



Bloomsburg University Intramural Sports Program

IM Sports – OUTDOOR SOCCER RULES

Current NFHS (National Federation of State High School Associations) shall govern all intramurals rules used for basketball unless modified by the Bloomsburg University Intramural department for program needs.

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.
 - ii. Players listed on the current year's varsity sport roster are ineligible to participate in the same/comparable intramural sport.
- B. There will be four weeks of regular season play and one week of playoffs.
- C. Roster **7v7**
 - i. **Each game is 7 v 7.** Teams can play with a minimum of 5 players and a maximum of 7 players on the playing field. Teams must maintain these numbers for the entire game.
 - ii. Each team shall have a minimum of 5 players on the roster.
 - iii. A team must have at least 5 players to start the game or it is a forfeit.
 - iv. 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.
 - v. 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.
 - vi. Club Soccer Players: Team club members are limited in IM soccer to two (2), including the goal keeper, on the field at a time with a total of four (4) on the roster. See *Intramural General Rules* for Club Player description.
 - vii. All current Varsity Soccer players are ineligible to participate. See *Intramural General Rules*
 - viii. Former Varsity Soccer Members will be limited to two (2) players per roster. See *Intramural General Rules*
- D. Substitutions may take place only during a dead-ball situation. Player must enter from midfield.
 - i. Free substitution rules apply

2. **Equipment and Uniform**

- A. **Metal cleats or screw in cleats are not allowed at any time!**
 - i. Players must wear closed-toed shoes at all times, i.e. sneakers or boots
- B. Shin guards are strongly recommended.
- C. **All players are required to have shirts of the same color.**
 - i. Pinnies will be supplied for teams without like colors otherwise, a team or player may not be allowed to play.
- D. The only headgear that is acceptable will be headbands and soft-knotted bandanas.
- E. **Soccer balls are provided for games only.** If you wish to practice before the game, please bring your own ball.

3. **Time Regulations and the Length of Game**

- A. Games will consist of two (2) 20-minute running halves, with a 3-minute half time.
 - i. The only time the clock will be stopped is for injury, penalty kick, disqualification or protest.
- B. **Overtime:** Overtime is only for playoffs.
 - i. During the playoffs, ties will be broken by 2 five minute overtime periods which are NOT Sudden Death.
 - ii. If the tie is not broken during those periods, a penalty shootout (5 shots) will occur.
 - iii. If still tied, it will go to a sudden death rotating shoot out. The 7 players on the field are the only ones eligible to take the first 5 shots. At any time during the last 5 minutes of the second half, "when one team has a lead of 7 goals or more, the game will be called. .

4. Forfeits and Starting Games

- A. **GAME TIME is FORFEIT TIME!!!** If a team does not have the minimum number of players (5) at the scheduled game time, the game will be called and either a default or forfeit will be recorded.
 - i. **Forfeits:** Teams that have FEWER THAN HALF THE MINIMUM PLAYER REQUIREMENT (less than 4 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 (4) players, but not enough 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.** The following penalties will be enforced during the 10 minute grace period.
 - 1. 1 point will be awarded to the team ready to play for every 2 minutes that passes.
 - 2. a. **Game time:** Team ready for play will be awarded a 1 pt.
 - 3. b. **2 minutes:** Team ready for play will be awarded another 1 points for a total of 2 pts.
 - 4. c. **6 minutes:** Team ready for play will be awarded 2 more points for a total of 4 pts.
 - 5. d. **10 minutes:** Team ready for play will be awarded 6 pts. And the game will be declared a forfeit with a final score of 6-0.
 - iv. 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. The referee has authority to rule promptly, in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.
- B. There will be **NO off-sides** in intramural soccer.
- C. No player (except the goalie) will be permitted to intentionally use hands at any time. Self-protection is excluded from this rule. Penalty: Direct kick.
- D. **Slide tackling is strictly prohibited.** Slide tackling will be called when a player slides feet first or head first into the ball or a player whether on offense or defense unless it occurs where no one is within playable distance. Goalies may not come out to stop a ball feet first, but may slide headfirst.
 - i. Penalty: 1st violation – yellow card and a direct kick, unless it occurs inside the goal box then a penalty kick will result.
 - ii. 2nd team violation – yellow card to offending player and a penalty kick.
 - iii. 2nd violation for a player will result in a red card and a penalty kick.
 - iv. Exception: If flagrant contact is made during a slide tackle, an ejection will result immediately.
- E. FIELD: The field will be 80 yards by 40 yards
 - i. The referee is part of the field of play

6. Fouls, Violations, and Penalties

- A. **Major Fouls:** slide tackling, kicking, tripping, jumping at, charging at, striking, holding, pushing, and intentional hand ball. RESULT: Direct Kick.
- B. **Minor Fouls:** playing in a dangerous manner, intentional obstruction, unsportsmanlike conduct and unintentional hand balls. RESULT: Indirect Kick
- C. Captains are expected to ensure proper behavior by their players and spectators ***Captains are leader and, thus, are expected to be the speaking voice for their entire team and the sole calming influence on the team should an altercation develop.***

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. The Intramural scorekeeper at each court/field will be responsible for scoring the game and checking ID's and rosters.
- B. 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.
- C. Coordinators/Officials have the power to enforce all Intramural rules as they apply to players, coaches and spectators.

10. Safety and Prevention

- A. A player who has any visible amount of blood on their uniform shall be considered an injured player and must leave the game immediately for appropriate treatment and/or changing of clothes.
 - i. All blood soiled clothing must be removed before the player can reenter the game.
- B. Players wearing glasses should have shatter proof lenses and straps.
- C. Absolutely no jewelry shall be worn. A warning will be issued to a team for an infraction of this policy. If a 2nd infraction arises in a given contest a technical foul will be assessed the team in question. ** Exception - medical ID tags which must be taped to the body.
- D. No braces or hard casts are allowed on the wrist or arms. Leg/knee braces with exposed hard materials will only be allowed if they are sufficiently covered with soft padding (i.e. an ace bandage).