



Bloomsburg University Intramural Sports Program

IM Sports – CO-ED BUBBLE SOCCER RULES

Bubble soccer plays similar to the regular rules of soccer. The following modifications are provided. The Referee shall interpret and modify rules as needed.

1. Players, Substitutes, and Roster Size

- A. Eligibility: MUST SHOW BU ID for every competition. Currently enrolled BU undergraduate students, graduate students, and BU Faculty/Staff personnel are eligible for intramural competition.
 - i. A player is ineligible for any further activity as of the date he or she withdraws from school.
- B. There will be four weeks of regular season play and one week of playoffs.
- C. Roster
 - i. Co-Ed 4 v 4; two (2) men and two (2) females
 - ii. Teams may play with 3 (3) players:
 1. The ratio of men to women may not exceed plus one (1) on the field at any time.
 - iii. New players may be added to a roster at any time during the "Regular Season". **Players must be added by 12 noon on game day AND be on the printed roster.** If a player's name is NOT on the roster they can NOT play. *See Intramural General Rules*
 - iv. Players may only play for ONE TEAM within a sport. Playing in ONE game "declares player's team" for the remainder of that league.
 1. Players cannot switch teams after they have played in a game.
 2. Violation will result in suspension of the player and team captain along with forfeiture of the game/s in question.
- D. Substitutions made during the play of the game. The referee will not stop either the game or time for a substitution.

2. Equipment and Uniform

- A. Players may wear matching pennies / t-shirts under the bubbles to help divide teams.
- B. The only headgear that is acceptable will be headbands and soft-knotted bandanas.
 - i. Baseball caps will NOT be allowed
- C. Jewelry or glasses is NOT permitted
 - i. Recreational eyewear is encouraged for players who absolutely must have eyewear.
 - ii. Non-removable jewelry must be covered.
 - iii. Players should remove all items from their pockets / clothing that may have sharp edges.

3. Time Regulations and the Length of Game

- A. Games will consist of 4 8-minute quarters with a running clock and 2 min between quarters.
 - i. No time-outs permitted.
 - ii. The only time the clock will be stopped is for injury, or referee discretion.

4. Forfeits

- A. **GAME TIME is FORFEIT TIME!!!** If a team does not have the minimum number of players (3) at the scheduled game time, the game will be called and either a default or forfeit will be recorded.
 - i. **Forfeits:** Teams that have less than 3 players present on the field/court at game time will lose the game by forfeit. A deposit of up to \$20.00 will be assessed to the team captain prior to participation.
 1. **1st Violation=** Teams/individuals will lose forfeit deposit.
 2. **2nd Violation=** Teams that forfeit for the second time, without notification to the Intramural Sports Office, maybe dropped from the tournament.
 - ii. **Defaults:** Teams that have four (3) players, but not enough female players to compete at game time will lose the game by default. Teams may also inform the Intramurals Office (389-5288) by 4:00 pm (after 4:00pm will be a forfeit) on game day to receive a loss by default.
 1. **1st Violation=** Grace, teams/individuals are not penalized.
 2. **2nd Violation=** 1 Forfeit. Team/individual will lose their Forfeit Fee and team captain must speak with the Intramural Director to discuss further league play.
 3. **3rd Violation=** 2 Forfeits. Team/individual will be dropped from the tournament.
 - iii. **Grace Period:** A team will forfeit a game when it is not ready by game time. The team ready to play will have the choice to grant their opponent a Grace Period, at which they will have 10 minutes to field the minimum number of players to play. Game clock will start.

1. The team ready to play will be awarded 1 goal and 1 additional goal for every minute that passes.
 2. After 10 minutes, the game will be declared a forfeit by a score of 6-0
- B. Teams must be ready to play at their scheduled game time. Once team minimum is met, late arrivals can still play once they check in.

5. Playing Rules and Scoring

- A. **Court** – All games will be played in back gym of SRC.
- i. Padded wall is in play
 - ii. Offensive team cannot cross defensive team's (basketball) baseline.
 - iii. Players may not cross, team bench side line.
- B. **Kick-off** - The ball is placed in the center of the court. Teams line up along the goal line. When the whistle blows, teams may run to the ball for possession. This occurs at the beginning of the half and after each goal
- C. **Kick Ins** – All kick ins from the side line must be kicked in by the opposite team that kicked it out. The kicker must have both feet behind the side line when the ball is rolled. There must be a gap of 15 feet from where the ball is kicked in.
- D. **Foul Kick** - Will result in a free kick to the opposition.
- E. **Goal Keeper**: There is no designated Goal Keeper. If you wish to have one of your team members stay in front of the goals, this is acceptable.
- F. **Free Kicks** – Free kicks are given at the discretion of the referee. If players are playing in an overly aggressive manner (intentionally targeting other players out of malice, diving at other players, using excessive force as judged by the referee) then a free kick will be awarded to the opposing team.
- i. If a free kick is awarded, the opposition must be 15 feet away from where the kick is being taken.
- G. **Offside** – No offside laws will be applied in this competition.
- H. **Balls in Bubbles** – If the ball lands in a bubble, play will stop and the ball retrieved. The referee will then conduct a 'drop ball' with one member from each team
- I. **GOALS:**
- i. Male goals will be worth 1pt
 - ii. Female goals will be worth 2pts.
- J. **MERCY RULE:** At anytime during the last 5 minutes of the 4th quarter, when one team has a lead of 7 goals or more, the game will be called.
- K. **TIES**
- i. During the regular season there will be no overtime period.
 - ii. During the playoffs, ties will be broken by 1 five minute Sudden Death overtime periods.
 - iii. If the tie is not broken during that period, a penalty shootout (5 shots) will occur.
 - iv. If still tied, it will go to a sudden death rotating shoot out. The 6 players on the field are the only ones eligible to take the first 5 shots.

6. Safety:

- A. All participants should be allowed to get ready before the hitting begins.
- B. All participants should be "ready" and aware, anticipating hits may come from all sides.
- C. **Players cannot leave their feet when hitting other players (no diving).**
- D. When the whistle blows, the game must stop immediately.
- E. Please do not bump people who are not in a bubble.
- F. Please clean out your bubble with wipes after using it. This will only take a few seconds and will keep everything sanitary.

7. Participant Conduct and Fair Play – "SPORTSMANSHIP"

- A. All players, captains, and spectators will be held to a reasonable standard of conduct and fair play. Violators of this standard will be subject to sport-specific penalties, and/or possible removal from the building and future Intramural sports.
- B. **SPORTSMANSHIP RATING:** Behavior before, during, and after an intramural contest is included in each rating.
- i. **Teams must maintain a 3.0 average in order to qualify for playoff play. Teams must also maintain a 3.0 average during playoffs in order to advance.**
- C. **EJECTIONS:** All ejections will result in at least a one game suspension and scheduled meeting with the Director of Intramurals and that sports coordinator.
- i. The player that is ejected will be given 2 minutes to leave the playing area and facility. If the player does not leave within 2 minutes their team will be penalized a bench technical foul. If the player has

still not left the playing area and facility the game will be called a loss to the team the player was a member of.

- D. See Intramural General Rules for Rating Scale and Consequences.

8. Playoffs

- A. Playoff Eligibility: Team must be in good standing with no unsportsmanlike conduct issues.
 - i. Players must be on official team roster
 - ii. Players must have played in at least 2 regular season games.
- B. The number of teams who qualify, plus the number, length, and playing rules for playoff games may be altered as time, weather, facility, and equipment conditions require. A variety of options will be considered before altering the preferred playoff format.
- C. Teams must be able to play any day during playoffs. Championship games maybe be scheduled on Fridays or Sundays. Make sure you have enough players on your roster so you do not have to forfeit during playoffs.
- D. The IM Office does not personally notify teams regarding playoff schedules.
- E. Teams need to familiarize themselves with the Team Sportsmanship Rating System located in the Intramural General Rules Handbook as this will affect their eligibility for playoffs at the end of league play.

9. Officials and Manager Duties

- A. Referees will retrieve balls that are kicked out of play (beyond the curtain).
- B. Referees will assist with getting participants upright when needed.
- C. The Intramural referees at each court will be responsible for scoring the game and checking ID's and rosters.
- D. Teams should verify the score at the end of each half, and after the game. Captains must sign the score sheet to verify the game winner.
- E. Coordinators/Officials have the power to enforce all Intramural rules as they apply to players, coaches and spectators.