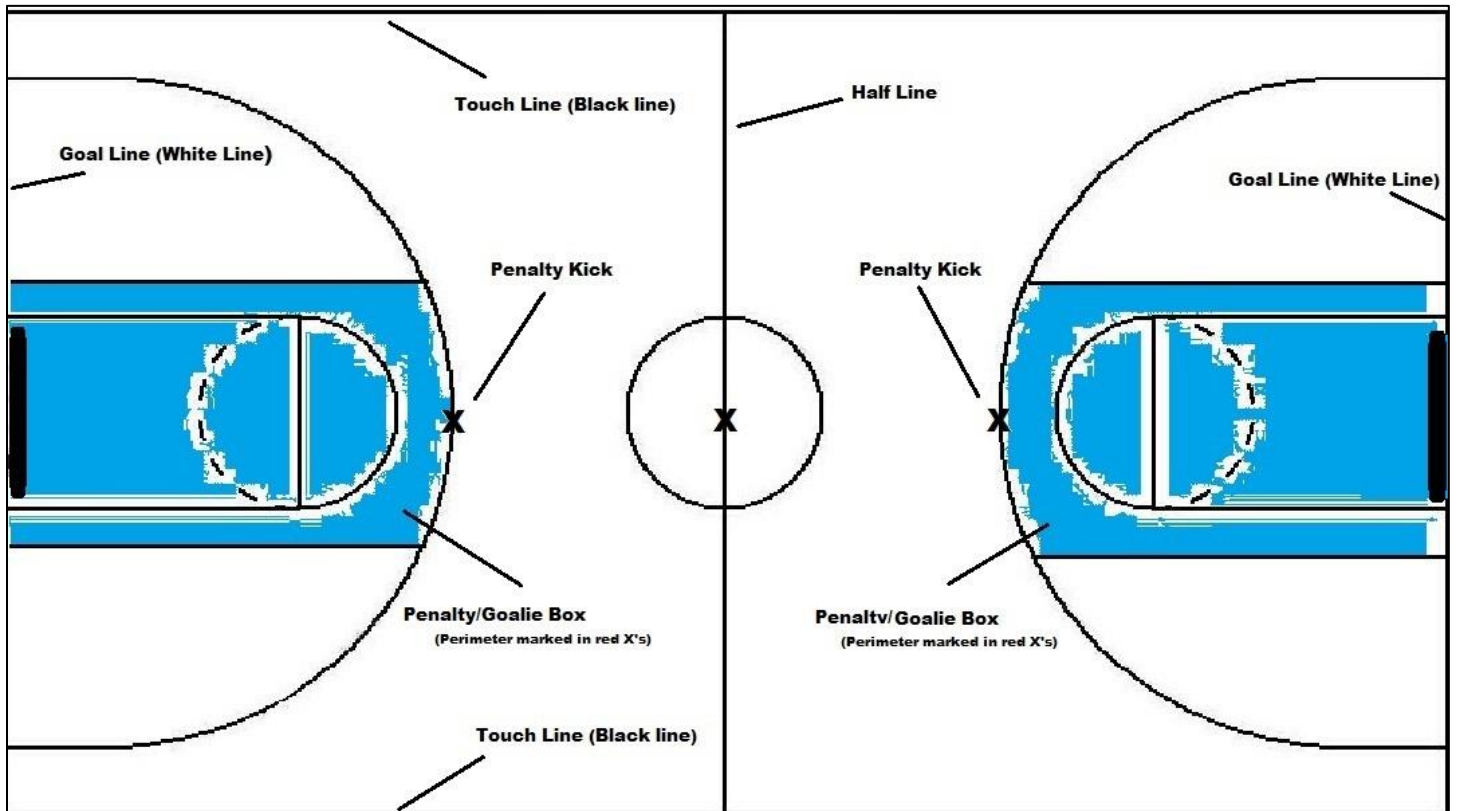


# 2018 MUSC Indoor Soccer Rules

U.S. Futsal Rules with MUSC Modifications

## I. The Playing Court-



## II. Equipment:

- The Ball – Size 4 meeting USFF specifications
- Usual Equipment: Numbered shirts, shorts, socks, protective shin-guards (optional) and footwear with rubber soles
- It is strongly encouraged not to wear objects which may cause injury to other players or themselves such as jewelry (exception to this would be a wedding ring or medical alert bracelet).
- Goalkeepers should wear protective gloves and shin guards. Eyewear is also recommended for extra protection and some safety goggles are available for check-out at the Cardio room desk.
- Is it recommended for all players to wear shin guards.

## III. Player Information:

- Persons eligible to play are MUSC students and their spouses, MUSC employees, and Wellness Center members.
- The format is 5 on 5; games may start with 4 players. **\*\*Goalkeepers will be used this season.\*\***
- Players may play in one league only (unless approved by the Intramural Director): Competitive or Co-Rec. Teams may be single sex or co-ed in both leagues; however the Co-Rec league requires at least 2 females to be on the court at all times.
- Substitutions – all players can enter and leave as they please but must enter from the substitution zone

## IV. Referee:

- THE REFEREE HAS COMPLETE AUTHORITY OVER THE GAME!!

- The captain is the representative of the team, and should a conflict arise be the only one to address an official on matters of interpretation or to obtain essential information, when it is done in a courteous manner.
- Referee Duties: Enforce the laws, be the official time-keeper, apply the advantage rule, caution or expel players guilty of misconduct, violent conduct or other unsportsmanlike behavior, allow no others
- to enter the court, stop game to have injured players removed, signal for game to be restarted after stoppage.

#### V. Duration of the Game:

- Two equal periods of 20 minutes; clock will only be stopped for timeouts within last two minutes of second half
- 1-min Time-outs: 1 per team per half
- Half-time: 10 minutes

#### VI. Start of Play:

- Procedure: Coin toss followed by kickoff; opposing team waits outside center circle
- Ball deemed in play once it has been touched and moves
- The kicker shall not touch ball again before someone else touches it
- Ensuing kick-offs taken after goals scored and at start of second half

#### VII. Ball in and out of Play:

- The ball is out of play:

When it has wholly crossed the goal line or touchline

When the game has been stopped by a referee

When the ball hits the ceiling or raised basketball goals (restart: opposing team kicks-in at the place closest to where the ball touched the ceiling or goals)

When the ball flies onto the second floor of the gym

- Touchlines and goal lines are considered inside the playing area
- ***\*\*Due to the new equipment fixed to the wall, the wall opposite to the team benches is no longer in play\*\****

#### VIII. Method of Scoring:

- When the whole of the ball has passed over the goal line, between the goal posts and under the crossbar (except by illegal means).
- ***\*\*New Rule: A goal can only be scored on a team's attacking half\*\****

#### IX. Fouls and Misconduct:

- Free kick (***See free kick below for new rules***) awarded when a player intentionally commits any of the following 11 offenses (penalty kick awarded when infringement takes place in penalty/goalie area)

o Kicking or attempting to kick an opponent

o Tripping an opponent

o Jumping at an opponent

o Charging an opponent in a violent or dangerous manner

o Charging an opponent from behind

o Striking, attempting to strike, or spitting at an opponent

o Holding an opponent

- o Pushing an opponent
  - o Charging an opponent with shoulder (i.e., shoulder charge)
  - o Sliding at an opponent (i.e., sliding tackle)
  - o Handling the ball (unintentional arm touches will be referee's call)
- Players shall be cautioned (i.e., shown yellow card) when:
    - o A substituting player enters the court from an incorrect position or before the player he is substituting has entirely left the court
    - o He/She persistently infringes the Laws of the Game
    - o He/She shows dissent with any decision of the referee
    - o He/She is guilty of unsportsmanlike conduct

These 4 yellow-card offenses are punishable by a direct free kick taken from the point of infringement (or penalty kick when in the penalty area)

- Players shall be sent off (i.e., shown red card) for:
  - o Serious foul play
  - o Violent conduct
  - o Foul or abusive language
  - o Second instance of cautionable offense (i.e., second yellow card)
  - o Intentionally impeding a clear goal opportunity (e.g. through a "professional foul")
  - o Intentionally impeding a clear goal opportunity in the penalty area by handling the ball
 Direct free kicks (or penalty kicks when in the penalty area) accompany the expulsion

#### **X. Rules of Expulsion:**

- The player sent off (shown a red card) is out for the rest of the game and is not even permitted to sit on the reserves' bench.
- The team of the player sent off can substitute for that player after 2 minutes of playing time or after the opposing team scores - whichever comes first.
- The 2-minute punishment shall be checked by the timekeeper (or by the intramural coordinator).
- The substitute in this instance cannot come on until the ball is out of play and he has a referee's consent.

#### **XI. Free Kick:**

- ***\*\*Free kicks shall be direct in the teams attacking half and indirect their defending half\*\****
- Ball in Play: After it has traveled the distance of its own circumference
- Time Limit: Kick must be taken within 5 seconds
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

#### **XII. Penalty Kick:**

- To be taken from the penalty mark (three point line)
- The kicker must be the person fouled
- All players must be behind the kicker
- If the penalty kick is missed, the opposing team takes a goal kick

#### **XIII. Kick-In:**

- To be taken in place of the throw-in in the event the ball crosses the touchline

- The ball is placed on the touch line before kicking.
- The kicker's foot not kicking the ball must be outside or at least in the touchline; if it crosses the touchline all of the way onto the court, the kick-in is given to the opposing team.
- The kick-in must be taken within 5 seconds; if not the kick-in is given to the opposing team
- The kicker cannot play the ball a second time until it has been played by another player; infringement of this rule entail a direct free kick to the opposing team from the point of infringement.
- Players on opposing team must be at least 5 m away from point of kick-in.
- Cannot score directly from a kick-in.

#### **XIV. Goal Kick:**

- Taken from the goal line inside the penalty/goalie area, any player on the team defending the goal may take the goal kick
- Players can score directly from a goal kick
- Players on opposing team must be at least 5 m away from point of goal kick
- Restriction: Kicker cannot touch the ball again until it has been touched by another player

#### **XV. Corner Kick:**

- Ball placed on the corner (no corner-kick arc). If corner kick is to be taken from the side where the wall is in play, the corner kick will be taken from the marked area on the goal line
- Must be taken within 5 seconds; failure to do so entails direct free kick to the opposing team from the corner mark  
direct free kick to the opposing team from the point of infringement.
- Players on opposing team must be at least 5 m away from point of the corner kick
- Players can score a goal directly from a corner kick.
- The kicker cannot play the ball a second time until it has been played by another player

#### **XV. GoalKeeper**

- Safety is top priority; please wear appropriate attire including gloves and shin guards; eyewear can be checked out at Cardio desk
- Passing back to the goalie is only allowed once per possession (on own half)
- Goalkeeper is limited to holding the ball for more than 3 seconds