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 of upcoming games. Team schedules will be available Friday after 4:00pm at the front desk. Team schedules will also be posted on the IM sports board and online.

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

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

2. PLAYERS:

8 players including the goalkeeper. 7 players are needed to begin. (Co-Rec: 4 Men & 4 Women or 3 Men and 4 Women)

Players can only play for one team! Exceptions: Men’s & Co-Rec /Women’s and Co-Rec.

Maximum number of players per roster is 15.

Rosters are closed after the regular season.

3. ELIGIBILITY:

All LMU students, faculty and staff are eligible to play intramural sports, except the current and 07 - 08 NCAA men’s and women’s soccer players are ineligible.

Alumni and outside visitors are not eligible to participate.

ROSTER must be filled out front and back in order for players to be eligible to play. Team may add players to roster until the last game of the season.

Players must play in at least 1 regular season games 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 to be eligible to play.
A forfeit deposit of $40.00 must be turned in before a team can be scheduled. Captains have 2 weeks after the season to pick up deposit if they qualify to receive it back.

**4. FORMAT:**

Four weeks of regular season with the top teams advancing to single-elimination playoffs to determine the champion of each division. Divisions include men’s, women’s, and Co-Rec.

**5. EQUIPMENT:**

The Intramural Office will furnish game balls. However, teams may bring their own ball. **Size 5 ball for men.**

All participants must wear shoes. Players are permitted to use cleated soccer shoes provided that the rubber cleats are short and are molded into the sole of the shoe. Metal spikes are not permitted. Shin guards are optional.

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

Team jersey will be provided for each team if necessary. The goalie must wear a different color shirt than his/her teammates.

No cast or splints (hard or soft) are permitted.

**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 both league and playoff play.

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

There is no injury 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.

Mercy Rule: Up by five goals with 7 minutes left in the second half.

**7. METHOD OF SCORING:**

A goal is scored when the ball has completely crossed over the goal line, between the goal posts, and under the cross bar. (Co-Rec: **Womens’ goal = 2 goals**)

If the defending team **DELIBERATELY** stops the ball with hands or
arms to prevent a goal inside the penalty area, that player shall be sent off Red Card and a Penalty kick awarded.

A goal cannot be scored directly from kick-off, goal kick, or throw in unless it is touched by a opposing player.

8. SUBSTITUTES

There may be unlimited substitutions; goal kick, after a goal, start of the half, caution, and on any other dead ball situation.

Any player who is disqualified shall not re-enter the game. The player substituted for shall be asked to exit the field as quickly as possible. A team must play down a player.

9. START PLAY:

Kick off will be used to start each half, and following each goal.
Ball must first completely cross the center line on kick-off.

10. BALL IN AND OUT OF PLAY:

The ball is OUT OF PLAY when:
It has COMPLETELY crossed the goal line/touchline.
It is the decision of the referee for stoppage of play.
The ball will be put back into play with a throw-in, goal kick, corner kick or drop ball.

The ball is IN when:
If it rebounds off a goal post or crossbar into the field of play.
If it rebounds off a referee in the field of play.

11. GOALKEEPER PLAY:

The referee may remove without caution any player whom intentionally charges the goalkeeper.
The goalkeeper when in control of the ball may not carry it more than 6 seconds. The keeper may not play the ball with his/her hands twice successively. **Violation of any of these rules will result in a direct kick at the top of the penalty box**
The goalkeeper may not play the ball with his/her hands on an **intentional** pass from the feet of a teammate.
The goalkeeper in possession of the ball must **NOT** be interfered with or impeded in any manner by an opponent until he/she clears the ball. Goalie can dive to block ball but must not create contact.

12. OFF-SIDE: **There will be no offside in Intramural Soccer.**
13. SLIDE TACKLING: There is NO slide tackling in Intramural Soccer. Slide tackling results in an automatic yellow card!!!

All penalties result in direct kicks (no indirect kicks).

14. PENALTIES: A direct free kick will be given for the following:

- Kicks, pushes, holds, hit, trip or ATTEMPTS to hit, push, trip an opponent;
- Jumps or charges an opponent in a violent or dangerous manner;
- Hand ball or high kicks

Should a player of the defending side intentionally commit one of the above offenses within the penalty area, he/she shall be penalized by a PENALTY-KICK.

Excessively dangerous plays may result in a Red Card at the official’s choice.

15. PENALTIES: A direct free kick outside the penalty area shall be given for the following:

- Dangerous play
- Playing the ball twice on any free kick or throw-in
- Obstruction
- Goalkeeper--excessive steps or possession of ball twice in same series

16. SPORTSMANSHIP:

The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the field. A team’s sportsmanship grade is a reflection of its players as well as fans.

Any team receiving below a “C” average for their entire regular season will not be eligible for the playoffs.

When a player is ejected the team can not replace the player for the remainder of the game.

No player shall strike or attempt to strike or hit an official or player. “He/She hit me first or “it was self defense” is not an excuse.

A player that is ejected for any reason must come in to speak to the Assistant Director of Intramurals before their team’s next game. They are ineligible to play until doing so.

In case of ejection, NO substitutes are allowed for the ejected player.

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.