

ROSTER SIZE IS LIMITED TO 18 PLAYERS
Teams winning a championship will receive a maximum of 11 t-shirts.

Games will be governed by the current rules of the National Intramural and Recreational Sports Association (NIRSA), with the following modifications and points of emphasis:

GENERAL

Participants should have adequate health insurance to cover any injury which may occur.

Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any recreation center property and at all Intramural Sports sanctioned events. Participation while under the influence of these substances is also prohibited in these areas. Any violation of this policy will be grounds for immediate ejection, forfeiture and possible suspension.

No Buff OneCard or Government issued ID = No Play! All intramural participants are required to have either their Buff OneCard or Government issued ID with them at EVERY intramural event. Failure to do so will result in ineligibility. NO EXCEPTIONS!

FORFEITS

GAME TIME IS FORFEIT TIME! All teams should arrive 15 minutes prior to the scheduled start of the game to check in and get the necessary equipment for the game. Any team failing to report ready to play at the scheduled starting time will forfeit to their opponent, be assessed a fee, and become ineligible for playoffs.

Teams who forfeit will have all of their members suspended until the forfeit fee has been paid. The forfeit fee will be \$30.

The captain of the team will be emailed a notification of the forfeit fee. Teams can pay the forfeit fee online (Link) or at the guest services desk at the Student Recreation Center.

Once the fee has been paid teams will bring their receipt to the IM Sports office to be reinstated.

10-Minute Grace Period: If one team is present and ready to play, they can choose to grant their opponents a 10-minute grace period.

- The game clock will start at the original start time.
- If the required minimum number of players arrives within 10 minutes, the game will be played and recorded as an official game.
- The waiting team will be given a point for every minute they wait.

If neither team has the required number of players at the scheduled contest time, both teams will be given 10 minutes to complete their team.

- No scoring advantage will be given to either team in this case.

Teams that have a second forfeit will be assessed an additional forfeit fee and dropped from the league.

Braces or casts are only allowed if deemed safe by the Intramural Supervisor on site.

THE GAME

GAME LENGTH

The game shall consist of two, 20 minutes halves with a running clock.

There is no overtime in regular season games.

TIMEOUTS

There are no timeouts in Intramural Outdoor Soccer

At the beginning of each game there will be a captains meeting. Officials will go over any questions or rules changes with captains at this time.

STARTING THE GAME

The game shall be started by kicking the ball forward into the opponent's half of the field the distance of its own circumference (27 inches). All opposing players must be at least ten yards from the ball until after it has been kicked off.

MERCY RULE

If a team is ahead by ten or more goals with ten minutes or less remaining in the second half, the game is over.

OVERTIME

There is no overtime in the regular season. Overtime only applies to tournament games. In the post-season tournament, a five-player shootout will occur on penalty kicks. If there is no winner, then it will be followed by a "Sudden Death Shootout". Only players on the field at the end of regulation play may take the penalty kicks.

During the entire process, no player except the goalie, the player who will kick the penalty, and the referees, should be on that half of the field. Nobody, including spectators, should be behind the goal line. All players must be on the other half of the field.

No player shall take a second kick until all the players on his/her team including the goalie take one penalty kick.

The goalkeeper must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked.

FOULS/PENALTIES

A direct free kick is awarded when:

- Kicks, strikes, attempts to kick or strike or jump at an opponent
- Trips, including throwing, or attempting to throw an opponent by the use of the legs, or stooping in front of or behind.
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- Offsides
- Goalkeeper violation or second touching
- Dangerous Play
- Obstruction

An indirect free kick is one from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal. Indirect kick is signaled by the ref lifting his/her left arm until the ball is touched by a second player. If the referee doesn't raise his/her arm, the kick is direct.

On all free kicks and penalty kicks, all opponents must be at least 10 yards from the ball. Players interfering with the start of play will be immediately carded.

A player shall be sent off the field of play if, in the opinion of the ref, if the player:

- Guilty of violent conduct or serious foul play
- **Slide Tackles are an Automatic Red Card**
- Foul or abusive language
- Persists in misconduct after having received a caution.
- Criticizes, or interferes with the judgment of the referee – after being cautioned.
- Any individual or team involved in a fight will be dropped from the program.
- No alcoholic beverages should be brought to the field, no playing while intoxicated.
- Circumstances not covered in this list should be dealt with according to NIRSA or NFHS soccer rules.

RULE CLARIFICATIONS

OUT OF BOUNDS

