

Indoor
3v3

General

XAVIER

INTRAMURALS

Soccer
Rules

Information

- 1) All participants must have their current valid XU ID card with them
- 2) All participants must arrive prior to the start time
- 3) Games are played inside the HUB, on the Multi Sport Court
- 4) Each game will be officiated by members from the XUIM Staff
- 5) Only participants on the team roster may participate in the game.

Eligibility Requirements

- 1) Intramurals are open to current Xavier students, faculty, and staff with XU ID.

Equipment

- 1) XUIM's will provide the facility space, soccer goals, and the soccer ball.
- 2) Participants shall wear non-marking athletic shoes.
- 3) Participants shall remove all jewelry prior to the start of the match.

Overview of the Game

- 1) Games shall be played by two 10-minute halves, running clock. The clock may stop on all whistles under the final 1 minute of the second half. Halftime will be a maximum of 2 minutes.
- 2) Each team has 1 timeout per game
- 3) The Multi-Sport Court will be divided into two small sided matches.
- 4) Substitutions: Substitutions must be made during dead balls – Referees will signal when the substitutions may take place.
- 5) Games are 3v3, meaning 3 field players and NO goalie. Teams must have at least 2 players in the game at all times. Coed: A minimum of 1 male and 1 female must be on the court at all times, the third player may be of any gender.
- 6) Yellow cards will result in a 2-minute penalty. Red cards will result in that team playing down a player the remaining of the match. *If a team has a player serving penalty time, and the opposing team scores a goal, that team may return to full strength*
- 7) No offside in indoor soccer.
- 8) If the ball gets stuck behind the goal, either a corner kick or goal kick may be awarded.
- 9) Kick offs may go in any direction and a goal cannot be directly scored.
- 10) A penalty kick: A ball placed at midcourt, with the opportunity for the kicker to kick the ball into the net with no pressure. (reminder there is no goalie. A goal kick will take place if the PK is missed.) IF TIED: A penalty shootout will take place – best of 3. Gender alternating order shall occur in COED matches. Coin toss to determine who kicks first/second. If still tied at the end of three attempts, each team will continue to select one player at a time to kick until the score is no longer tied. At least 3 kickers must kick, before someone shoots for a second time.

The No Play Zone

- 1) The no play zone is an arc in front of both goals. The purpose of the no play zone is to replace the goalkeeper.
- 2) Players may pass through the no play zone during play, but may not touch the ball in this zone at any time.
- 3) If an offensive player touches the ball in the zone, it will result in a goal kick for the opposing team.
- 4) If a defensive player touches the ball in the no play zone, it will result in a penalty kick for the offensive team.

Fouls

- 1) Referees will call all fouls. Fouls may be for handballs, tripping, pushing, etc. (Like the normal game of soccer)
- 2) Fouls will result in direct free kicks, meaning a goal may be scored for the kick.
- 3) No slide tackles are allowed.

Restarts

- 1) On all restarts, the opposing team shall be 12 feet away from the ball (or 4 yards)
- 2) If the ball goes out of bounds, a kick in will be awarded. Kick ins are indirect.

Scoring

- 1) The ball must fully cross the line to be considered a goal. On the sideline, the ball must completely cross the line to be deemed 'out'
- 2) A goal may be scored straight from a kickoff.

SPORTSMANSHIP

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. Captain demonstrates control over spectators, teammates, and him/herself.

Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. Captain demonstrates mild or little control over spectators, teammates, and him/herself. Teams receiving one unsportsmanlike penalty fall into this category as well.

Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. Captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident.