SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of three (3) regular season matches.
   B. Participants will be able to choose which day of the week and what time they play their regular season games by selecting a division within their desired league via scheduling on 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 the MAC Gym, located on the third floor of the CoRec.

IV. Supervision
   A. Officials will be assigned for all scheduled games. They will be responsible for officiating the game and providing 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 court 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:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. 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. The walls are considered in play; however, the netting and vertical plane above the wall is considered out of play.
   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 arc area, the free kick will be just outside the crease line, nearest to the spot.
   C. The offside rule is not in effect.
   D. Slide tackling is not permitted.
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, thus forcing that player to serve a 60 second penalty.

II. The Court
   A. The playing court has the dimensions of 59 feet wide by 108 feet long.
   B. The goal arc, located directly in front of the goal, will be 30 feet in diameter and 20 feet in length.
   C. The goals are 12’ wide by 6’7” tall.

III. Beginning Play
   A. The Intramural Supervisor and Officials 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 from midcourt.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. A regulation indoor soccer ball will be provided for play.
   B. Players may use their own indoor balls if Captains, Officials, and the Intramural Supervisor agree prior to play.

II. Illegal and Required Equipment
   A. Shoes
      i. Players must wear non-marking athletic shoes.
      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. Cleats are not permitted.
   B. Attire
      i. It is required that teams wear uniformly colored shirts to help distinguish one team from another.
         a. Goalkeepers must wear a distinguishing colored shirt that differs from the color worn by their teammates and the field players of their opponents. Goalkeeper pennies will not be provided by the intramural staff.
      ii. Players must wear athletic shorts or pants and shirts.
      iii. Jeans are not permitted.
      iv. Jerseys may be rented from the CoRec Equipment Center for $1 per jersey.
      v. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.
C. 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 six (6) players, one (1) of whom will play goalie, on the field.
   B. Teams are permitted a maximum of 20 players on their roster.
   C. (Co-Rec Modification) Teams with six (6) players may have any of the following:
      i. Three (3) males and three (3) females
      ii. Four (4) males and two (2) females
      iii. Two (2) males and four (4) males
      iv. (Co-Rec Modification) Teams with five (5) players must have three (3) males and two (2) females or Vice Versa.

II. Roster Limit
   A. Teams can have a maximum of 20 players on their roster.

III. Minimum Team Requirements
   A. Games may be started with a minimum of four (4) players.
   B. (Co-Rec Modification) Teams with only four (4) players may have any of the following:
      i. Two (2) males and two (2) females
      ii. Three (3) males and one (1) female.
      iii. Three (3) males and one (1) female.
   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.

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

V. Substitutions
   A. Teams may substitute at any time provided they enter and exit through the team box door.
      i. The player entering the game during live action must not gain an advantage.
      ii. Improper substitution, such as jumping over the boards or gaining an advantage when entering play, will result in an automatic yellow card, thus forcing the player to serve a 60 second penalty.
   B. Goalies may only be subbed during dead ball periods.
      i. To enter play, the substitution must first be recognized and approved by the Official.
   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 only stop for dead balls during the last 30 seconds of each half, and will be managed by the Intramural Supervisor.
      i. The clock will resume once the ball is kicked and legally considered inbounds.
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 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”).
      i. The clock will only stop for dead balls during the last 30 seconds of the overtime period, and will be managed by the Intramural Supervisor.
         a. The clock will resume once the ball is kicked and legally considered inbounds.
   C. If no goal is achieved in this three (3) minute period, a shootout, taken from the top of the arc, will occur with the following rules:
      i. The five (5) field players on the court at the end of the regulation game will partake in the shootout.
      ii. The five (5) 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, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same order until one team has scored a goal more than the other from the same number of kicks using the remaining eligible participants on the roster for each team.
            a. With the exception of the foregoing case, the players who are on the field of play at the end of the match, which includes extra time, are allowed to take kicks from the penalty mark before players who are not on the field may begin taking kicks.
            b. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick
      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 officials will choose the side of field for the shootout. A coin toss (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. A goal can be scored directly from the kickoff.
C. 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 (unless the ball hit the ceiling), not thrown.
      i. The walls are considered in play; however, the netting and vertical plane above the wall is considered out of play.
   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 must be touched by another player before a goal may be scored; the following kicks are indirect kicks:
      i. Dangerous play
      ii. Goalie violations (See Section 8)
   B. Direct kicks may be scored without being touched by another player; the following are direct kicks:
      i. Kick-offs
      ii. Goals Kicks
      iii. Kick-ins
      iv. Free kicks
      v. Penalty kicks
      vi. Corner kicks

VI. Contacting the Ceiling
   A. Any ball contacting the ceiling 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 just outside the arc.

VII. Goal Kicks
   A. The defensive team is awarded a goal kick when the offensive team last contacts a ball that contacts the defense’s goal line netting.
   B. The ball must travel outside the goal arc before it may be played by anyone of either team.
      i. Infractions of this rule result in a re-kick.
   C. The ball must be kicked from a stationary position and may be kicked from any point in the goal arc.

VIII. Corner Kicks
   A. The offensive team is awarded a corner kick when the defensive team last contacts a ball that contacts the defense’s goal line netting.
   B. Corner kicks will be taken from the black spot marked on the floor.
   C. The ball must be kicked from a stationary position.
   D. Goals may be scored directly from a corner kick.
IX. Penalty Kicks
A. Penalty kicks will be taken from the top of the arc.
B. The goalie must remain on the goal line until the ball is kicked.
C. The remaining players must be 10 yards behind the ball placed at the top of the arc.
D. After an unsuccessful penalty kick:
   i. Any player, except for the kick taker, may play the ball directly off of the wall or goalie.
   ii. The kick taker may play a ball that touches the goalie; however, if the ball touches the wall, the kick taker cannot touch the ball until it touches another player.

SECTION 8. GOALIE RULES

I. Goal Arc
   A. The goalie shall have unrestricted movement in the arc area.
   B. Any obstruction of a goalie by an opponent in the arc 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 arc.
   B. Should the goalie possess the ball, they may not advance the ball past half court by throw without the ball first touching any part of the defensive side of the court or another player.
      i. An infraction results in an indirect free kick for the opposition at the mid-court line.
      ii. Goalies may advance the ball past half court by kicking the ball.
   C. The goalies may not punt the ball.
      i. Drop kicks that result in the ball hitting the ground before being kicked are allowed.
      ii. An infraction results in a free kick for the opposition at the mid-court line.

SECTION 9. MISCONDUCT AND PENALTIES

I. Ejection
   A. Any player receiving two yellow cards during one game will be ejected and must leave the playing fields.
   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.

II. 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 (Whether or not a foul occurs, the act of slide tackling is punishable by a yellow card).
      vi. Improper substitution.
      vii. Commits a hand ball in the goal box.
      viii. Illegal equipment.
      ix. Attempting a bicycle kick.

III. 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.

IV. Timed Penalties
   A. Any player who receives a yellow card during a game will serve a 60 second timed penalty in the penalty box and that team will play shorthanded.
   B. If a goal is scored by a team playing shorthanded, the player in the penalty box must remain in the penalty box until the penalty time ends.
   C. If a goal is scored by the team playing with an advantage:
      i. The penalty is over if only one (1) player is in the box.
      ii. And if there are two (2) players in the penalty box, the player with the least amount of penalty remaining may return to play.

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 Policies Information 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.