SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of three (3) regular season games.
   B. Participants will be able to select which day of the week and what time they play their regular season games via IMLeagues.

II. Playoff Format
   A. Following league play, a single elimination tournament will be played.
   B. Team rankings will be based on season performance and sportsmanship ratings.

III. Location
   A. Games will be played in TREC, located west of the CREC and Boilermaker Aquatic Center.
   B. Teams will have a designated field assignment.
      i. This assignment can be found online.
      ii. Please contact an Intramural Supervisor if you need assistance locating your playing location.

IV. Supervision
   A. Officials will be assigned for all scheduled games. They will be responsible for officiating the games and providing team sportsmanship ratings.
      i. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. All participants must be registered and on the appropriate team roster in IM Leagues in order to check-in with the Intramural Supervisor.
         c. “Ready to play” includes having the proper game equipment and being at the field ready to begin at the scheduled time.
   B. An Intramural Supervisor will be responsible for the check-in procedure and will provide oversight and aid with the operations of the sport.
      i. Please alert the Intramural Supervisor if assistance is needed.

V. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      ii. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      iii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Each team will be made up of five (5) players on the field.
      i. Four (4) players will play field positions.
      ii. One (1) player will be the designated goalkeeper.
      iii. All substitutes must remain on the sidelines between the yellow goal box line and the white end line.
B. Any ball contacting the ceiling will be out of play; a free kick will ensue directly under the spot of contact.
   i. If the ball touched directly above the goal box area, the free kick will be taken ten (10) yards from the goal line.
C. The offsides rule is not in effect.
D. Slide tackling is not permitted at any time.
   i. Players lying on the ground may not play the ball if other players are within contact distance.
   ii. Slide tackling infractions will be called at the Official’s discretion and will result in an automatic yellow card.

II. The Field
    A. The playing field has the dimensions of 88 feet wide by 119 feet long.
    B. The goal box, located directly in front of the goal, will be 30 feet in width and 12 feet in length.
    C. The goals are 12’ wide by 6’ tall.

III. Beginning Play
    A. The Intramural Supervisor will assist teams with field assignments.
    B. Captains’ Meeting
       i. Prior to the start of play, each team’s captain will be required to meet with the Officials.
       ii. Follow the Officials’ instructions and ask any desired rule clarifications at this meeting.
    C. Coin Toss
       i. Either a coin toss or even/odds game will determine the first choice.
       ii. The visiting team captain will be designated to make the call.
       iii. The captain winning the toss/game shall choose one of the following options:
           a. Choose to kick-off in the first or second half.
              a. If this option is chosen, the remaining captain will choose which side of play to defend in the first half.
           b. Choose which side of play to defend in the first half.
              a. If this option is chosen, the remaining captain will choose between kicking-off in the first or second half.
       iv. Upon completion of the toss/game, each team will assume their respective sides and play will begin with a kick-off.

SECTION 3. EQUIPMENT

I. Equipment Provided
    A. A regulation size 5 outdoor soccer ball (designated for indoor use only) will be provided for play.

II. Illegal and Required Equipment
    A. Shoes
       i. Players must wear non-marking athletic shoes.
          a. Boots are not permitted.
       ii. Shoes must be made up of soft, pliable upper material (molded plastics, canvas, leather, or synthetic) which covers the foot attached to a composition bottom.
       iii. Shoes with rubber cleats are acceptable; no metal screw-in cleats are permitted.
    B. Attire
       i. It is required that teams wear uniformly colored shirts to help distinguish one team from another.
          a. Jerseys may be rented from the TREC Equipment Center for $1/jersey.
       ii. Goalkeepers must wear a distinguishing colored shirt that differs from the color worn by their teammates and the opposing team. Goalkeeper pennies will not be provided by the Intramural Staff.
a. Jerseys may be rented from the TREC Equipment Center for $1/jersey.

 iii. Players must wear athletic shorts or pants and shirts.

 iv. Jeans are not permitted.

 C. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.

 D. No cast or brace with an outermost layer composed of exposed metal, hard and/or sharp plastic or other material will be permitted. These braces and casts must be covered by a standard sleeve or other soft, pliable material in order to be permitted.

 III. Recommended Equipment

 A. Shin guards are highly recommended but not required.

 SECTION 4. PLAYERS

 I. Team Composition

 A. Each team will be made up of five (5) players, one (1) of whom will play goalie, on the field.

 B. (Co-Rec Modification) Teams with five (5) players may have three (3) males and two (2) females or vice versa.

 C. (Co-Rec Modification) Teams with four (4) players may have any of the following:

 i. Three (3) males and one (1) female

 ii. Two (2) males and two (2) females

 iii. Three (3) females and one (1) male

 II. Minimum Team Requirements

 A. Games may be started with a minimum of three (3) players.

 B. (Co-Rec Modification) Teams with three (3) players may have two (2) males and one (1) female or vice versa.

 C. Once the game has started, it may not be continued with fewer than the minimum number of eligible players on either team. If a team has fewer than the minimum number of eligible players due to any reason, including, but not limited to: a player being required to complete documentation due to misconduct, an injured player being attended to or no longer able to continue, the game shall be terminated and a default (results in a loss) shall be declared.

 III. Club Sports Players

 A. A maximum of two (2) club sports participants are permitted to be on each team’s roster.

 IV. Substitutions

 A. Teams may substitute after scored goals or other stoppages in play.

 B. A player wishing to enter into the game as a substitute must report to the center field line, and be beckoned in by the Official to enter the field of play.

 C. Players arriving late must first sign in with the Intramural Supervisor before entering play.

 SECTION 5. TIMING

 I. Periods

 A. A regulation game will consist of two (2) ten (10) minute halves.

 B. The clock will not stop and will be managed by the Officials.

 C. Halftimes will be a maximum of three (3) minutes long and teams will switch sides at the start of the second half.

 II. Timeouts

 A. Teams will not receive any time outs.

 B. Injury time outs may be determined only by the Officials and/or Intramural Supervisor.
III. Overtime
A. During league play, there are no overtime periods and games will result in a tie.
B. During the playoffs, a three (3) minute period will be played until the first team scores (the “golden goal”).
C. If no goal is achieved in this three (3) minute period, a shootout, taken from ten (10) yards from the goal line, will occur with the following rules:
   i. Only three (3) of the five (5) players on the field (including the goalie) at the end of overtime may partake in the shootout.
   ii. The three (3) players then enter a rotation that does not change throughout the shootout of alternating penalty kicks.
      a. The first round of penalty kicks consists of each player taking a shot. The team with the higher number of goals wins.
      b. If the score is still tied, the remaining field players, followed by the remaining players on the roster will alternate shots in the same order in a sudden death penalty kick format until one team scores unanswered.
      iii. (Co-Rec Modification) Shooters must alternate male/female or female/male.
      iv. (Co-Rec Modification) No player may shoot twice until all other eligible players for their gender have attempted a shot.
      v. The goalie may also act as one (1) of the field players and may take (an) offensive shot(s).
      vi. The Officials will choose the side of field for the shootout. A coin toss or even/odds game (see Section 2.III) will determine who shoots first.

IV. Official Game
A. If a game has reached halftime and inclement weather stops play, the game will be over and its score will be considered official.
B. If a game has not yet reached halftime and inclement weather stops play, the game will be considered cancelled.
   i. Cancelled games will not count toward playoff qualification.
   ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Goals
   A. A goal is scored only when the entire ball has passed completely over the goal line, between the goal posts and under the crossbar, provided no infraction of the rules has occurred during this process.
   B. The clock does not stop after a scored goal.

II. Mercy Rule
   A. There will be no mercy rule scores.

III. Forfeit Score
   A. In the event of a forfeit, a score of one (1) to zero (0) will be given.

SECTION 7. FREE KICKS AND KICK-IN RULES

I. Kick-Off
   A. On the kick-off, the ball must be played forward before it can go backward.

II. Ten (10) Yard Rule
   A. The ten (10) yard rule pertains to all dead ball situations outside of the goal box, including kick-ins.
   B. Players must stand at least ten (10) yards away from the ball.
III. Kick-Ins
   A. Balls that go out of play shall be kicked in from the nearest spot (on the boundary line, unless the ball hits the ceiling netting), not thrown.
   B. The ball is considered in play when the ball is touched with a foot and moves.

IV. Offside
   A. There will be no offside rule in effect; thus, no free kicks will be taken if a player is offside.

V. Indirect and Direct Kicks
   A. Indirect kicks called by the Officials must be touched by another player before a goal may be scored.
   B. Direct kicks may be shot on goal; the following are direct kicks:
      i. Kick-ins
      ii. Free kicks
      iii. Penalty kicks
      iv. Goal Kicks
      v. Kick-offs
      vi. Corner kicks

VI. Contacting the Ceiling Netting
   A. Any ball contacting the ceiling netting will be out of play; a free kick will ensue directly under the spot of contact.
   B. If the ball touched directly above the goal box area, the free kick will be from ten (10) yards from the goal line, in line with where the ball hit the ceiling.

VII. Goal Kicks
   A. The defensive team is awarded a goal kick when the offensive team contacts the ball last and it crosses the defense’s goal line boundary.
   B. The ball must travel outside the goal box before it may be played by anyone of either team.
   C. The ball must be kicked from a stationary position and may be kicked from anywhere within the goal box.

VIII. Corner Kicks
   A. The offensive team is awarded a corner kick when the defensive team contacts the ball last and it crosses the defense’s goal line boundary.
   B. The ball must be kicked from a stationary position.
   C. Goals may be scored directly from a corner kick.

IX. Penalty Kicks
   A. Penalty kicks will be taken from ten (10) yards from the goal line.
   B. The goalie must remain on the goal line until the ball is kicked.
   C. The remaining players must be ten (10) yards behind the ball.
   D. After an unsuccessful penalty kick:
      i. Any player, except for the kick taker, may play the ball directly off of the goal post or goalie.
      ii. The kick taker may play a ball that touches the goalie; however, if the ball touches the goal post, the kick taker cannot touch the ball until it touches another player.

SECTION 8. GOALIE RULES

I. Goal Box
   A. The goalie shall have unrestricted movement in the goal box area.
   B. Any obstruction of a goalie by an opponent in the goal box area, intentional or not, shall result in a goal kick.

II. Goalie Restrictions
   A. The goalie may use their hands only inside of the goal box.
B. Goalies may not advance the ball past half court by throwing the ball. The ball must touch the playing surface and/or a player prior to passing the center mark.
   i. An infraction results in a free kick for the opposition at the mid-court line.
C. The goalies may not punt the ball.
   i. Drop kicks that result in the ball hitting the ground before being kicked are also not allowed.
   ii. An infraction results in a free kick for the opposition at the mid-court line.

SECTION 9. MISCONDUCT AND PENALTIES

I. Violations Resulting in a Yellow Card
   A. Violations resulting in a yellow card include but are not limited to the following:
      i. Persistent rule infringement throughout the game.
      ii. Shows dissent by word of mouth or action to decisions given by the Official.
      iii. Is guilty of any incidental vulgar or profane language.
      iv. Is guilty of unsporting conduct.
      v. Slide tackling.
      vi. Improper substitution.
      vii. Commits a hand ball in the goal box.
      viii. Illegal equipment.
      ix. Attempting a bicycle kick.
   B. Players receiving a yellow card must leave the field of play and meet with the Intramural Supervisor before re-entering the field of play.
      i. Cautioned player may be substituted for at the time of the caution.

II. Violations Resulting in a Red Card
   A. Violations resulting in a red card include but are not limited to the following:
      i. Is guilty of violent conduct or serious foul play.
      ii. Is abusive in language or gesture towards a player or Official.
      iii. Persists in misconduct after receiving caution.

III. Ejection
   A. Any player receiving two yellow cards during one game will be ejected and must leave the playing field.
   B. Any player receiving one red card during one game will be ejected and must leave the playing fields.
   C. Ejected players must meet with the Intramural Supervisor to fill out information, and will then be required to attend a misconduct meeting with the Assistant Director of Intramural Sports before they can play in the next game.

SECTION 10. SPORTSMANSHIP

I. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct.

II. Officials
   A. The game’s Officials will determine sportsmanship ratings for each of the game’s teams.
SECTION 11. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policy and Procedure Manual Section I. Eligibility for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor prior to the game’s start to file a Protest Form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Rulings involving an Official’s judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the Protest Form.