

# 4v4 Indoor Soccer Rules

All games will be played in Shingleton Gymnasium. All players must be registered on the team's roster prior to being eligible to participate in any games.

All players and staff are required to be vaccinated or have a university-sanctioned exemption and may be required to show their proof using the Shenandoah Go App.

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**New for fall 2021:** Team registration is free, however, if a team forfeits a game they will be required to pay a forfeit fee in order to remain in the league. For Indoor Soccer, because teams may play on back-to-back nights, a team that forfeits will have 2-business days to make a payment for their forfeit at Hornet Central. The payment form will be emailed to the captain following the forfeit.

1st team forfeit = \$10 to remain in the league

2nd team forfeit = \$15 to remain in the league

3rd team forfeit = Team removed from the league

\*if a team has multiple games in one night and forfeits more than one, only one forfeit fee will be charged to remain in the league.

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## Rule Highlights for Indoor Soccer:

- **Absolutely no Slide Tackling**
- No jewelry, hats, items with knots, or hard casts will be permitted
- Shin-guards are strongly recommended (will not be provided)
- **AWAY team wears DARK; HOME team wears WHITE**
- All players must wear non-marking athletic shoes. Sandals, boots, crocks, and cleats are prohibited.
- Games consist of two 15-minute halves
- Games are played 4 v 4 - **must have 3 players to start and finish a game**
- The following gender combinations are permitted for Indoor Soccer
  - 4-females
  - 3-females, 1-male
  - 3-males, 1-female
  - 2-females, 2-males
  - 3-males, 0-females
  - 3-females, 0-males

Three players are required to avoid a forfeit/default. The following point penalties will be enforced if a team does not have the minimum or is not ready to play at game time:

Point Penalties for being late:

- 1 - 2 minutes late = 1 points
  - 3 - 4 minutes late = 2 points
  - 5 - minutes late = **3 points and the game is over and the score will be recorded as 3-0**
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**Official Game:** The game consists of two 15-minute halves (running time) with up to a 3-minute halftime.

- During the regular season, a 2-minute overtime period will be played, if a team has more goals at the conclusion of the 2-minute period, they will be the winners. If it is still tied after the 2-minute period, the game will end in a tie.
  - During the postseason, there will be up to two 2-minute overtime periods played. If the score remains tied after each of the two periods, a sudden death overtime will take place (first goal wins).

**Game Play:**

- The ball will be placed at midcourt at the start of each half and after all goals.
  - Kickoffs are indirect kicks and do not need to travel forward .
- Slide tackling and contact are not allowed and results in fouls. If the infraction is deemed intentional (with contact) a red card will be issued.
- There are no goalkeepers in indoor soccer.
  - No players from either team are permitted within the 9-foot goal area (marked with royal blue tape).

**Substitutions:** may be made at any time. Subs must enter from their defensive end line.

Unlimited substitutions may be made at any time, including during a “live” ball situation – except during free kicks. Violation of the substitution rule results in an indirect kick from the spot of the dead ball and possibly a yellow card for unsportsmanlike conduct (if this has been a persistent act throughout the game by the offending team).

- Team “benches” will be located in two areas and will switch at halftime. Teams will be located in the back right corner (near the rear exit) and in the front left corner, near the front exit. This is the only open space for teams. Subs must take place at these locations.

**Playing Area:** The playing area (field) will be located within Shingleton Gym. The playing surface will have no out of bounds on the sidelines, however, there will be absolutely no contact permitted within 3-feet of wall and curtain.

- Goals will be placed against the bleachers and on the opposite wall on the darkest coloring of the floor
- Teams will switch sides at halftime
  - Teams do not change sides if an overtime period is required

**Boundaries:** The following locations are considered out of bounds and will result in an indirect kick for the opposing team

- Ceiling
- Basketball Hoops
- Side wall above the blue paint
- Side curtain above the dark red
- Both end walls/bleachers
- A ball coming to rest within the 9-foot goal area

**Players:** The maximum number of players per team's roster is 8. Two teams of four players are on the field for games. Teams must start and finish with a minimum of three players. The Team Captain speaks for the team in all dealings with the officials.

- Players are only permitted to participate on one team.

**Player Conduct:**

- 2-yellow cards or a red card will result in a player being ejected.
  - Slide tackling or intentionally leaving one's feet to play a ball will result in at least a yellow card. If there is contact with an opponent during a slide, it will result in a red card.
  - Any contact that in the judgment of the officials or Site Managers that is deemed excessive and takes place near a wall will be grounds for an immediate ejection.
- Any player that is ejected must leave the facility immediately. If a player chooses to return to the game site the same day, he/she will be trespassing, and the proper authorities will be contacted. All ejected participants must schedule a meeting with the Director for Campus Recreation & Wellness prior to becoming eligible for participation. Any participant missing a scheduled meeting will receive an additional game suspension.