IM SOCCER RULES 2018

*All IM participants are expected to review the Intramural Participant Handbook. The handbook is located at http://www.ship.edu/Recreation/Intramural_Sports/.

SCHEDULE INFORMATION:

- Game and officiating schedules will be recorded daily on the Rec Hotline (717-477-1561, prompt #3). All IM soccer participants are expected to call the Rec Hotline daily to confirm league schedules. In cases of inclement weather, decisions to postpone games will be made one hour before scheduled contest(s).
- All games will be played at the Student Rec Complex (SRC) on assigned fields. Field site may change only when dictated by intramural officials. Any games played at sites other than that designated will be recorded as losses for both participating teams.

1. Game:
   - Shall consist of two 20-minute halves with a continuous clock.
   - No time-outs are permitted.
   - Is played on a field 33 yards wide by 58 yards long.
   - Game ball may only be the ball provided by the IM employee.
   - No overtime in regular season.

2. Roster:
   - Rosters will be submitted through IMLeagues.com. The registration period will begin at 10:00pm Wednesday 9/26 and end at 8:00am Wednesday 10/3.
   - Shall contain a minimum of 10 players but no more than 16.
   - The IM soccer league will consist of men’s and women’s teams. If the Director of Recreation determines that participation by one gender is insufficient to provide an opportunity for quality competition, individuals may be permitted to form co-ed teams.
   - Individuals on a varsity soccer roster on the date of the first NCAA regular season game 2017-2018 academic year are not eligible for 2018 intramural soccer.
   - Individuals on a varsity soccer roster on the date of the first NCAA regular season game of the 2018-2019 academic year are not eligible for 2018 intramural soccer.
   - Men’s intramural soccer rosters are limited to two men’s club soccer roster members.
   - Roster changes are prohibited following the completion of 50% of the regular season.
   - Each player is required to present SU ID to IM staff upon arrival to the field. Any individual failing to present SU ID, who participates in a contest, will subject the parent team to forfeiture.

3. Team: Shall consist of 7 players (including the goaltender).

4. Goalkeepers:
   - Should wear distinctive shirt.
   - Permitted to use hands inside the penalty area.
   - Once the ball is handled, may take no more than 3 steps before putting the ball in play.
   - Goalie may release the ball only by throw.
   - May not be charged by opposing player when handling the ball.
   - May not handle passed balls by a teammate with their hands. A corner kick will be awarded if the ball is passed to the goalkeeper in this way.

5. Substitutions:
   - Shall enter the game at the officials' discretion only during a goal kick, ground kick, or injury.
   - May not switch positions with the goalkeeper when ball is in play.

6. Footwear: Metal or screw-in cleats are prohibited and will result in an automatic ejection.
7. **Off-sides:** There will be no off-sides called.

8. **Out of Bounds:**
   - When the entire ball crosses the side line or end line.
   - On sideline out of bounds the ball shall be put in play by a ground kick from the touchline. This may be a direct kick.
   - Defense must allow a 5-yard buffer.

9. **Scoring:**
   - A goal is awarded when the entire ball crosses the goal line.
   - Team with the most goals wins. Ties may occur in the regular season.

10. **Free Kicks:**
    - All free kicks may be direct.
    - Defenders must allow a 5-yard buffer.
    - Penalties resulting in a free kick are: tripping, hand balls, pushing, unsportsmanlike conduct, dangerous play, and delay of game, slide tackling.

11. **Penalty Kick:**
    - Awarded to the offensive team within the defensive team’s penalty area.
    - Is attempted from the 9-yard stripe.
    - The goalkeeper is sole defender with other defenders outside the penalty area.
    - The goalkeeper may not move her/his feet from the goal line until the ball is struck.

12. **Corner Kick:**
    - Is awarded to the offensive team when a defensive player causes the ball to go out of bounds across her/his goal line.
    - A direct kick is put in play within the 1-yard corner arc nearest the point where the ball went out of bounds.

13. **Goal Kick:**
    - Is awarded when an offensive player causes the ball to go out bounds across the opponent's end line.
    - Shall be taken from the 9 yard stripe and may be a direct kick.

14. **Officiating/Forfeits:**
    - Teams are responsible for providing officials per the officiating schedule. Any failure to officiate and or sign in the respected officiating slot on the score sheet will result in a violation. Forfeits will also result in a violation. Team violations are used to determine a team’s continuation in the league, including eligibility and standings for post-season competition.
    - Officials must be actively and effectively officiating. Any official using an electronic device while officiating will receive an officiating violation for their team.
    - No student should officiate any game in which his or her parent organization is participating.

15. **Sportsmanship:**
    - If a player shows unsportsmanlike conduct, one warning will be made to the player and his or her parent organization. If the player continues their unsportsmanlike conduct, he or she will be ejected from the game, and the Director of Intramurals may permanently expel the player from that sport.
    - If a spectator shows unsportsmanlike conduct, the official will issue one warning. If the unsportsmanlike conduct continues, the IM staff may stop the game until the person leaves the area. If the ejected spectator is a member of any team participating in intramurals, the parent organization may be assessed a forfeit.