

## Rule 1. Teams, Substitutions, Field, and Equipment

### A. Teams

1. Each team will consist of five (5) players (4 and a goalie).
2. A minimum of four (4) players per team is necessary to begin a game.
3. Proper footwear must be worn in order to participate. Only appropriate athletic shoes with non-marking soles will be allowed. Shoes with studs or cleats will not be permitted.
4. All players must have a valid Cane Card at all times.

### B. Substitutions

1. During the game while the ball is in play, each team shall be allowed an unlimited number of substitutions, provided the player substituted for is within the touchline near the center court bench entrance, defined as being between the concrete posts, or off the field of play before the substitution is made. Neither the player entering the field nor the departing player may participate in play during the period of time when they are simultaneously on the field.
2. During dead ball situations, subs may be made during the following situations:
  - a. After a goal has been scored.
  - b. After a time penalty has been awarded.
  - c. An injury time-out.
  - d. After a time-out.
  - e. After any unusual stoppage acknowledged by the referee.
  - f. Between periods or overtimes.

### C. Field and Equipment

1. All games will be played in Centre Court of the Wellness Center.
2. The dimension of the court shall be 100 feet x 70 feet.
3. Players will NOT be allowed to jump over the swinging doors. (This will be penalized.)
4. Team uniforms are required. Teams will assign themselves a different color when they sign-up. These colored shirts will be required before regular season begins. If a team shows up without enough players with same colored shirts, they will receive a forfeit. Teams are also to bring an alternate colored shirt for playoffs. **Note:** All goalkeepers must have a different color than their team and their opponents. They are also not allowed to wear yellow due to the officials wearing that color.

## Rule 2. Scoring and Timing Regulations

### A. Scoring

1. A goal will be scored when the entire ball crosses the front wall plane.
2. Goals may count as either one (1) or two (2). The following are the points awarded:
  - a. A goal that was shot from or last touched by an offensive player inside the other teams blue line while at even strength shall count one (1) point.
  - b. A goal that was shot from or last touched by an offensive player outside the other teams blue line while at even strength shall count as two (2) points.
3. There is also a 10 goal mercy rule at any point of the game the end will result. If a margin of 7 or more results the clock will run through the final 2 minutes.

### B. Timing Regulations

1. Games will consist of one 25-minute period. The clock will run continuously except the last two minutes of the game, which the clock will stop on all whistles.
2. Each team shall receive one (1) time-out per game. A team may call a time-out during a stoppage in play when they have possession of the ball or when that team's goalkeeper has established possession of the ball within his/her goal area.
3. In the event the score is tied at the end of regulation time, the teams will move to a shoot-out. The shoot-out will consist of 4 persons per side. Only the 5 players on the field at the end of regulation may participate in the shoot-out.

### Rule 3. **The Game**

- A. Before the start of the game, the referee will conduct a captain's meeting and coin toss. The captain winning the toss will opt to do one of the following:
  - 1. to kick off
  - 2. choose which side their team will defend
- B. All standard soccer rules regarding kickoffs will be in effect. However, a player may score a goal directly from a kickoff.
- C. Failure by a team to put the ball in play within five (5) seconds, at any time as signaled by the Referee, shall result in loss of possession.
- D. Restarts will be as follows:
  - 1. **Kick-in**: When the Referee declares the ball is out of play, a kick-in shall result. **The side walls and the pillars are considered in and play will continue. If the ball hits the wall behind the goal in the white area from blue dot to blue dot, or if the ball goes into the seated area, the ball will be considered out.** The team who last touched the ball shall lose possession. The opposing team shall be awarded a kick-in closest to where the ball went out of play. The ball shall be placed two (2) feet from the wall at this point. A goal may be scored directly from a kick-in.
  - 2. **Goal Clearance**: When the Referee declares the ball is out of play along the back wall and was last touched by the attacking team, a goal clearance shall result. For a goal clearance, the referee shall hand the ball to the goalkeeper who will then throw the ball into play from anywhere inside the goal box. All other standard goal kick rules shall apply. A goal may be scored directly from a goal clearance.
  - 3. **Corner Kick**: When the referee declares the ball is out of play along the back walls and was last touched by the defending team, a corner kick shall result. The ball placed at the blue dot nearest the spot where the ball went out of play. A goal may be scored directly from a corner kick.
- E. The ball remains in play except in the following situations:
  - 1. When the referee halts play.
  - 2. When the ball hits the wall above the crease where the smooth concrete intersects the concrete block **only behind the goal.**
  - 3. When the ball makes contact with any part of the building superstructure above the field of play or either of the basketball structures. In this case, the ball will be placed directly underneath the area where it hit the structure and change of possession will result.
  - 4. When the ball enters the bench area.
- F. A player is guilty of a three line pass when he/she passes (or last touches) the ball across three lines (two blue lines and the center line) in the air towards his/her opponent's goal line, without touching another player or the perimeter wall in between the two blue lines.
  - 1. In the event of a three-line pass, the Referee shall declare a free kick for the opposing team to be taken from the center point on the first blue line the ball crossed.
- G. Goalkeepers may handle the ball inside the goal box only.
- H. Goalkeepers have an unlimited number of steps to release the ball from inside their goal box. However, a goalkeeper has only (5) seconds in which to release the ball. Goalkeeper possession shall be defined as control with hand or foot.

### Rule 4. **Penalties**

- A. Two (2) minute penalties may be assessed by the referee against a player guilty of severe, tactical or blatant penal offenses. A penalty must always be awarded for boarding. A foul, which warrants a penal penalty, shall result in a penalty kick if the penalty occurs in the defending team's penalty box. Examples of penal offenses include:
  - 1. Kicks or attempts to kick an opponent
  - 2. Tripping

3. Charging
  4. Holding
  5. Pushing
  6. Hand balls
  7. Boarding
  8. Slide Tackling (1st: yellow card & penalty kick, 2nd: red card & penalty kick)
  9. Charging the goalkeeper
- B. A two (2) minute team penalty, to be served by any member of the team, shall be called by the referee in the following situations:
1. Illegal substitutions (Including jumping over swinging doors)
  2. Bench misconduct
- C. A penalty kick shall be awarded in the following situations:
1. In the event a defensive player commits a foul inside their penalty box.
  2. In the event a defensive player intentionally commits, from behind, a foul which prevents an attacking player who had a reasonable goal scoring opportunity. A reasonable goal scoring opportunity shall be defined as a player having control of the ball with one (1) or less players on the defending team between the attacking player and goal.
  3. The penalty kick will be taken from a mark 8 yards out from the goal and centered on the goal. All other IM soccer penalty kick rules will apply.
  4. In cases where more than two penalties are simultaneously being served by one team, the following situations result.
    - a. A team shall never have less than three (3) players on the court at any time. Thus, substitutes must replace any penalized players over the limit.
    - b. Only two penalized players per team will serve their minutes at the same time. Any additional players must wait until a previous player leaves the penalty box before their minutes will be counted off.
  5. Unsportsmanlike conduct penalties will result in a two minute penalty and a free kick. A player who receives an unsportsmanlike penalty in addition to another penalty will serve both penalties consecutively. A player who receives two unsportsmanlike penalties in one game will be ejected from further competition.

**Rule 5. Co-Rec Modifications**

- A. Each team will consist of 5 players (3 males and 2 females or 3 females and 2 males).
- B. A minimum of 4 is required to avoid a forfeit (2 males and 2 females).

**Rule 6. Conduct of Players and Advisory Board**

- A. If a player receives two unsportsmanlike conduct warnings in one game, he/she will be ejected from the game. Ejections carry an appearance before the Advisory Board (see next rule) before he/she can play again.
- B. Any team, which receives three unsportsmanlike conduct warnings in one game, will automatically forfeit the game, and be suspended from play until they appear before the Advisory Board.
- C. **ADVISORY BOARD**
  1. The IM Advisory Board is made up of students from all areas of campus.
  2. The board meets weekly when necessary and their decisions are final.
  3. If a player is ejected, they must call 305-284-8501 to schedule their hearing.
  4. Once a player is ejected they are self-suspended until they appear to the board.
  5. If the ejected player chooses not to appear, he/she will remain suspended. This means he/she is not allowed to play in any Intramural or Special Event until he/she appears before the board.

6. If he/she does not to contact the IM office within one week, the team that he/she was affiliated with will become suspended until the ejected player schedules a meeting with the Advisory Board.