

## **WESLEY COLLEGE INTRAMURALS INDOOR SOCCER RULES**

### **GENERAL INFORMATION:**

#### **ELIGIBILITY**

1. THE TEAM CAPTAIN MUST MAKE SURE THE TEAM ROSTER IS SUFFICIENTLY COMPLETE BY GIVEN DEADLINE. ALL PLAYERS' NAMES MUST BE ON THE ROSTER AND ELECTRONICALLY SIGNED THE APPROPRIATE INFORMATION VIA IMLEAGUES IN ORDER TO PARTICIPATE.
2. EACH TEAM MUST SUBMIT THE \$20 REGISTRATION FEE BY THE GIVEN DEADLINE. CHECKS MAY BE MADE OUT TO "WESLEY COLLEGE." TEAMS THAT FORFEIT ONE OR FEWER (NONE) GAMES WILL RECEIVE A REFUND OF \$10 AT THE END OF THE LEAGUE. REFUNDS WILL BE DIRECTLY DEPOSITED INTO THE WESLEY COLLEGE ACCOUNT OF THE TEAM MEMBER WHO PAID THE FEE. TEAMS FORFEITING TWO OR MORE GAMES WILL NOT RECEIVE A REFUND.
3. IT IS THE TEAM CAPTAIN'S RESPONSIBILITY TO NOTIFYING HIS/HER TEAM WHEN AND WHAT TIME THEIR GAMES ARE.
4. ALL PARTICIPANTS MUST BE FULL-TIME STUDENTS AT WESLEY COLLEGE UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.
5. CAPTAINS MAY ADD OR DELETE PLAYERS FROM THEIR ROSTER PRIOR TO THEIR TEAM'S LAST TWO REGULAR SEASON GAMES THROUGH IMLEAGUES. SPECIFIC INSTRUCTIONS WILL BE COMMUNICATED TO ALL TEAM CAPTAINS DURING THE CAPTAINS MEETING.
6. PLAYERS MUST COMPETE IN AT LEAST 2 REGULAR SEASON GAMES TO BE ABLE TO PLAY IN THE PLAYOFFS UNLESS OTHERWISE PERMITTED BY THE COORDINATOR FOR INTRAMURAL SPORTS.

**ALL PLAYERS MUST ABIDE BY THE POLICIES IN THE INTRAMURAL HANDBOOK,  
AVAILABLE ONLINE AT [WWW.STUDENTLIFE.WESLEY.EDU](http://WWW.STUDENTLIFE.WESLEY.EDU)**

**ALL PLAYERS ARE REQUIRED TO PRESENT THEIR WESLEY COLLEGE ID PRIOR TO EVERY  
GAME. THOSE WHO FAIL TO SHOW THEIR ID WILL NOT BE ALLOWED TO PARTICIPATE.**

#### **FORFEITS:**

IF A TEAM IS UNABLE TO FIELD ENOUGH PLAYERS FROM THEIR ROSTER WITHIN 5 MINUTES OF THE SCHEDULED GAME TIME THEY WILL FORFEIT THE GAME. IF A TEAM FORFEITS MORE THAN 2 GAMES DURING THE SEASON THE TEAM MAY BE REMOVED FROM THE LEAGUE AT THE DISCRETION OF THE INTRAMURAL COORDINATOR.

**PLAYERS ARE NOT PERMITTED TO COME TO GAMES INTOXICATED, OR UNDER THE  
INFLUENCE OF DRUGS. IF IT IS SUSPECTED THAT SOMEONE HAS BEEN DRINKING OR  
ENGAGING IN ILLEGAL SUBSTANCES, THEY WILL NOT BE ALLOWED TO PARTICIPATE AND  
ASKED TO LEAVE THE PREMISES**

## **RULES AND REGULATIONS:**

### **GAME PLAY**

- A TEAM WILL CONSIST OF 4 PLAYERS ON THE FLOOR PLUS A GOALKEEPER.
- THERE MUST BE ONE FEMALE REPRESENTING EACH TEAM ON THE FLOOR AT ALL TIMES DURING A GAME.
- THERE IS UNLIMITED SUBSTITUTION THROUGHOUT THE GAME.
- BALLS THAT GO HIGHER THAN THE PERFORATION IN THE WALL ON ALL WALLS (WHERE THE NETS ARE LOCATED ON THE WEST WALLS) WILL BE CONSIDERED OUT OF BOUNDS AND A TURNOVER.
- IF A FOUL OCCURS THE BALL WILL BE GIVEN TO THE OPPOSING TEAM AT THE SPOT OF THE FOUL.
- WHEN TAKING A FREE KICK, THE OPPONENT MUST BE AT LEAST 10 FEET FROM THE BALL.
- WHEN THE WHISTLE IS BLOWN BY AN OFFICIAL, PLAY STOPS AND PARTICIPANTS MUST LISTEN TO WHAT THE OFFICIAL SAYS.
- PLAY DOES NOT BEGIN UNTIL AN OFFICIAL BLOWS THE WHISTLE TO SIGNAL THE START OF PLAY. THIS INCLUDES THE START OF A GAME, AFTER A FOUL, AND AFTER A GOAL IS MADE.
- THE GOALIE BOX IS ENCLOSED BY THE THREE-POINT LINE AND THE BASELINE.
- GOALIES MAY LEAVE THE BOX, BUT THEY MUST PLAY BY THE SAME RULES AS EVERYONE ELSE ONCE THEY DO.
- GOALIES CANNOT DROP-KICK OR PUNT THE BALL.
- THE GOALIE MAY NOT THROW THE BALL OVER MID COURT LINE, IT MUST HIT THE WALL, FLOOR, OR A PLAYER BEFORE CROSSING MID COURT LINE OR THE BALL WILL BE TURNED OVER TO THE OPPOSING TEAM AT MID COURT.
- NO HANDBALLS PERMITTED.
- NO UNNECESSARY ROUGHNESS WILL BE TOLERATED.
- NO SLIDE TACKLING PERMITTED.
- NO HIGH KICKS (ABOVE THE WAIST) PERMITTED.
- THE OFFSIDE RULE WILL NOT BE IN EFFECT.
- THE BALL MUST COMPLETELY CROSS THE GOAL LINE IN ORDER TO BE A GOAL.
- MERCY RULE – WHEN A TEAM IS LOSING BY 10 GOALS, THE GAME WILL BE STOPPED.

### **REGULAR SEASON GAMES**

- A GAME WILL CONSIST OF 2, 13 MINUTE HALVES WITH A 2 MINUTE BREAK IN-BETWEEN.
- THE CLOCK WILL RUN CONTINUOUSLY EXCEPT FOR INJURIES OR IF STOPPED BY THE OFFICIALS.
- IF A GAME IS TIED AT THE END OF REGULATION THERE WILL BE A 3-ON-3 SHOOT OUT.
  - 3 PLAYERS FROM EACH TEAM ARE SELECTED BY THE TEAM CAPTAIN TO TAKE THE SHOTS. ONE OF THE 3 PLAYERS MUST BE A FEMALE.
  - PLAYERS ALTERNATE SHOOTING FIRST.
  - IF THE SHOOTOUT ENDS IN A TIE, THE FINAL SCORE REMAINS A TIE.

## **PLAYOFFS**

- A GAME WILL CONSIST OF 2, 13 MINUTE HALVES WITH A 2 MINUTE BREAK IN-BETWEEN.
- THE CLOCK WILL BE RUNNING CONTINUOUSLY EXCEPT FOR INJURIES OR IF STOPPED BY THE OFFICIALS.
- IF A GAME IS TIED AT THE END OF REGULATION THERE WILL BE A 3-ON-3 SHOOT OUT.
  - 3 PLAYERS FROM EACH TEAM ARE SELECTED BY THE TEAM CAPTAIN TO TAKE THE SHOTS. ONE OF THE 3 PLAYERS MUST BE A FEMALE.
  - PLAYERS ALTERNATE SHOOTING FIRST.
  - IF THE SHOOTOUT ENDS IN A TIE THE TEAMS SELECT ONE PLAYER AFTER ANOTHER TO SHOOT UNTIL THERE IS A WINNER.
  - EVERYONE ON THE TEAM MUST SHOT ONCE BEFORE SOMEONE GETS A SECOND SHOOT.
  - THE SHOTS WILL BE TAKEN FROM THE THREE POINT LINE AT THE TOP OF THE FREE THROW LINE.

## **SCHEDULING AND RESULTS:**

- TEAMS SHOULD PLAN TO ARRIVE TO GAMES 5-10 MINUTES BEFORE THE SCHEDULED START TIME.
- IF A TEAM CANNOT PLAY AT THE SCHEDULED TIME, THEY ARE RESPONSIBLE FOR CONTACTING OTHER TEAMS TO SEE IF THEY CAN SWITCH GAME TIMES FOR THE SAME NIGHT OF PLAY.
- AFTER EVERY GAME THE RESULTS OF ALL THE GAMES AND TEAM STANDINGS WILL BE UPDATED ON THE IMLEAGUES WEBSITE.

## **PLAYERS AND EQUIPMENT:**

- ALL PLAYERS MUST SHOW THEIR WESLEY COLLEGE ID TO THE STUDENT MANAGER
- PLAYERS CANNOT WEAR ANY JEWELRY, HATS OR ANYTHING THE OFFICIALS DECLARE DANGEROUS
- CASTS OR BRACES MADE OF HARD SUBSTANCE MUST BE COVERED BY PADDING
- IT IS RECOMMENDED THAT ALL THE PLAYERS ON A TEAM WEAR THE SAME COLOR.
- MUST WEAR RUBBER-SOLED GYM SHOES
- PLAYERS MAY ONLY PLAY ON ONE TEAM
- FIGHTING WILL RESULT IN DISQUALIFICATION OF BOTH TEAMS.
- SPORTSMANSHIP COUNTS!!!!
- ONLY ONE VARSITY PLAYER ON COURT AT A TIME PER TEAM