RULES OF THE GAME
FOR
INTRAMURAL INDOOR SOCCER
Revised December 2015

COMPETITIVE SPORTS OFFICE
DEPARTMENT OF UNIVERSITY RECREATION
DIVISION OF STUDENT AFFAIRS
THE UNIVERSITY OF ALABAMA
Competitive Sports Mission Statement

The mission of The University of Alabama Competitive Sports Program is to advance student engagement through sport.

Purpose

The purpose of this rulebook is to establish clear and simple rules for Indoor Soccer at The University of Alabama. Every attempt was made to avoid cumbersome or confusing rules in order to encourage participation by all students, faculty, and staff. The United States Soccer Federation Indoor Playing Rules were used as a framework for designing these rules; however, because of the constraints imposed by the facilities at the university, and the nature of intramural programs, some changes have been made. These rules are intended only for use at The University of Alabama and are not a guide to Major Indoor Soccer League rules or Indoor Soccer at any other facility. The Competitive Sports Office reserves the right to modify these rules in whole or in part as necessary. If you have questions, comments, or suggestions for these rules or the intramural program in general, please contact the Competitive Sports Office.

Competitive Sports General Information

The Competitive Sports Office is located in the atrium of the Student Recreation Center. Office Hours: Monday - Friday 10:00 AM - 4:30 PM Office: 205-348-8055 Website: http://urec.ua.edu/intramurals.cfm Email address: imsports.bama@gmail.com
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General Eligibility

Section 1: Participants
Participation is limited to currently-enrolled, fee-paying U of A students, faculty members, and full-time staff. Spouses of eligible University of Alabama students and Faculty/Staff are eligible to participate in Intramural Sports events by purchasing a semester pass. In order to participate in an intramural contest each player must present their validated Action Card or Spouse Pass. All players must sign-in with the supervisor at the event site prior to the event to be eligible to participate. For more information regarding eligibility, please refer to the handbook available on the Intramural Sports page at urec.sa.ua.edu.

Rule 1: The Field of Play

Section 1: The Field
See the official diagram for a depiction of the court used. The court is located at the SAC Presidential Village. In this rulebook the terms field and court are used interchangeably.
Section 2: Court Markings
The court shall be marked with the following:

- **Goal Line**: This shall be a line connecting each goal post. In the event the goal posts and goal line markings do not line up, the markings on the court will be used to judge a goal.
- **Penalty Area**: This shall be an arched area from the goal line extending to the blue line. Goalkeepers may use their hands within this area.
- **Corner Mark**: This shall be an ‘X’ marked in each corner of the court, used for corner kicks.
- **Restart Mark**: This shall be an ‘X’ marked at the top of each penalty area, used for three line violations, superstructure violations, and penalty kicks.

**Rule 2: The Ball**

**Section 1: Game Ball**
Only balls provided by UA Competitive Sports are permitted for use in the gymnasium; standard soccer balls (for outdoor use) are prohibited. Should a ball become defective during play, play is restarted with a dropped ball from the location of the ball when it became defective.

**Rule 3: Player Equipment**

**Section 1: Jerseys**
Each team must wear their assigned colored jerseys. Goalkeepers **MUST** wear a contrasting jersey to both teams. Goalkeepers of opposing teams may wear the same color. Teams are responsible for ensuring that their goalkeepers arrive in a contrasting color than their team jersey. Pockets on jerseys, shorts, and pants are prohibited. Jerseys which have had the seam compromised are prohibited. All legality of jerseys in question will be to the discretion of the Competitive Sports staff member on site.

**Section 2: Jewelry**
Jewelry is strictly prohibited. A player may wear a Medic Alert bracelet provided it is properly taped by an athletic trainer.

**Section 3: Protective Gear**
Shin guards and other protective gear are encouraged but not required; if shin guards are worn, the guard must be covered. Braces may be worn provided they are properly padded and do not present a danger to that player or any other player and are cleared by the athletic trainer on site. A player improperly equipped will be asked to leave the field of play and not allowed to re-enter until the problem is corrected.
Section 4: Shoes
Shoes shall be made of a canvas, leather, or synthetic material which covers the entire foot. The sole of the shoe must be firm and attached to the rest of the shoe. The sole may be made of leather, rubber, or composition material but may not have rubber, plastic, or metal cleats.

Rule 4: The Game

Section 1: Number of Players
A match is played by two teams, each consisting of no more than four (4) players. One player on each team must be a goalkeeper. A team may start with no less than three (3) players. In CoRec play, there will be 2 males and 2 females in the field of play, plus one goal keeper of either gender. This means that there can be a maximum of 5 total players on the court. If a team is missing players, CoRec teams may play with 2 males and 1 female or 2 females and 1 male in the field of play. The goalkeeper may be of either sex. In CoRec games the gender of the goalkeeper does not factor in to the amount of players allowed on the court.

Section 2: Captains
One captain for each team may speak with the officials in a polite manner. The captain will represent the team in all dealings with the officials and is responsible for the behavior of the team bench. The captain is also responsible for making sure his/her team is in matching jerseys, properly and legally equipped, and signed in to play.

Section 3: Eligible Players
Each team is allowed an unlimited number of substitutes in its bench area provided they are properly checked in by Intramural Staff; the number of substitutes must not exceed the roster limit. All players must have their names on the team roster for each game. All players must be added to the roster by 2pm on the day of the game. Players who are not on the roster by 2pm may add to the roster online and show that they are online to the supervisor at the court. Each team is only allowed to add 5 players to their roster at the court. Late arriving players must have their name added to the scorecard upon arrival by a Competitive Sports Staff Member before they may participate. Each player must show their current Action Card and check in before each game.

Section 4: Ineligible Players
A team that uses ineligible players will forfeit the game. That team will then be placed on probation for the remainder of the season. Refer to the Competitive Sports Policy and Procedures for definitions of ineligible players.

Section 5: Field Rules
Only officials and players are allowed on the playing court during the game. Only officials, players, and one spectator per team are permitted on the team bench area. Tobacco use in the Student Recreation Center and its fields is PROHIBITED. Failure to comply with all Intramural Rules and Regulations for the Student Recreation Center by
spectators will result in immediate expulsion of the spectators and possible forfeiture of the game.

Section 6: Substitutions
Each team may substitute players freely, during dynamic play, with the following provisions:
(a) Players must substitute off the field of play or within one yard of the door. A substitute becomes a player at the moment he steps onto the field of play.
(b) Substitutions must not interfere with active play
(c) Substitutes must enter and exit the team box using the door. Climbing over the wall is prohibited.
(d) After the ball has been whistled dead, each team has ten (10) seconds to complete a substitution. This is a guaranteed substitution opportunity.
(e) Substitutions are not allowed during any free kick. Only after the kick has been completed may a substitution be made.
(f) For any violation of this rule a two (2) minute blue card penalty is assessed.

Rule 5: The Duration of the Game

Section 1: Start and Game Time
START TIME IS FORFEIT TIME. Any team that fails to report ready to play and signed in at game time will forfeit to their opponents. It is advised that the team show up 20 minutes before the scheduled start time. Teams must stay outside of the playing area while a previous game is still being played. A supervisor will notify teams when they may enter the playing area. See Section 3.

Section 2: Game Time
The game will be played in two (2) fifteen (15) minute halves. There will be a three (3) minute break between halves. (Halftime can be shortened if both teams agree and are ready to play.) The clock counts down continuously during play and stops for any stoppage in the last two (2) minutes of the second half. A stoppage is any time the ball is out of play, including when the ball goes over a perimeter wall and is caught in the net, crosses the goal line, or whistled dead by the referee. The referee has the authority to stop the clock for any unusual situation at any time including serious injuries or a deflated ball.

Section 3: Grace Period
If a team does not have enough players or is otherwise not ready at start time the “winning team” may exercise one of two options: take the win and the contest stands as a forfeit, or allow the opposing team five (5) minutes to arrive and get ready to play. The game clock will begin counting down at the official start time and the team who is ready for play will start both halves with the ball; if an insufficient amount of eligible players with proper equipment and valid Action Cards arrive after the five (5) minute limit, the game shall be forfeited. Once the “winning team” has declared their choice they may not
Section 4: Forfeit Time
Game time is forfeit time. The Intramural Sports Supervisor has the correct game time. The Intramural Sports Department recommends that the team arrive at their field 15 minutes before game time. If Team A is present and ready for play while Team B is not, the following late arrival penalty administration will occur:

A. Team A will have the option to win by forfeit or to administer the 5 minute grace period for Team B.

IF THE GRACE PERIOD IS GIVEN, the game clock will begin. If the team arrives within the 5 minute period, the game will begin with the appropriate amount of time taken off the clock.

Section 5: Mercy Rule
Any team that is winning by eight (8) or more goals with five (5) minutes or less remaining will be declared the winner. Any team winning by fifteen (15) goals at any point in the second half will be declared the winner.

Section 6: Tie Games
The following is the order of progression at the end of a game if there continues to be a tie. There will be additional procedures to constitute a winner if necessary during the playoffs. There is a chance that games will end in a tie during the regular season.

1. Overtime Period
When the score is tied, there will be a 5 minute overtime period. A captain’s meeting will be held at center field with the visiting team calling the toss. The team that wins the toss will choose offense/defense, an end of the field to defend. The other team will have the option to choose from the remaining options after the other team has chosen. After 5 minutes of play, the team with more goals will be the winner. During regular season after the overtime games that are still tied will end in a tie.

2. Penalty Kicks – Playoffs ONLY
If the game is tied at the end of regulation, kicks from the penalty mark will be implemented to decide the game only during playoffs. Each team will select 3 players to take the kicks. A coin toss will determine which team will kick first. Teams will attempt their kicks in alternating order. Once a team has no chance to tie the game with their allotment of 3 kicks, the game will end.

3. Sudden Death – Playoffs ONLY
If the game is still tied after each team’s 3 penalty kicks, each team will select one player who has not yet attempted a kick to take the next one. The first team will have one attempt to score. The next team will then have a chance to score. The process of sudden death will be repeated until one team scores and the other does not in their respective turns.

a. The goal used for the penalty kicks will be decided by the head official.
b. No substitutions for kicking once the final whistle has been blown.
c. A player may not kick a second penalty kick in overtime until all players, including subs and the goalkeeper, have attempted.

d. Only players that were signed in before the final whistle may participate in the tie-breaking procedure.

e. An eligible player (i.e., a player signed in before the final whistle) may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.

4. Additional Rules

When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equal that of their opponents, (for the purpose of penalty kicks only), and inform the referee of the name of each player excluded. The team captain has this responsibility, and must be confirmed by the referee. However, if players are unable to continue to participate after kicks from the penalty mark have begun (either because of misconduct or injury); their opponents shall not reduce their number to equate.

5. Modifications for CoRec

Teams must have an equal number of players of each gender. The first kick for each team must be taken by a female player; subsequent kicks must alternate between players of different gender. All kicks count one point during kicks from the penalty mark, regardless of the gender of the kicker. Kicks do not count toward the final score of the match; the winner of the kicks from the mark procedure will have one point added to the score from the end of regulation.

Rule 6: The Start and Restart of Play

Section 1: Kickoffs
For the first half, the home team will defend the side in front of its designated team bench, and the visiting team will defend the side in front of their designated team bench. The teams switch sides and attack different goals in the second half. The visiting team kicks off for the first half, and the home team kicks off the second half.

A Kickoff from the center mark starts play at the beginning of each half and after every goal. After a team scores a goal, the kick-off is taken by the other team.

Procedure: Each team is in its own half of the field and the defending team is ten (10) feet from the ball (outside the Center Circle) until the ball is kicked. After the official sounds the whistle, a player kicks the ball in any direction, including backwards. A goal may be scored from the kick-off. The kicker may not touch the ball a second time until it has touched another player.

Infringements: If the kicker touches the ball a second time before it has touched another player a free kick is awarded to the opposing team to be taken from the place where the infringement occurred. See rule 14 for any other infringement of the kick-off procedure: the kick-off is retaken.

Section 2: Dropped Ball
A Dropped ball is a way of restarting the match after a temporary stoppage that becomes necessary while the ball is in play for any reason not mentioned elsewhere in the Laws of the Game or if neither team has clear possession of the ball at a stoppage. The ball is in play when it touches the ground. A Dropped Ball caused while the ball is inside a Penalty Arc is taken at the Free Kick Mark.

Rule 7: The Ball In and Out of Play

Section 1: Ball In/Out of Play.
The ball is out of play when it has wholly crossed the goal line or perimeter wall (whether on the ground or in the air), when it comes in contact with the netting or part of the superstructure, or when play has been stopped by the referee. The ball is in play at all other times, including when it rebounds off a perimeter wall, the goalposts, the crossbar, or the referee.

Rule 8: Scoring

Section 1: Value of a Goal
A team scores a goal when the whole of the ball legally passes over the whole of the Goal Line. A goal may be scored directly from a Kickoff or any Restart. In all male and all female divisions, each goal counts for one point. In Co-Rec divisions, a goal scored by a male counts as one point, a goal scored by female counts as two points.

• During regular play a female’s penalty kick counts the same as a girl goal.
• During overtime all penalty kicks will count as one point. This includes female goals.

Rule 9: Ball Violations

Section 1: Superstructure Violation
A Superstructure Violation occurs when the ball contacts any part of the building above the field of play. Play is restarted with a Free Kick at the offending team’s Restart Mark. Intentionally kicking the ball so it strikes the ceiling, superstructure, lights, or scoreboard is a mandatory Red Card. Damage to the lights or superstructure will result in further disciplinary action by IM sports.

Rule 10: Fouls and Misconduct

Section 1: Definition of a Foul
A Foul occurs if a player:
(a) Holds an opponent
(b) Handles the ball deliberately (except the Goalkeeper within his Penalty Arc)
(c) Plays in a dangerous manner
(d) Slide tackles an opponent
(e) Impedes the progress of an opponent ("Obstruction")
(f) Prevents the Goalkeeper from releasing the ball from his hands

If a player commits the following in a manner that the Referee considers careless, serious, reckless, or with excessive force:
   (a) Kicks or attempts to kick an opponent
   (b) Trips or attempts to trip an opponent
   (c) Jumps at an opponent
   (d) Charges an opponent
   (e) Strikes or elbows (or attempts to strike or elbow) an opponent
   (f) Pushes an opponent

Section 2: Goalkeeper Violations
The opposing team receives a Free Kick for the following violations by a Goalkeeper:
   (a) Illegal Handling: when the keeper brings the ball from outside of the Penalty Arch to his hand within it or receives the ball again after a Goalkeeper Distribution without the ball first touching another player (e.g., no drop-kicking or bouncing the ball).
   (b) Pass Back: when the keeper handles the ball after it is passed deliberately and directly to him by a teammate; except that he may handle a ball which a teammate passes to him by the head, chest, or knee without "trickery" (the use of a wall or foot to flick the ball to a head, chest, or knee before making the pass);
   (c) 5-Seconds: when the keeper controls the ball with either his hand or foot inside of his Penalty Arch for over five (5) seconds.

Section 3: Misconduct
A player shall be warned and shown a Blue Card for the following seven offenses:
   (a) Unsporting Behavior, including, but not limited to Leverage, Deliberate Handball by a goalie (outside his own penalty arc), or any other behavior which, in the Referee's opinion, brings the game into disrepute and does not warrant another category of penalty (UB-B);
   (b) Dissent by word or action (DT-B)
   (c) Roughing an opponent (any type of excessive contact including, but not limited to elbowing, kicking, tripping or pushing an opponent in a serious or reckless manner, or attempting to elbow, kick, trip, or push an opponent in a serious manner) (R-B); 
   (d) Delay of Game the restart of play (including deliberately kicking the ball over a perimeter wall to stop play) (DR-B)
   (e) fails to respect the required distance when play is restarted with a corner kick or free kick (FRD-B);
   (f) Substitution Violation enters or re-enters the field of play, except as provided in the substitution rules (Rule 3.6) (E-B);
   (g) Persistent Infringement on the Laws of the Game (PI-B).

A team-member shall be cautioned and shown a Yellow Card for any of the following six offences:
   (a) Unsporting Behavior committed by a substitute or any non-player (UB-Y);
(b) **Boarding** an opponent (B-Y);
(c) **Roughing** an opponent in a reckless or excessive manner (R-Y)
(d) **Slide tackling** an opponent (ST-Y)
(e) **Taunting** or attempting to provoke an altercation (TU-Y);
(f) **Second Blue Card Offense** in the same match (“soft-yellow”) (2-TP)

A player shall be sent-off and shown a Red Card for any of the following seven offences:
(a) **Serious Foul Play** (including Roughing or Boarding an opponent with excessive force, or vicious slide-tackling) (SFP);
   a. any slide tackle from behind, the side, or directly into the legs is considered a vicious slide-tackle
(b) **Violent Conduct** (VC) includes fighting or any fighting act
(c) **Denying an obvious goal scoring opportunity** by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty arc) (DGH);
(d) **Denying an obvious goal scoring** opportunity to an opponent moving towards the player’s goal by an offence punishable by a free kick (Rule12.1 a-f) or a penalty kick (not for restrictions on the Goalkeeper) (DGF);
(e) **Dissent** : use of Offensive or insulting or abusive language and/or gestures (AL);
(f) intentionally kicks the ball so it strikes the superstructure (SU);
(g) a fourth Blue Card in the same match, or receives a second Yellow Card in the same match, or receives 2 Blue Cards and a Yellow Card in the same match (“soft red”) (3-TP).

*Any team that accrues three (3) or more yellow card, or it’s equivalent (1 red & 1 yellow, 2 reds, 6 blue, etc) shall forfeit that game.*

**Rule 11: Time Penalties for Misconduct**

**Section 1: Cards and the Penalty**
The following penalties apply to offenses for which a Card is issued (subject to further action by Intramural Sports). Teams must play a player down for:
(a) **Blue Card**: 2-minutes in the Penalty Area next to the scorer’s table.
(b) **Yellow Card**: 4-minutes (2 + 2) for a “straight Yellow”, or 2-minutes for a second blue carded offense;
(c) **Red Card**: 5-minutes for “straight Red,” 2-minutes for accumulation of blue cards, or 4 minutes for accumulation of Yellow Cards, plus ejection of offending player.

The player receiving the Red Card must leave the field and may not participate in the remainder of the game. His team must play short for the proscribed time.

A player who receives a Red Card may not participate in any Intramural activities until he has met with the Coordinator of Competitive Sports.

**Section 2: Short-Handed Play**
For each Time Penalty being served by a player, his team plays with one fewer field player until its expiration, provided that a team may not have fewer than the minimum required, regardless of the number serving Time Penalties. Should a player receive a Time Penalty while two or more teammates are already in the Penalty Area, his team continues to play with the minimum while he joins his teammates in the Area. A team must have at least two players to continue a game; if a team is unable to field two players due to players serving (or waiting to serve) time penalties, that team will forfeit the game.

Any time penalties assessed against the goalkeeper (other than what would warrant ejection) may be served by another member of his team; the captain of his team must designate which player will serve the penalty. All time penalties so served shall be charged against the goalkeeper.

Section 3: Time Ending Situations
All penalties begin counting at the moment the ball is next put into play, and continue through the duration of the time penalty with the following exceptions:

(a) **Power play Goal**: If a team is scored on while having fewer players on the field of play due to one or more players serving Time Penalties, a player from the team is released from the Penalty Area into the field of play, unless otherwise prohibited. If the team has two players in the Penalty Area, only the player whose Time Penalty or Penalties are recorded earlier is affected.

(b) **Advantage/Delayed Time Penalty**: If a goal is scored during the Delayed Card Advantage the offending player's penalty will be recorded for accumulation purposes, but the player will serve no time. A previously penalized player will be released from the penalty box in the event of a Power Play goal.

(c) **Multiple Penalties**: If two teammates are serving Time Penalties when another teammate is penalized, he must leave the field of play, but may be replaced. His Time Penalty does not begin to count down until at least one of the teammates' Time Penalties has expired.

(d) **Simultaneous Ejections**: When two simultaneous Red Cards carrying the same Time Penalties are assessed to opposing players, their Time Penalties are not served.

(e) **Maximum Time Penalty**: No player may receive more than 5 minutes for penalties arising at the same time on the Game Clock, irrespective of the number or nature of accumulated offenses or the fact that one or more teammates may be designated to serve such time.

(f) **End of Period**: If time expires in a period while a player is serving time, the remaining time will carry over and be served at the start of the next period. All Time Penalties expire at the end of the game.

**Rule 12: The Free Kick**

**Section 1: Definition**
A team receives a free kick for a foul or when play is stopped to handle misconduct, except when a dropped ball or other restart is required. Before the team takes the free kick, the ball must be stationary. All opposing players must be at least 10 feet from the spot of the free kick (or, if within 10 feet of the opponent's Goal, along the Goal Line). The spot of the free kick or dropped ball is the spot of the foul or the location of the ball, with the following exceptions:

(a) **Within Own Penalty arc**: from any spot therein.
(b) **Within Opponent's Penalty Arc**: at the Free Kick Mark ("Top of the Arc").
(c) **Delayed Penalty (Advantage)**:
   (i.) according to the ensuing stoppage, as normally administered, or
   (ii.) in case the anticipated advantage does not occur, at the spot of the original offense.
(d) **Kick-In**: from the point on the Touch Line (1 yard from the perimeter wall) nearest where the ball crossed over the perimeter wall.
(e) **Superstructure Violation**: from the offending team’s Restart Mark.

**ALL FREE KICKS ARE DIRECT.** If a free kick is kicked directly into an opponent’s goal, a goal is awarded. If a free kick is kicked directly into one’s own goal, a goal is awarded to the other team. The kicker may not touch the ball a second time until it has touched another player.

**Section 2: Infringements**
If a kicker plays the ball a second time before it has touched another player, a free kick is awarded to the opposing team where the infringement occurred. For all other violations of this rule, the kick is retaken.

**Rule 13: The Penalty Kick**

**Section 1: Definition**
A penalty kick is awarded against a team that commits one of the twelve offenses listed in Rule 10.1 for which a free kick is awarded, inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

**Section 2: Position of the Ball and the Players**
(a) The ball is placed on the Restart mark.
(b) The player taking the penalty kick is properly identified.
(c) The defending goalkeeper: remains on his goal line, facing the kicker, between the goalposts until the ball has been kicked.
(d) All players stand behind the Halfway Line and outside the Center Circle.
(e) The referee does not signal for a penalty kick to be taken until the players have taken up position in accordance with the Rule; the Referee decides when a penalty kick has been completed.
(f) All players other than the person kicking the ball must remain still. Once the ball has been struck, the other players can attempt to make a play on the ball:
(i.) If an offensive player moves into the box before the ball is struck and the goal is made, a re-kick would follow.
(ii.) If an offensive player moves into the box before the ball is struck and the goal keeper retains the ball, play would resume without a violation.
(iii.) If an offensive player moves into the box before the ball is struck and the goal keeper deflects the ball, a violation would be called, and the goal keeper would redistribute the ball.
(iv.) If a defensive player moves into the box before the ball is struck and the goal is made, the goal would count.
(v.) If a defensive player moves into the box before the ball is struck and the goal keeper retains the ball, a re-kick would follow.
(vi.) If a defensive player moves into the box before the ball is struck and the goal keeper deflects the ball, a violation would be called, and a re-kick would follow.

Section 3: Procedure
The player taking the penalty kick plays the ball forward. The player does not play the ball a second time until it has touched another player. The ball is in play when it is kicked and moves forward.

Section 4: Infringements
If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following situations occurs:

(a) The player taking the penalty kick infringes the Laws of the Game: The referee allows the kick to proceed. If the ball enters the goal, the kick is retaken. If the ball does not enter the goal, the kick is not retaken.
(b) The goalkeeper infringes the Laws of the Game: The referee allows the kick to proceed. If the ball enters the goal, a goal is awarded. If the ball does not enter the goal, the kick is retaken.
(c) A teammate of the player taking the kick enters the near half of the field: The referee allows the kick to proceed. If the ball enters the goal, the kick is retaken. If the ball does not enter the goal, the kick is not retaken. If the ball rebounds from the goalkeeper, the crossbar or the goalpost and is touched by this player, the referee stops play and restarts the match with a free kick to the defending team.
(d) A team-mate of the goalkeeper enters the near half of the field: The referee allows the kick to proceed. If the ball enters the goal, a goal is awarded. If the ball does not enter the goal, the kick is retaken.
(e) A player of both the defending team and the attacking team infringe the Rules of the Game: the kick is retaken.
(f) If, after the penalty kick has been taken, the kicker touches the ball a second time (except with his hands) before it has touched another player a free kick is awarded to the opposing team. The kick to be taken from the place where the infringement occurred. * (see Rule 14)
(g) If the ball is touched by an outside agent as it moves forward the kick is retaken.
(h) If the ball rebounds into the field of play from the goalkeeper, the crossbar or the goalposts, and is then touched by an outside agent the referee stops play. Play is restarted with a dropped ball at the place where it touched the outside agent.

Rule 14: Restart Ball Lodged In Perimeter Net

Section 1: Kick In
When the ball is played over the perimeter wall along the touchline, it is to be kicked in from the point it crossed the perimeter wall by an opponent of the team who last touched the ball before it went out of play. If the ball touches a player or personnel on the bench, who is inadvertently extending into the playing field, or if the ball exits the field through an open bench door, the Kick-In is awarded to the opposing team. The Referee will signal the commencement of the Kick-In. All opposing players must be at least ten (10) feet from the ball until it is kicked. The player who takes the kick may not play the ball again until it has been touched by another player. A goal may be scored directly from a Kick-In.

Section 2: Corner Kick
When the whole of the ball, having last been played by one of the defending team, passes over the end perimeter wall between the corner posts, excluding when a legal goal is scored, a member of the attacking team will take a corner kick. A goal may be scored directly from such a kick. The whole of the ball is placed on the corner mark at the nearest corner flag post, and it is to be kicked from that position. All opposing players must be at least ten (10) feet from the ball until it is kicked. The player who takes the kick may not play the ball again until it has been touched by another player. A goal may be scored directly from a Corner Kick.

Section 3: Goalkeeper Distribution
Play restarts with a goalkeeper distribution by hand after an attacking player has last touched the ball before crossing the perimeter wall between the corner flags. The distribution is taken from any point within the penalty area by the goalkeeper. The ball is considered in play once it travels outside the penalty area. The following provisions also apply:

Procedure: The Goalkeeper should throw or distribute (NOT kick) the ball. The Referee hands the ball to the goalkeeper and whistles to alert everyone to the restart. The Goalkeeper must have foot on goal line before ref will toss the ball to initiate. The ball is in play when it leaves the penalty area.
Player Positions: Opposing players remain outside the penalty area until the ball leaves the penalty area.

Goalkeeper Infraction: A goalkeeper taking a distribution may not play the ball again after it has left the penalty area until it is touched by another player. Otherwise, the opposing team will be awarded a free kick where the violation occurred.
The Ball must not travel beyond the Center Line without touching the floor, another player, the perimeter wall, or a referee. Otherwise, a free kick is given to the opposing team from where the ball crossed the center line.

**Rule 15: Sportsmanship**

Sportsmanship is an important part of Intramural Sports. Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team’s next game. In addition, he/she will have to meet with the Coordinator of Competitive Sports during office hours (Monday through Friday, 10:00 a.m. to 4:30 p.m.) before he/she is eligible to participate again. Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.

*University Recreation makes every effort to protect all participants, however soccer is a contact sport and injuries are a possibility. The University of Alabama, the Division of Student Affairs, University Recreation, and Competitive Sports (and employees thereof) assumes NO RESPONSIBILITY for injuries. Basic First-Aid will be available for participants.*