



## **Indoor/Outdoor Soccer 6vs6**

### **Schedules**

League schedules will be posted on the bulletin boards at the Student Activity Center and on imleagues.com

### **General Procedures**

1. All participants must register on imleagues.com and be accepted by the captain 24 hours prior to the game they wish to play. Upon the start of a competition, the IM Sports staff will check all rosters to ensure eligibility. Players who do not appear on a team's roster will be classified as ineligible and will be required to register before being allowed to play.
2. No roster additions will be allowed after the completion of regular season play.
3. Default vs Forfeit - Any team knowing in advance that they will be unable to play a regularly scheduled game has the opportunity to default. If a team defaults, they will receive a loss in the standings, an "Exceptional Sports" sportsmanship rating, and does not count as a forfeit. In order for a team to default, the team captain must contact the Intramural Coordinator in writing by 5:00 p.m. on the day prior to their contest. Otherwise, it is considered a forfeit. If a team forfeits, they will receive a loss in the standings and a "Needs Improvement" sportsmanship rating.
4. Teams must arrive 15 minutes before their scheduled start time to insure that the event runs on schedule. A 10 minute grace period will be allowed before a forfeit is awarded.
5. All players must have their valid LSSU ID card at the appropriate playing area in order to play.
6. Teams must present their LSSU ID's to the Student Activity Center to enter the facility and must present their LSSU ID to the site supervisor to check-in prior to play that night. Community members and alumni must present a photo ID to the site supervisor to check-in prior to play that night
7. Any player that is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.
8. The Sport Supervisor and Intramural Assistant is responsible for recording scores, running clock, and keeping order. The Sport Supervisor has the authority to eject any player for unsportsmanlike behavior (profanity, fighting, and participating in a contest under the influence of alcohol or other drugs, etc.). See Intramural Participant Handbook for more details.

### **Reporting Scores**

1. Final scores and team sportsmanship ratings must be reported to the Sport Supervisor.
2. If you have another game, always check with the Sport Supervisor about return time before you leave the facility. It is our intention to keep games moving.

### **Game Format**

#### **Players**

1. The game will be played between two teams of six players each. One goalie, and five fielded players
2. A team may begin with a minimum of five players. If a team only has five players available for play, they must have at least one (1) female as one of their field players on the court at all times.
3. A female goalie does count towards a team's minimum female requirement

#### **Games and Timing**

1. Each game will begin with a whistle from the referee.
2. The captain winning the rock paper scissors match will have the option to start with or defend the play.
3. Games consist of two, 20-minute halves. There will be a five-minute halftime.

4. There will be time for warming up prior to the first game and for 5-10 minutes of warm-up prior to each successive game.
5. Games use running time throughout.
6. The clock will be stopped only for injuries or for other extraordinary reasons as the official deems necessary. Goals do not stop the clock.
7. Overtime will be played if there is a tie at the end of regulation. Overtime will be a 5 minute golden goal. If no team scores during overtime the game will end in a tie. During the playoffs, overtime will be played until a goal is scored.
8. Time Outs: Each team is entitled to one, one minute time outs per half. Timeouts can only be taken when the ball leaves the field of play or a goal is scored.

### **Boundaries**

1. A ball leaving the marked boundaries and/or striking an out of court obstruction shall be deemed a dead ball.
2. A throw in will occur if the ball leave the field of play along a sideline and a goalie/corner kick will occur if the ball leaves the field of play along the end line.
  - a. Indoor Soccer – If a ball hits a light the player kicking the ball shall be assessed a yellow card, and the opposing team shall be awarded an indirect penalty kick from the spot of the hit obstruction.

### **Penalties:**

1. All penalties are treated as indirect free kicks. An indirect free kick must touch another player before the ball is considered live.
2. A yellow card is a 5 minute penalty to the offending player. The player must stand by the official's table for the duration of the 5 minutes, and their team must play a person down for the duration of the penalty.
3. All penalties inside the goal box will be placed at the edge of the goal box nearest the penalty, and an indirect free kick will be taken.
4. A red card is ground for immediate dismissal from the field of play, and possibly the facility. A person awarded a red card will not be allowed to play the rest of the current match and the following match. The team of the person awarded the red card must play a person down for the rest of the match.

### **Rules of Play:**

1. There is no offside plays in Intramural Soccer.
2. There is no slide tackling in Intramural Soccer.
3. A player shall not kick, attempt to kick, strike, attempt to strike, spit at or jump at an opponent.
4. A player shall not hold or push an opponent with the hand(s) or arm(s) extended from the body.
5. A player shall not participate in dangerous play, which is an act an official considers likely to cause injury to any player. This includes playing in such a manner which could cause injury to self or another player.
6. If the ball hits the ceiling /lights, an automatic change of possession occurs, the player that kicked the ball and hit the ceiling/lights will receive an automatic yellow card.
7. Only the captain is allowed to clarify calls made by the referee.
8. All goal kicks and throws by the goalie must be touched by a player before reaching midcourt (If the keeper is handling the ball and then places it on the ground, they are treated as a player and can kick the ball any distance) If a ball travels over midcourt in the air on a goal kick or goalie throw, the ball will be put in play by the non-offending team by an indirect free kick at midcourt.

### **Substitutions**

1. Substitutions can be made only on stops in play.

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2. Two or more females must be on the field of play at all times, therefore subs must be made accordingly to satisfy this regulation