1. TEAM CAPTAINS:

Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.

Only the team captain may address an official, on matters of rule interpretation or obtain essential information.

Team captains are responsible for picking up their team’s schedule and notifying their teammates on upcoming games. Team schedules will be available for pick-up, Friday after 12:00pm at the front desk. Team schedules will also be posted on the IM sports board. The schedules will be available at: http://www.imleagues.com

Team captains are responsible for their team’s behavior before, during and after their game.

Team captains are responsible for any equipment given to them, such as team jerseys and team balls. (Team captains, you will be changed for the missing items)

2. PLAYERS:

Players may play for only one team. The exception is playing on a men’s or women’s team along with a Co-Rec team. Switching from one team to another is illegal. If a player plays illegally on a team that game is considered a forfeit.

A team consists of 6 players including the goalkeeper( 5 players and a goal keeper). A minimum of 4 players is needed to start the game.

Co-Rec Teams-6 players, 3 men and 3 women. At no time may there be more men than women on the court. **Teams must be 50% of each gender. Acceptable combinations: 3m+3w, 2m+3w, 2m+2w.**

Free substitution may occur on an unlimited basis, provided the player being substituted for is leaving the court, and is in no way interfering with the play, before the replacement enters.

The goalkeeper may be changed only when play has stopped.

Maximum number of players per roster is **10**.

3. ELIGIBILITY

All LMU students, faculty and staff are eligible to play intramural sports, except the current and 09-10 collegiate soccer members.

Alumni and outside visitors are **NOT** eligible to participate.

**ROSTERS** must be filled out completely, in order for players to be eligible to play. Teams may add players to roster until the last game of the season.

Players must play in at least 1 games during the regular season, in order to be eligible for the playoffs.
**NO ID NO PLAY!** All participants must present their one card to the Intramural Staff on duty, in order to be eligible to play.

All participants must be members of the Burns Recreation Center, only for indoor sports.

Maximum Club Soccer players on your team are 3 (including both male and female players).

**4. FORMAT**

Soccer season consists of Regular season play of 3 weeks, with a single elimination tournament.

**5. EQUIPMENT:**

The Intramural Office will furnish game balls. However, both teams may agree to use another ball as long as it’s regulation.

All participants must wear the proper athletic attire to participate. This includes proper court shoes, shorts and T-shirts. Marking soled shoes are not allowed on the Basketball courts.

**NO JEWELRY:** No hats / caps / bandanas. Participants may not cover up jewelry with tape, band-aids or other such items.

No cast or splints (hard or soft) are permitted. Shin guards are optional.

Team jerseys will be provided for each team if necessary. Participants must wear T-shirts while participating and also underneath the intramural jersey.

Scrimmage vests will be provided.

The goalkeeper must wear a jersey different from those of both teams.

**6. GAME TIME:**

Before the game begins: players must check in at the scorer’s table.

Game time is forfeit time, unless a team has at least one member present; then a 5-minute grace period is added before the game is called a forfeit. One forfeited game will result in the loss of the $40.00 deposit. Two forfeited games will result in the elimination of playoff play.

2-20 minute halves, 5-minute half time; continuous running clock until the end of the game.

There is no injury/stoppage time added to the end of each half.

The game remains a tie in the regular season. In playoffs, the winner will be determined by alternating penalty kicks (3 vs 3). Teams must use the same goalie that ended regulation.

Teams may default by calling the Intramural Sports office 24 hours prior to the team’s game time. This default loss option can only be used once.

Mercy Rule: **Up by 5 goals with 5 minutes left in the second half. UP by 7 goals with 12 minutes left in the 2nd half. 10 points at any point in the 2nd half will end the game**
7. METHOD OF SCORING:

A goal is scored when the entire ball passes completely over the goal line.

In Co-Rec, Male scoring = 1 and female scoring = 2

8. SUBSTITUTES

There may be unlimited substitutions; goal kick, after a goal, start of the half, caution, and any team’s throw in.

Any player who is disqualified shall not re-enter the game and may not be substituted in for.

9. START OF PLAY:

Kick off and defended goals will alternate at half time.

The ball must be kicked into the opponent’s half, and the player taking the kick cannot play the ball a second time until another player has touched it.

10. BALL IN AND OUT OF PLAY:

The ball is in play at all times unless:

The ball makes contact with the wall above the white paint on the side & end walls.

The ball makes contact with any super structure (i.e.. backboards, lights, etc.)

The ball becomes caught on top of or behind the goal and net.

The ball goes over the black barrier panels.

The referee will have the authority to decide in certain circumstances whether or not the ball is in play. He/She will signal when the ball is out of play.

If the ball travels across all three lines in the air without touching the ground, a wall, or a player. A direct free kick will be awarded to the opposing team at the line nearest the landing spot.

11. PASSING VIOLATIONS AND THE GOALKEEPER:

Goalkeeper restrictions:

The goalkeeper may use his/her hands in the penalty area.

He/She may leave the penalty area, but He/She must play as a field player.

He/She may NOT punt the ball.

The keeper has five seconds to distribute the ball. If the goalkeeper uses his/her hands out of the penalty area a direct free kick will be awarded.

Once the goalkeeper has gained possession of the ball with his/her hands and releases it, He/She cannot pick it up again with his/her hands until it has been touched or played by an opponent, or has been played by a teammate across the nearest red line.

If a member of his/her team passes the ball back to the goalkeeper (with legs) the goalkeeper cannot play the ball with his/her hands.
12. FOULS AND MISCONDUCT:

All fouls will result in a direct kick for the opposing team.

There will not be any direct free kicks taken from inside the penalty box.

The team penalized must stand at least 9 feet from the point of infraction.

There is absolutely NO slide tackling in Intramural Indoor & Outdoor Soccer.

Players May not use their hands on the wall as balance or any other part of their body.

13. UNSPORTSMANLIKE CONDUCT:

Two-minute penalties will be given for all unsportsmanlike conduct and flagrant/violent fouls.

A team penalized may not substitute for the player until the entire two-minute penalty is served OR the opposing team scores a goal.

Any player receiving a Yellow Card will automatically receive a two-minute penalty and the team cannot substitute for the player that received the Yellow Card.

Any player receiving a Red Card is ejected from the contest, and his/her team will play shorthanded for the remainder of the game. That player automatically receives a one game suspension and must meet with the intramural sports specialist.

14. SPORTSMANSHIP:

The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after the each game.

Any team receiving below a “3” in conduct for their entire season will not be eligible for playoffs.

Any team receiving below a “3.0” sportsmanship rating during playoffs does not advance to the next round even if the team wins the game. At this point the opponent advance as long as the team receives a “3.0” rating or above.

Any player that is ejected for any reason must come in to speak to the Assistant Director of Campus Recreation-Intramurals before their next game. That player is ineligible to play until doing so.

If there is a player ejection, the team cannot replace the player for the remainder of the game.

15. AWARDED KICKS:

All Kicks are direct; Therefore players can score from anywhere on the court.

16. PENALTY KICKS:

Penalty kicks will be awarded for breakaway fouls. Breakaway fouls are classified as situations in which a player has a one on one opportunity against the opposing goalkeeper; Penalty kicks are taken from the free throw line (basketball).
17. PROTEST

A team captain may only protest before or during the game, **not after**. In protesting an official’s call, the team may only protest a rule interpretation or eligibility and not a judgment call. A timeout must be utilized in order to protest, and a team may get it back if the interpretation goes your way.