



CO-ED INDOOR SOCCER RULES

ELIGIBILITY

- Each participant must have **one (1)** of the following:
 - Valid Student ID card
 - Proof of payment of appropriate team player fee.
- 2 All participants must be registered on the official roster, must check in with the supervisor for each game and have picture ID at all times. Additions are permitted up to the second last week of the regular season (wk 5). No additions are allowed from week 6 to the end of Playoffs.
- All participants on the official team roster must play at least **two (2)** regular season games to be eligible to play in playoffs.
- **Six (6)** players (including goaltender) per team are permitted on the field at the same time.
- **Co-Ed Rule** – teams may have a **maximum of four (4) of the same gender (m/f/n)** on the floor at the same time.

Inclusivity

At the University of Lethbridge, we value equity, inclusion and diversity. University of Lethbridge acknowledges the commitment to representing the diverse communities we serve. And while we have gender-based leagues, they are inclusive of the LGBTQ2S+ community, transgender and genderqueer persons. We encourage participants to play where they feel comfortable.

GAME

1. Each game will consist of two **twenty (20) minute** halves – running time; with a **three (3)** minute intermission between halves.
2. All regular season games **may** end in a tie. However, in the event of a tie, after regulation time during a play off game, penalty shots will occur. **Five (5)** members from each team will alternate taking penalty shots (**Co-Ed Rule** – must have a **minimum of one (1)** female/male shoot). The teams will alternate shots until all ten players have taken one shot – goaltenders may shoot. If a team **does not have one (1)** player of the opposite sex, that team is **only permitted** four (4) shots. The team to score the most goals will win. If still tied, the teams will alternate shooters until one team prevails – each shot must be taken by a different player and all eligible players must take a shot before any player can take a second shot.
3. For **play off games only**, the clock will be stop-timed for the final **two (2) minutes** of the **SECOND** half if the **goal difference is two (2) goals or less**.

4. A **five (5) minute** default rule will be enforced. Therefore, each game must start before five minutes past the scheduled start time or the team without enough players will forfeit the game.

STANDINGS

1. League standings will be determined by the results in Fusion Play.

RULES

- a. **Shin guards are mandatory** – players not wearing shin guards **WILL NOT** be allowed to play.
 - Teams may call one one-minute timeout per half (when in possession of ball, ball out of play).
 - There is no overtime, injury time or stoppage time.
 - Teams are comprised of four outfield players and one goalkeeper.
 - The goalkeeper must wear a different color jersey than the outfield players.
 - There are no offsides in futsal.

Substitutions

- All substitutions are on the fly, this includes goalkeeping substitutions. Referees will not stop play for goalkeeping substitutions.
- A substitute may not enter the match until the player leaving the match is at the touchline in the substitution zone.
- Any substitute who enters the field of play before the player being replaced has completely left the field of play may be shown a yellow card.
- All substitutions must take place in the technical area (in front of the team bench) – *not* at the half-way line.
- All teams will switch benches (and ends) at the beginning of halftime, ensuring that all substitutions take place in the defensive half.

Restarts

Kickoffs: are indirect. The ball must be played forward first. Tapped balls are not in play – the ball must move forward.

Kickins: are indirect. The ball must be placed on or no more than 10 inches behind the line and the kick must be taken within 4 seconds. The kicker's non-kicking foot must be out of bounds or on the line. (A kickin that goes directly in the opposing goal is a goal clearance for the opposing team. A kickin that goes directly in the defensive goal is a corner kick of the opposing team.)

Goal Clearances: are taken when the ball wholly crosses the goal line after being touched last by the attacking team. The goalkeeper must use his hands to roll, bounce or throw the ball from anywhere inside the penalty area to outside the penalty area.

Corner Kicks: are direct. The ball must be placed directly on the corner spot and the kick must be taken within 4 seconds.

Free Kicks: may be indirect or direct. The ball must be stopped completely before the kick may be taken.

Penalty Kicks: are taken from the penalty spot and must be shot at goal by a clearly identified kicker. Defenders may not be nearer to the ball than 16 feet and must be behind an imaginary line running from touchline to touchline even with the penalty spot.

Distance: For all of the above, except goal clearances, opponents may not be closer to the ball than 16 feet.

Ceiling: If the ball hits the ceiling or other object, the team that did not touch the ball last restarts play with a kickin from the nearest point on the touchline.

Fouls and Misconduct

Indirect Free Kicks: When a player plays in a dangerous manner, impedes an opponent (without playing the ball), slides, prevents the goalkeeper from releasing the ball with her hands or commits any offence for which play is stopped to caution or eject a player.

Direct Free Kicks: When a player kicks or attempts to kick an opponent, slide tackles an opponent or slides with an opponent near (automatic yellow card/caution), jumps at an opponent, charges at an

opponent, strikes or attempts to strike an opponent, pushes an opponent, holds an opponent, spits at an opponent or handles the ball deliberately.

Yellow Card / Caution: The offending player is shown a yellow card. If a player earns two yellow cards in a match, he is shown a red card.

Red Card / Ejection: The offending team plays down for two minutes unless scored upon before the two-minute penalty expires. The offending player serves a minimum one-match suspension.

Accumulated Fouls / AFPK: All penal fouls are recorded on the scoresheet and on the scoreboard. If red fouls blue a sixth time in one half, for that sixth penal foul and all subsequent penal fouls in that half, blue is awarded an accumulated fouls penalty kick. If the foul occurs farther from the attacking goal than the second penalty spot, the AFPK is taken from the second penalty spot. If the foul occurs nearer to the attacking goal than the second penalty spot (but outside the penalty area, of course), the attacking team may choose whether to take the AFPK from the second penalty spot or from the spot of the foul. All AFPK's must be shot at goal by a clearly identified kicker. The defending team may not make a wall and may not be nearer to the ball than 16 feet and must be behind an imaginary line running from touchline to touchline even with the spot of the kick. The goalkeeper may be off her line, but may not be nearer than 16 feet from the ball. Accumulated fouls are reset to zero at the beginning of the second half.

Second Penalty Spot: 30 feet from the center of the goal

Penalty Spot: 20 feet from the center of the goal

Advantage: Advantage will be applied in futsal, with penal fouls still counting as accumulated fouls. If the referee shouts, "play on" and gestures with both arms, the foul was a penal foul and will be counted accordingly. If the gesture is with one arm, the free kick would have been indirect and thus does not count toward the total.

The Goalkeeper

- Must wear a different color shirt. She may wear long pants and/or other padding as deemed safe by the match referee.
- May receive a kick directly.
- May kick the ball directly over the half-way line.
- May score directly with his feet during the run of play.
- May not punt or drop-kick the ball. (Ball must settle to the ground or be touched first, no "air" under the ball when kicked.)
- May not possess the ball for more than four seconds in her own half.
- May throw the ball directly across the half-way line. A ball thrown directly into the opposing goal results in a goal clearance for the opposing team.
- May only touch/receive the ball once per team possession.

1. **FIGHTING, UNSPORTING CONDUCT, OR DELIBERATE INTENT TO INJURE WILL NOT BE TOLERATED AND WILL RESULT IN AN AUTOMATIC (10 GAME) DISQUALIFICATION**

WINNING IS NOT EVERYTHING – PARTICIPATE AND HAVE FUN!!

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[Horns Recreation](#)

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