

CU • STUDENT REC CENTER INTRAMURALS
INDOOR SOCCER • RULES

Office Line: 303-492-2893 • Email: imsports@colorado.edu

Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 14 PLAYERS

Teams winning a championship will receive a maximum of 9 t-shirts.

Games will be governed by the current rules of the National Intramural and Recreational Sports Association (NIRSA), with the following points of emphasis and modification:

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any Recreation Center Property and at all Intramural sanctioned events. Participation while under the influence of these substances is also prohibited these areas. Violations will be grounds for immediate ejection, forfeiture and possible season suspension.
- NO JEWELRY is allowed in any Intramural Competition.
- **Game time is forfeit time! Players should check in with the Intramural Supervisor at least 15 minutes before their scheduled game time. If you do not have enough players to field a team at your game time, your team will receive a Forfeit. NO EXCEPTIONS!**
- **No Buff OneCard = No Play! All Intramural Participants are required to have either their Buff OneCard or Recreation Center Membership card with them at EVERY Intramural Event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**
- The following are situations in which your team WILL NOT be allowed to advance to the post-season tournament:
 - If you forfeit two regular season games.
 - If you accumulate two or more Honest Effort Forfeits (HEF).
 - If you receive two or more Defaults for failure to comply with equipment regulations.
 - If your team fails to average a 3.00 or better sportsmanship rating.
- The Intramural Office **DOES NOT** reschedule regular season or post-season tournament games once the schedule has been posted. If your team is unable to make a regular season game, **your team captain must** email the Intramural Office at least 24 hours prior to your scheduled game time Monday-Friday, and by no later than 5:00pm on the Friday preceding a Sunday game. The Intramural Office will then be responsible for offering out your game. If your game is picked up by another team, your team will not be credited with a Forfeit. However, if your game is not picked up by another team, your team is still responsible for playing that game. Failure to notify the Intramural Office by the deadline stated will result in a Forfeit. Failure to show up to a game where no replacement team was found will result in an Honest Effort Forfeit (HEF).
- All games picked up by a team count as a real game and will count on your record and sportsmanship rating.

***** NEW IN SPRING 2012***- NEW FORFEIT POLICY**

- TEAMS RECEIVING ONE FORFEIT

- **If a team accumulates one Forfeit during the regular season, they will automatically be charged a \$20 fee that must be paid within the four business days following the forfeited game.**
- **If a team receiving one forfeit pays the assessed \$20 fee within the four business days, this team will be allowed to continue in the league for the remainder of the regular season and will still be eligible for the post-season tournament.**

- **If the team fails to pay this \$20 fine within the four business days, they will still be responsible for the \$20 fee, but will be automatically dropped from the remainder of the regular season and will not be allowed to participate in the post-season tournament.**
- **TEAMS RECEIVING TWO FORFEITS**
 - **If a team accumulates two Forfeits during the regular season, they will automatically be charged an additional \$10 fee. This team will then be dropped from the remainder of regular season play and will be ineligible for the post-season tournament.**

ELIGIBILITY

- Every eligible Intramural Participant must be a full fee paying CU Student or Recreation Center Member.
- Every eligible Intramural Participant must present their “Buff OneCard” or Recreation Center Membership Card in order to check in before every game. If a player fails to have one of these two proofs of identification, they will not be allowed to participate. **NO EXCEPTIONS!**
- Players may play on only one team per sport per session (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport).
- A player must have played in at least one of the first four regular season games in order to be eligible to play in the post-season tournament.
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire academic year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

TEAMS/SUBSTITUTIONS

- A maximum of six players are allowed on the court at a time. Teams are required to have at least five players to start a game.
- In Co-Rec Indoor Soccer, there must be no more than four and no less than two members of either sex at a time.
- Players may substitute at any time, but they must inform officials of intent to substitute.
- Substituting cannot be used as a delay tactic.

UNIFORM/EQUIPMENT

- Teams are required to wear shirts of the same color, this color must be the color chosen by their captain at the time of registration. Any team that fails to honor this policy will be awarded a Default. Once a team accrues two or more Defaults they will not be allowed to advance to the post-season tournament.
- If both teams are wearing the same color jersey, scrimmage vests will be given to the away team.
- Players must wear athletic-style clothing. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, etc. The Intramural Staff has the final discretion on what is deemed appropriate and inappropriate.
- All players must wear tennis or indoor court shoes with **NON MARKING SOLES**.
- Players may not wear hats, watches, or any sort of jewelry.

THE COURT

- All games will be played on the Carlson Gymnasium basketball courts. The penalty area is about 30 ft x 20 ft. and will be defined by the Officials.
- **Goal Box:** There will be a goal/penalty area marked and the goal keeper can use his/her hands in this area. Other players may be in the goal area but cannot obstruct or interfere with the goal keeper.
 - On a violation by an offensive player in this area, the ball goes to the defense at the side.
 - If the goal keeper touches the ball with his/her hands outside of the goal box, the ball goes to the other team at the side line.
 - If a defensive player commits a hand ball violation in this area it will result in a penalty shot.
- A ball is out of bounds if it hits the ceiling and wall areas that will be explained by the Officials.

THE GAME

LENGTH

- The game will consist of two 20 minute halves, with a running clock.

TIMEOUTS

- There are no timeouts in Intramural Indoor Soccer

CAPTAIN'S MEETING

- At the beginning of each game there will be a captain's meeting. Officials will go over any questions or rule changes with captains at this time.

STARTING THE GAME

- An unintentional handball is play on.
- There are no offsides.
- A ball hit into the side of the net by the offense goes to the goal keeper.
- A ball hit into the side of the net by the defense goes to the offense at the side (like a corner kick).
- **No slide tackles allowed.** You can't play the ball while on the ground. A knee touching on the ground will be interpreted as being "on the ground". The penalty for a slide tackle is a direct kick at the point of infraction for the non-offending team. Violent or persistent slide tackles will result in a yellow card. Goalies may dive, hands first, or move laterally directly in front of the goal to save a shot, but may not slide tackle.
- There are no throw-ins. All violations result in a kick from the sideline. Set the ball on the floor and kick after the official has blown the whistle.

MERCY RULE

- If a team is winning by six goals they must take a player off the court.
- If a team is winning by eight goals they must take an additional player off the court.
- If a team is winning by ten goals with ten minutes or less remaining in the second half, the game will be called.

OVERTIME

- There is no overtime in regular season games.
- **In the event that there is a tie at the end of a post-season tournament game, sudden death will commence:**
 - A coin flip determines who shoots first
 - Each team is allowed one penalty shot in turn. In the event that multiple shots must be taken, a different player must take each shot.
 - The first unanswered goal will end the game.
 - Anyone member of the team may be the goal keeper during the shoot-off, but that person must stay in the goal for all penalty shots unless he/she is injured.
 - Penalty shots (Hockey Style) will be explained by the officials at the game.

GOALKEEPER

- Goalies may throw, but cannot kick, the ball further than three lines.
- Goal keeper possession is limited to five seconds.
- **A goalie may not pick up a ball with their hands that is passed back to them from their own team.**

FOULS/PENALTIES

- **Penalty: kick going to the offended team at the point where the infraction occurred**
- Before any free kick, defending players must be at least five yards away from the ball. Kicker should kick immediately following the whistle.
- Rough play against the wall (called at the official's discretion).
- Most other fouls (e.g. hand ball, tripping, etc).
- An indirect foul committed in the penalty area results in a direct kick taken from the edge of the penalty area.
- All other fouls whether direct or indirect will result in a direct kick.
- A player may not kick the ball in the air over three lines. A violation of this rule will result in a direct kick above the opposing 3 - pt line.
- **Penalty Kick:** Violations in the goal/penalty box result in a penalty kick.
- Penalty kick is awarded if the goalie throws the ball at a player.
- In a penalty shot situation, the player gets the ball at center court & has 10 sec. to score. The play is dead when the goalie touches the ball without it going into the net or 10 seconds expires.
- **PENALTY BOX PROCEDURE:**
- Player is detained by supervisor for:
 - 4 Minutes
 - Time it takes for the other team to score.

YELLOW CARD OFFENSES = four minutes in penalty box

- Persistent infringement of "Laws of the Game" (Tripping, pushing, handballs)
- Dissent
- Unsportsmanlike conduct
- Slide-tackle where contact is made between players
- Hard fouls against or near the walls

RED CARD OFFENSES = Ejection from game

- Two yellow cards = a red card
- An intentional handball that prevents a goal
- Violent conduct
- Serious foul play
- Using abusive language, or if he/she persists in misconduct
- Unsportsmanlike conduct

EJECTIONS

- If a player is ejected, he/she cannot be replaced by another player. This means that the team must continue and finish the game with one less player.
- The ejected player is automatically suspended from all Intramural Activity until he/she speaks directly to the Intramural Coordinator. Indoor soccer is not a game of physical strength, and the only contact between two players should be when the ball is within one yard, and then only shoulder to shoulder. These rules are to encourage you to play the ball and not the opposing player.
- **Conversing with the officials:** No one, not even the captains may talk to the officials. Any comments from the players or spectators will result in a yellow card. Teams are responsible for spectators. A spectator yellow card is awarded to the captain. Two yellow cards for misconduct or talking to the official will result in the game being terminated, and that team losing the contest.

Questions may be directed to the Soccer Supervisor in a sporting manner, during half time or after the game.

CONDUCT/SPORTSMANSHIP

- Fighting and unsportsmanlike conduct will not be tolerated and are grounds for the entire team and all its members being dropped from the league and/or Intramural Program. Any team whose members leave the bench will result in the entire team being suspended for at least the semester.
- Any abusive language, physical gestures and untimely or inappropriate questioning of calls directed at any Intramural Staff, Participant or Spectator is grounds for ejection. Bench technicals may be called; therefore team captains are responsible for controlling their respective benches.
- Pre and post-game: harassing of any Intramural Staff, Participant or Spectator, any unsportsmanlike conduct or lack of cooperation, is subject to penalty from a mild warning to complete expulsion from the program.
- The Intramural Supervisor has the ability to award penalties and/or ejections to any Intramural Participant or Spectator at any point in time.
- Only Captains may address the Intramural Staff on matters of interpretation and discussion.
- Teams are required to clean up after themselves and keep the Intramural playing area clean. Failure to do so can impact your sportsmanship rating.
- **Teams must average no less than a 3.0 sportsmanship rating. Failure to do so will result in expulsion from the post-season tournament.**

TOURNAMENT SCHEDULES

- Teams are considered ineligible for the post-season tournament for the following reasons:
 - Accruing one Forfeit and failing to pay the assessed \$20 fee within the four business days following the forfeited game.
 - Accruing two Forfeits.
 - Accruing two Honest Effort Forfeits (HEF).
 - Receiving less than a 3.0 sportsmanship rating average.
 - Failing to complete the Intramural Captain's Test by the deadline set.
- Post-season tournament schedules will be posted the last week of the regular season.
- Teams receiving two Honest Effort Forfeits (HEF), two Defaults or failing to complete the Intramural's Captain's Test by the set deadline will be allowed to but their way into the post-season tournament for an additional \$20.