it rebounds from a goal post, cross bar, or corner flag
      - When it touches an official in the field of play
      - Until the whistle sounds
      - After a free or kick-off
      - When a drop ball touches the ground
        - NOTE: a player may be out of bounds and legally play the ball

- **Goalie Play**
From the moment he/she takes control of the ball, the goalie is allowed six (6) seconds to put the ball back into play, regardless of the number of steps that might be taken.

The goalie may clear the ball in any of the following manners:

- Rolling the ball on the ground
- Throwing the ball
- Placing the ball on the ground and then kicking it.
- There are no drop kicks or punts.

Once the goalie puts the ball on the ground and plays it with his/her feet, they may not pick it up again until it is touched by another player.

When a player deliberately kicks or throws the ball to his/her goalkeeper, the goalkeeper is not permitted to touch it with his/her hands. The goalie can only pick up the ball if a player uses a part of their body above the waist to play it back. However, the player may not flick the ball with his/her foot in order to head it back to the goalkeeper. (Violation: Penalty Kick).

In the case of a throw-in the ball may be thrown to the goalie, however the goalie may not play it with their hands. (Violation: Penalty Kick).

- **Fouls**
  - The following infractions will result in a **DIRECT FREE KICK**:
    - Handling the ball.
    - Intentionally handling the ball by a player, other than the goal keeper, to prevent a goal results in an automatic red card/ejection.
    - Holding, pushing, striking, tripping, or jumping at an opponent.
    - Kicking or using your knee on another player.
    - Charging an opponent violently and dangerously.
    - Handling of the ball by a goalkeeper while outside the penalty area.
    - Violently or intentionally fouling the goalkeeper while they are in possession of the ball in the penalty area.
    - Goalkeeper intentionally striking or attempting to strike an opponent while the ball.
    - Charging illegally when the ball is not within playing distance, unless being obstructed.
    - Spitting at an opponent (automatic red card/ejection).
    - Slide tackling from behind will result in an automatic red card/ejection.
    - Slide tackling with spikes up can also be considered grounds for removal from the contest.
      - All direct kicks awarded to the offensive team in the penalty area will result in a penalty kick.
      - Any of the above may warrant an ejection if deemed necessary by the official.
    - Offside
    - Charging illegally (not violent or dangerous)
    - Dangerous play
    - Interfering with the goalie
    - Obstruction
    - Unsportsmanlike behavior
    - Yellow or red carding of player, coach, or fans. Any player receiving a red card will also be ejected from the game.
    - Goalie not releasing the ball within 6 seconds.

- **Slide Tackles**
  - **Slide tackles are illegal in Intramural Sports Soccer, NO EXCEPTIONS.** A slide tackle will result in a red card and ejection from the game.

- **Penalties**
  - Major offenses will result in a yellow card. Two Yellow Cards equal a red card, and result in ejection from the game.
- Persistent infringement of the rules
- Dissent toward officials (verbal or non-verbal)
- Incidental use of vulgar/profane language
- Unsporting conduct
- Taunting
- Violent conduct
- Striking or attempting to strike an opponent or official
- Committing serious foul play
- Slide tackling a player
- Committing a foul that denies an obvious opportunity to score
- Spitting at another player
- Vulgar/abusive/offensive language toward another player or official
- Deliberately handling the ball to prevent a goal

Sportsmanship Policies

This portion of the document is designed to be a summary of the Sportsmanship Policy for Intramural Sports. Please refer to the Intramural Policies and Procedures Manual for a complete version of this policy.

- **No Player, Coach, or Team Follower Shall:**
  - Use foul or derogatory language, threaten, or verbally abuse any other participant or intramural employee before, during, or after the game. This includes trash talk.
  - Participate in a game for which he/she is ineligible.
  - Argue or talk back to the game official.
  - Intentionally strike, push, or trip another person. Fighting is prohibited.
  - Mistreat the facility, equipment, or supplies of Ball State University.

- **Warning/Ejection**
  - A warning/ejection system will be used to enforce the sportsmanship policy. Individuals will be issued a warning for unsporting behavior. A second penalty will result in an ejection. Ejections may be issued without warnings in specific situations, including all those that involve fighting.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Warning</th>
<th>Ejection</th>
<th>Game Forfeit</th>
</tr>
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<tbody>
<tr>
<td>Indoor Soccer</td>
<td>1&lt;sup&gt;st&lt;/sup&gt; Yellow Card</td>
<td>2&lt;sup&gt;nd&lt;/sup&gt; Yellow Card/ Red Card</td>
<td>3&lt;sup&gt;rd&lt;/sup&gt; Yellow Card on Team/ 2&lt;sup&gt;nd&lt;/sup&gt; Red Card on Team</td>
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</tbody>
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- Team captains are responsible for the conduct of their players, sidelines and spectators.
- Fighting is defined as a participant intentionally striking, pushing, slapping, punching, elbowing, tackling or committing any other malicious act toward any other person. Fighting is never permitted during Intramural contests. Participants who fight will be ejected immediately and suspended from all further participation until the outcome of a disciplinary action meeting with the Office of Recreation Services Staff.

Co-Ed Modifications

- A team shall have a maximum of three (3) males and three (3) females at a time on the field. A minimum of five (5) players is required to begin a game. The number of males may not exceed the number of females.
- The goalkeeper may be either male or female, but cannot be substituted for on the fly. The captain must notify the official at a time when the ball is dead.
o If a penalty kick is awarded, the goalkeeper who was in the goal at the time of the infraction must remain in the goal for the penalty kick.

**Overtime Procedures**

- The first overtime will be a 3-minute ‘golden goal’ period. After this period, if no goals were scored, the tiebreaker moves to penalty kicks.
- Only the players who are on the field at the end of the game may kick in the tiebreak.
- Each team shall designate 3 kickers, which may include the goalkeeper. In Co-Rec, one (1) of the players must be female. Teams may choose to start with a male or female, but must alternate sexes each kick.
- The first 3 kickers from each team will take penalty shots. If the score remains tied, the next kicker will be the 4th player on the field at the end of the period. Beginning with the 2nd round of penalty shots it is sudden death.
- The goalkeeper in goal at the end of regulation must remain in goal for the entire tiebreak procedure unless he/she becomes injured.
- An Intramural Staff member must be present for all tiebreak procedures.

*These rules are not meant to be all-inclusive. It is the team captain’s responsibility to consult the Office of Recreation Services for clarification on any of these rules. Intramural Sports staff has the authority to modify these rules with team captain’s approval during any game.*