



Soccer League & Tournament Information Sheet

Intramural Sports: 529.7238

IM Hotline: 529.2350

LOCATION: All games will be played at **Western Field**.

TEAM: Each team can play with maximum of eight players (seven fielders and one goalie), minimum of six players on the field. For co-rec teams, the number of female players on the field must always be greater than or equal to the number of male players. Teams must have six players to begin the game and must maintain the requisite number of females on the field at all times.

EQUIPMENT: ABSOLUTELY NO EXPOSED METAL CLEATS OR SPIKES SHALL BE ALLOWED AT ANY TIME! Hats, jewelry, and bandannas are prohibited. All jewelry must be removed prior to the game. Religious items must be removed but may be taped to the participant's chest if so desired. Any and all other items, medical medallions for example, need to be approved by the director or assistant director of Intramural Sports. Elastic headbands are permitted. IM Sports will provide the game ball and mesh jerseys for teams. If the game ball is lost during the game, both team captains' bursar bills will be charged unless the ball is found.

RULES HIGHLIGHTS:

- Games shall be two (2) twenty (20) minute halves, running clock with a five (5) minute half time.
 - The officials will keep "stoppage time" for injury, issuing cards, and any unnecessary delay.
 - The clock stops in the last minute of each half for out of bounds only.
- There is no overtime during the regular season. For playoff and tournament games, overtime will be as follows
 - The winner will be determined by kicks from the 12-yard mark. The team with the most goals scored on kicks is the winner.
 - Teams will be allowed 5 kicks in which teams will alternate kicks.
 - If tied at the end of five kicks, teams will participate in a golden goal shoot out until a winner is determined. *See league rules for more info.*
- If a player is caught wearing illegal equipment, he/she will be taken off the field and asked to remove it. If he/she attempts to re-enter the game without removing the equipment, he/she will be cautioned and shown the yellow card.
- Substitutions may be made on a team's own throw in, before a goal kick for either team, after a goal, or after an injury.
- Offside:** A player is offside if he/she has less than two opposing players between himself/herself and the opposing team's goal. This is determined at the time the ball is played forward by a member on the same team. Exceptions are: when the player is lined up within his/her own half of the field, the player is behind the ball, the player is in possession of the ball, if the player receives the ball directly from a corner kick, goal kick, or throw-in.
- Indirect Kicks:** At least two players must touch the ball before a goal may be scored.
 - They include:
 - Dangerous play
 - Obstruction

- Double possession
- Six second violation
- Offside
- Unsportsmanlike conduct
- Preventing the goalkeeper from releasing the ball.

7. **Direct Kicks:** A goal may be scored directly off a direct kick. They include:

- Kicking
- Tripping
- Jumping into an opponent (this includes non-vertical headballs)
- Charging an opponent
- Charging from behind
- Hitting or attempting to hit an opponent
- Holding or pushing
- Intentionally handling the ball
- Direct infractions within the penalty area will result in a penalty kick.

CAPTAINS: Each team will designate a player as field captain and he/she is the ONLY person who can communicate with the officials. The captain is also responsible for monitoring the behavior of spectators affiliated with his/her teams. Should the spectators become abusive; the captain will be held responsible. Careful reading of the sportsmanship policy at www.muohio.edu/intramural will clarify the captain's role in enforcing sportsmanship.

ELIGIBILITY AND ROSTER: Each participant may be listed on only one roster per division (men's, women's, and co-rec). All participants are responsible for knowing the rules pertaining to eligibility as outlined in the IM Sports Rules & Regulations Handbook. Captains can add players to the roster during a league or tournament by writing the participant's name and university plus number on the score sheet. Players must be listed on a team's roster for 2 league games to be eligible for league playoffs.

FORFEIT/DEFAULT POLICY: Any team not ready to play at game time will forfeit the game. The team captain will be charged \$30 to his/her bursar bill. If a team is faced with a scheduling conflict and/or anticipates a forfeit, they may default the game. For games scheduled on weekdays (Mon. - Fri.) the team captain must call the Intramural Sports Office NO LATER THAN 3:00 P.M. on the day of the game and for games scheduled on weekends (Sat. - Sun.) the team captain must call NO LATER THAN 5:00 P.M. FRIDAY to avoid the forfeit fee.

LEAGUE PLAYOFFS: League playoff games will take place immediately after the conclusion of the regular season. League playoff games shall be scheduled on consecutive days. Captains must notify the program coordinator of any scheduling constraints a minimum of one week prior to the playoff schedules becoming available. All attempts shall be made to accommodate requests but there no guarantees.

AWARDS: The team that wins the competitive league playoff or tournament will receive Miami University All Campus Championship T-shirts and have their team photo posted to the IM website alongside the league or tournament runner-ups. Teams will receive shirts for all players on the roster or 1 ½ times the number of playing positions (whichever is less).