

## **Kwantlen Polytechnic University**

### **Indoor Soccer Rules & Regulations**

#### **General Rules**

Review the following rules and regulations before the futsal season begins to avoid any confusion. The rules are available below, and will be posted online at <https://www.kpu.ca/sportrec/league/soccer>

#### **KPU Drop In/Intramural Policies**

All participants are expected to follow the KPU code of conduct and respect the Coordinator, officials, sport and opposition. KPU encourages sportspersonship and fun. When participating in sports and recreation it is a tendency to get competitive, this is encouraged but aggressive behavior and language is not. If this is an issue you and whoever is associated with you (friends coming to watch) will be asked to leave the premise. Depending on the severity, you may be asked to permanently leave from the sport drop-in/league for the rest of the semester.

All participants must have their valid **KPU STUDENT/STAFF/ALUMNI ID** with them when registering for the league. Every Monday they must present their KPU ID at the Front Desk to enter the KPU facility.

#### **Authority**

If any individual has questions or concerns regarding Indoor Soccer, please contact [sportrec@kpu.ca](mailto:sportrec@kpu.ca) or the Sport and Recreation Programs Coordinator, [julia.nobauer@kpu.ca](mailto:julia.nobauer@kpu.ca).

#### **Sportspersonship**

Please play safely in a respectful manner and with good spirit at all times with opposing players and KPU Sport & Rec staff. Derogatory language, fighting, hate speech or any such verbal or physical abuse will not be tolerated. Any player not abiding by the rules and regulations will be removed from the league.

**Scheduling:** Games are scheduled Monday's in-between 6pm to 9pm and each team will play over a 8 week period.

- 1) Refer to the game schedule to check who is playing and be at the gym 10 minutes prior to the start of the game. Games consist of 2 – 10 minute halves with a 2 minute halftime break.

**a) Players: Forfeit Rule**

- i. If a team has an insufficient number of players to begin, a 5 minute delay to the start of the game will be granted
  1. A team can wait the 5 minute grace period until a minimum 4 members of the team arrive;
- ii. Should a team still have too few players following the delay, the team will receive an automatic forfeit. Forfeit score being 1-0.
- iii. If there is a forfeit; the schedule can continue to the next game if both teams are present.
- iv. Teams may avoid forfeiting in regular season by playing with a minimum 4 players of that roster. (Random players cannot sub in for any team; players must be on the roster to play)

**Uniforms:**

- Teams must wear same colour uniforms.
- Must have appropriate athletic clothing and footwear. (no jeans are allowed)

**Eligibility:** To be eligible to play in the league all players must have registered online <https://www.kpu.ca/sportrec/league/registration> and must pay the \$15 registration fee.

**Sign In:** Players must sign in before each game with the Sport & Rec staff working at the scorekeeping table.

**Playoffs:** Players must play in half of the league games to be eligible for playoffs.

**Roster:** Max team size: 10, 5 vs 5 on court (including keeper), no spares for games will be permitted outside of each team's roster.

## In Game Rules

**House Rules:** In general, our rules are governed by [FIFA Futsal Rules](#). Please see rules below for exceptions.

### Game Time:

- 1) **Length:** Matches consist of two 10 minute halves. There will be no overtime during the regular season. 2 minute break at halftime.
- 2) **Playoffs:**
  - a. **Tiebreaker:** 5 minute golden goal followed by 5 mins 3 vs 3 than shootout (if no goal is scored)
  - b. **Finals:** 5 minute Overtime with Golden Goal, shootout if no goal is scored
    - i. 3 shooters will shoot
    - ii. If still tied, 1 round will be added until 1 team has scored
    - iii. All players on team must shoot before a player can shoot again

### Centres:

When taking centre kicks:

- 1) No direct shots on net
  - a) If you shoot the opposing team will be given possession in the form of a dead ball goal kick
- 2) No run ups to the ball
- 3) Must start within the main circle at half
- 4) Can play forward or backwards

### Boundaries:

- 1) The only boundaries are by the emergency exit doors on either side of the bleachers, when the ball goes past the grey lines it will be called a dead ball and the opposing team will receive possession via a kick in.
- 2) If the ball goes in to the bleachers or is kicked against the wall above the bleachers the ball will be called out. Any ball going into the bleachers is unsafe for spectators.
- 3) In the case of the ball getting trapped or out of play in the bleacher area; team that did not touch the ball last will gain possession from area where ball exited play. Ball must be kicked into play; all players must give 2 meters of space to player kicking in ball. These kicks must be taken within 6 seconds from the ball being placed on the boundary line.
- 4) The Goalie crease to the Red Border behind the net is out of bounds. If it goes out a goal kick or corner kick will be given.

**Substitutions:** Teams are allowed to substitute on the fly when both players are within arm's length of each other. Goaltenders wishing to sub must wait until there is a dead ball (on a whistle) and notify the referee.

2 min penalty will be given if subbing player plays the ball before subbed player is off the court.

#### **Keeper:**

- 1) Keeper can handle the ball with his/her hands as long as his/her feet are inside or on the penalty area (crease). If a goaltender handles the ball outside the penalty area, an indirect kick will be awarded to the opposing team.
- 2) The goalkeeper must throw the ball from within the penalty area and it must be played or bounce before the halfway line. A violation of this rule shall result in an indirect kick being awarded to the opposing team from the closest point on the mid-court line to where the ball crossed.
- 3) Goaltenders may not punt the ball. Drop-kicks are legal.
- 4) Goaltenders may dive in their own penalty area to grab the ball away from an opponent.
- 5) Keeper gloves will not be provided. If you wish to use gloves you must bring your own set.
- 6) Keeper can use hands if teammate heads the ball to keeper.
- 7) Keeper can only hold on to the ball for a max. of 5 seconds.
- 8) The Goalie crease to the Red Border behind the net is out of bounds. If it goes out a goal kick or corner kick will be given.

#### **Fouls:**

- 1) Any sliding in the penalty area by a player and not the goalie, the opposing team will be given a PK.
  - a. Blocking the ball is acceptable.
    - i. If your feet are in the air this would be considered a sliding motion.
    - ii. If your feet stay on the ground and slide on the floor that will be considered a block.
    - iii. Blocking vs Sliding will be determined by the Referee at the time of the play.
- 2) **Slide Checking:** Slide checking is not allowed; **slide checking will result in a yellow card and a 2 minute minor penalty**
  - a. If the official does not call a direct free kick due to advantage; than the player fouling will receive a yellow card.

- 3) **Penalty Kick:** Players who receive a penalty kick will take a penalty kick from the free throw line (basketball line). Player taking the kick has to stay within the arc (1-2 steps). Goalie must stay on the Goal line during the PK.
  - a. Both Teams players must stay behind the red arch to black line when player is taking a PK.
  - b. If the offensive team steps into the arc the shot is disallowed.
  - c. If the defensive team steps into the arc before the shot has been taken, the shot will be retaken.
- 4) **Yellow Card:**
  - a. Will result in a 2 minute penalty and their team shall play shorthanded until the penalty time expires or the opposing team scores.
  - b. A maximum of 2 players can serve minor penalties.
- 5) **Red Card:**
  - a. A red card offence will result in a 4 minute major penalty and game ejection. A teammate of the offending player who was on the floor at the team of the offense must serve the penalty for the ejected player. Only one player may serve the penalty, switching players serving is not allowed. An example of a red card penalty would be flagrant aggressive behavior towards another player.