

# SOCCER

## GENERAL RULES FOR ALL INTRAMURAL SPORTS

### 1. Eligible Participants

- a. Only Harvard students and paying members of the Athletic Facility may participate.
- b. Guests may NOT participate in the league.
- c. All participants must read and sign the Sportsmanship Agreement provided by their team captain.
- d. Each team may roster up to 10 players.
- e. After submission of the roster, changes to the roster must be approved by the Athletic Director.
- f. Playing for multiple teams and multiple divisions is NOT allowed.
- g. Coaches will NOT be recognized and will be treated as spectators.
- h. Spectators are expected to watch from the balcony.
- i. Ineligible participants will result in forfeited games.

### 2. Forfeited Games

- a. Team are allowed a maximum of (1) forfeit. On the second forfeit, teams may be removed from the league.
- b. GAME TIME IS FOREFIET TIME. If the previous game runs late, games will start no later than 5 minutes from the end of previous game.
- c. Games may begin if each team has at least (3) players.
- d. Forfeited games will not be officiated.

### 3. Appropriate Attire

- a. Hats, watches, and jewelry are not allowed.
- b. Shirts must be worn at all times.
- c. Athletic shoes must be worn at all times.
- d. Hard braces such as knee braces may not be worn. Soft braces only.
- e. If any blood is spotted on a player's uniform, that player will be forced to leave the game until no trace of blood remains or the player changes uniforms.

### 4. Non-Participant Safety

- a. Interference may be called and the play stopped, if the official deems that a person not participating in the game altered the play by walking through the gymnasium.
- b. Stoppage of play for non-intramural players to pass through the gym may occur.

## VANDERBILT HALL SPECIFIC, SOCCER GAME RULES

### 1. League Format

- a. 4 v 4, each team can roster up to 10 players.
- b. 3 field players and a goalkeeper.

### 2. Duration of the game

- a. Each game shall be 30 minutes, consisting of two (15) minute running time halves. Time will only stop with a serious injury or a time-out.
- b. Half time shall be (3) minutes
- c. The official may adjust game length due to time constraints.

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- d. Overtime periods will be played during the playoffs only. Teams shall play a (5) minute sudden-death victory overtime. Games which are still tied will proceed to 3 penalty kicks from the 3-point line. When taking penalty kicks, only one step is permitted before striking the ball.
- 3. Start of Play**
  - a. The HOME team will kick off the ball. The ball may be kicked forward or backward.
  - b. A goal may NOT be scored directly from the kick off.
- 4. Ball In and Out of Play**
  - a. Ball Out of Play:
    - i. End Walls: Above the red mats
    - ii. Side Walls: Equivalent to the height of the red mats. Official will use their discretion when determining in and out of play
    - iii. Any part of the ceiling
    - iv. Backboards, rims, and net
    - v. Door wells
    - vi. Behind the soccer net
  - b. Restarts:
    - i. End Walls: Goalie kick or Corner kick.
    - ii. Side Walls: Area along the side walls closest to where the ball went out of bounds.
    - iii. Ceiling: Area on the field where the ball went out of bounds.
    - iv. Backboards, rims, or net: Goalie kick or Corner kick.
    - v. Door Wells: Area on the field nearest the door well.
    - vi. Behind the soccer net: Goalie kick
- 5. Time Stoppages:**
  - a. (1) 1 minute time-out per team, per half, is allowed. The team calling the time-out can only do when they have clear possession of the ball.
  - b. Interference may be called and the play stopped, if the referee deems that a person not participating in the game altered the play by walking through the gymnasium.
- 6. Substitutions**
  - a. Field players can be substituted on the fly so long as the player leaving the field is in the bench area before the oncoming player steps onto the field. The penalty for too many players on the field shall be a yellow card, served by the player entering prematurely.
  - b. Goalkeeper substitutions may only occur with permission of the official.
- 7. Goalkeepers**
  - a. Goalkeepers may use their hands only when both feet are inside the goal box and the ball is within the goal box area. The goal box area is defined as the width of the free throw lane extended from the back wall to the first yellow line.
  - b. Illegal touching of the ball will result in a change of possession. Repeated illegal touchings by the goalie will result in a yellow card.
  - c. Goalkeepers may not pick up the ball if (intentionally) kicked to them from a teammate.
  - d. Sliding or going to the ground may only occur within the goalie box.

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- e. Goalies may not throw the ball over the half-court line without first touching a player, wall or the floor.
- f. Goal kicks may not be kicked over the half-court line without first touching a player or the floor.

## **8. Player Equipment**

- a. Shin guards are strongly recommended.
- b. Mouth guards are highly recommended.

## **9. Game Officials**

- a. The authority of the official starts upon entering the playing field.
- b. Decisions made by the official shall be final.
- c. If an official fails to arrive for a game, the game will be forfeited and each team awarded a tie.

## **10. Fouls and Penalties**

- a. The official has the authority to cancel a game if he observes unsafe playing conditions or unsafe player behavior. Cancelled games will be reviewed with the Athletic Director to determine which team will be awarded the win or loss.
- b. Yellow and red cards may be issued for unsportsmanlike conduct.
  - i. Yellow Card: Players with two yellow cards will be asked to leave the gym.
  - ii. Red Card: An automatic removal from the gym and the team will play a man down the rest of the game. Players issued red cards will not be permitted to play in the next game.

## **11. Game Rules of Emphasis**

- a. Slide tackling or going to the ground is not permitted.
- b. No “boarding” or “checking” opponents.
- c. Players may only put their hands on the walls for safety reasons.
- d. Players may not put their hands on their opponent to gain an advantage.
- e. Fouls and penalties called inside the 3 point arc will result in a penalty kick from the 3-point line.
- f. When taking penalty kicks, only one step is permitted before striking the ball.
- g. All kicks may be direct.

## **12. Mercy Rule:**

- a. If a team is up by 5 or more points at any point during the game, the game may be stopped.

## **13. Other Important Rules**

- a. No personal items in the gym during soccer
- b. Bench players must remain standing, ready to move at all times. No sitting.
- c. Players may not run behind the net