ACCIDENT INSURANCE
The State of California and Chico State cannot accept liability for injuries. Participants are encouraged to provide their own accident insurance. Participants are not insured by Chico State or the State of California. Insurance is available at the University Health Center.

GENERAL
You must show a valid CSUC or California ID to participate. No ID, no play, no exceptions. Any problems with lost or misplaced IDs must be taken care of prior to game time.

Conversations with officials will be kept to a minimum. Team captains, and only team captains, may address the officials. Captains may only address matters of rule interpretation or essential game information and must do so in a courteous manner. Any verbalization directed toward an official other than outlined above, will result in a technical foul and dismissal from the contest.

A player may only play on one men’s team/women’s team. A player may play on a second team, provided that team is co-ed.

BLOOD RULE
A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered or the uniform is changed.

FORFEITS
A. Game time is forfeit time.
B. One forfeit may constitute an automatic league elimination.
C. Each team is allowed only one default.

THE FIELD
All games are played in the WREC Multi-Activity Court:
A. No food, drinks, chewing tobacco, or chewing gum permitted in the player boxes or on the playing surface.
PLAYERS
A. Six players on the floor at one time, including a goalie.
B. It takes a minimum of five (four + goalie) players to start the game.
C. Free substitutions will be in effect. A player must leave the field before a substitute player can come on.
D. Each team will have 6 players on the court at once. Five Field players and a keeper. Teams must have 2 males and 3 females as field players at all times (minimum). In the situation that a team has only 5 players, then they are allowed to play with 2 males and 2 females as field players and the keeper may be either gender.
E. Rosters are limited to 12 players. Players must be have been on the roster for at least one regular season game in order to be eligible for the playoffs.
F. Substitutions.
   1. During play
      a. Player must be within the touchline at his team box door before a substitute player can come on.
      b. When entering a game on a substitution the player must enter using the door. Jumping over the wall to enter the game will result in blue card.
   2. When play has ceased
      a. After a goal is scored.
      b. After a time penalty is awarded.
      c. On an injury time out
      d. When ball leaves the field of play.

EQUIPMENT
A. Team members must all wear the same colored jerseys.
B. Indoor soccer balls must be used at all times.
C. Shinguards are not required but highly recommended.

PREGAME
Coin flip decides possession. Team "B" chooses direction. Second half team "B" has possession and direction is reversed.

TIME
A. In coed play two 20-minute halves with running time will be used.
B. In all men’s (rec. and comp.) play four 10-minute quarters will be used.
B. Five-minute intermission break at discretion of officials
C. In the case of a tie, a five-minute extra period with sudden death scoring will determine the winner.
D. If the tie persists, five penalty kicks will be awarded to each team. Teams will alternate one shot at a time.

GAME PLAY
A. Ball out of Play - The ball is out of play when it completely crosses the perimeter wall, makes contact with the safety netting or hits the wall above the dasher boards or hit the top of the handrail in the team bench area. All other balls are live and playable off barriers. Result of a ball out of play will be a free kick from the nearest spot the ball became out of play.
B. When the ball makes contact with the building’s superstructure or lighting, a direct free kick from the nearest point closest to a lateral wall.

C. A player may not put their hands on the wall at any time while in possession of the ball and/or attempting to gain possession of the ball.

D. Third Person Violation – When play is along an end or side wall, there can never be more than one player per team jostling for the ball. As soon as a third player gets involved, regardless of from what team, a direct kick will be awarded to the non-offending team.

**DELAY OF GAME**

If a player or team intentionally delays the game with less than 2 minutes in each half or quarter of play, the official may stop the clock to award any necessary time penalties or to award a free kick or penalty kick. A delay of game violation will also result in a lowered Sportsmanship score.

**MERCY RULE**

If a team is ahead by 8, or more, with five minutes remaining in the second half and or the 4th Quarter and the game is deemed dangerous or lackadaisical by the officials it may be called.

**PENALTY KICK**

If a tie persists after sudden death overtime period the game will move into penalty kicks. Each team will receive 5 penalty kicks, and the team with the most goals wins.

A. Any five (5) players are eligible to take the kicks. (Eligible = checked into the game, was not ejected, and not serving a penalty at the end of sudden death overtime)

B. In coed games 3 of the kickers must be female.

C. In the event of a tie after penalty kicks, sudden death penalty kicks will take place in the same player order as the shootout, until both teams have taken an equal number of kicks and one has scored one goal more than the other.

**GOALKEEPER RESTRICTIONS**

A. Once a goalkeeper has gained control of the ball he/she must release it into play within five seconds.

B. After releasing the ball, the goalkeeper cannot play the ball again with hands until another player has touched it.

C. “Goal kicks” are played from the keeper’s hands, not feet.

D. Any violation of these restrictions will result in a direct free kick from the outside circle on top of the box.

E. All goalkeeper infractions that occur in the goal box will result in a direct kick from the top of the goal box circle.

F. The goalie may only receive one pass from their teammates until an opposing player touches the ball.

G. The goalie may not throw the ball in the air without touching another player pass half court.

**INFRACTIONS**

A. All free kicks are direct except kickoffs. A direct kick can be taken at anytime once the ball is “set” by the official unless confirmation of 7 ft is asked for.

B. There is no offsides.
D. Opposing team is awarded a direct kick from the point of infraction when:
   1. Ball is next played by the kicker following a kickoff or by the kicker on a kick-in.
   2. Player charges into an opponent when neither is within playing distance of the ball.
   3. Player without the ball attempts to obstruct an opponent who is attempting to play the ball.
   4. Ball touches ceiling or light fixtures. (Restart from the nearest touchline from where the ball was kicked.)
   5. Dangerous play.
   6. Sliding and dropping to the knee on either offense or defense.
   7. Players opposing the kicker must be at least 7 feet from the ball until it is kicked.

E. Two-Minute Penalty (Blue Card)
   1. Player must spend two minutes off the floor and his/her team must play shorthanded. If determined to be a deliberate or major foul, may also be a yellow card infraction. Results in a direct kick for the opposition. After an opposition score or two minutes, whichever come first, the player receiving the two-minute penalty or another player can enter the game.
   • Examples for conduct receiving a Blue Card can consist of but are not limited to:
     a. Attempting to kick, strike, trip, push, slide tackle, jump, or charge at an opponent.
     b. Attempting to hold an opponent in an effort to reach the ball.
     c. Attempting to deliberately strike ball with hand or arm.
     d. Entering the goal area - If a defensive player goes into the goal area to deflect an obvious goal, a two-minute penalty will be assessed as well as a goal for the opposing team. All other instances where upon the official’s judgment a player went into the box to gain an advantage a two-minute penalty will be assessed.
   • Blue cards are generally given for persistent infringement but may also be used for serious fouls not worthy of a 4 minute penalty.

F. Yellow Card Infractions. Cautioned player must leave the floor for four minutes and his/her team must play shorthanded. Results in a direct kick for the opposition. The player receiving the penalty must sit out the entire four minutes. If the opposition scores a goal before four minutes is up another player can enter the game for the penalized player.
   1. Second Blue Card
   2. Persistent infringement of any rules of the game.
   3. Objecting by word of mouth to the actions of the official.
   4. Persistent use of incidental use of vulgar language not directed at anyone.
   5. Unnecessary delay.
   6. Deliberate verbal tactics.
   7. Deliberate tactical foul.

F. Red Card Infractions. Disqualification and number of players on the floor will be reduced for five minutes regardless if the opposition scores a goal in that time or not. Direct kick from the spot of the ball.
1. Second caution.
2. Violent conduct or serious foul play.
3. Spitting on another person.
4. Using foul or abusive language toward players or officials.
5. Leaving the team area to enter the field where a fight is taking place.
6. A field player denying a goal scoring opportunity with the use of arms or hands.

G. Penalty Kick
   1. Awarded when a flagrant foul occurs within the offending team’s penalty area.

   2. All players must be within the field of play but 7 feet from the penalty area and behind the penalty-kick line until the ball is kicked.
   3. Goalkeeper is to remain on the goal line. He/she may only move laterally until the ball is kicked.