

HOPKINS INTRAMURALS INDOOR SOCCER RULES

1. TEAM MANAGERS:

- Team managers are responsible for informing their teammates of all Intramurals governing rules and policies.
- Team managers are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Team schedules are available via the JHU IMTrack website, the link will be emailed to you by the Intramural email account.
- Team managers are responsible for their team and fan behavior before, during and after their game.
- Only the team captain may address an official on matters of rule interpretation or to obtain essential information.
- Team managers are responsible for any equipment given to them, such as team jerseys. **(Team managers, you will be charged for the missing items)**

2. PLAYERS:

- All players must present their J-Card to the Intramural Supervisor on duty...**NO ID, NO PLAY!!!! (Note: there will be NO exceptions)**
- Players may only play on one team per league (i.e. one Men's open, Greek and Res. Hall), also players are allowed to play with a Co-Ed team. **Switching from one team to another is illegal, and will result in a suspension from participating in any Intramural activity for the remainder of the season.**
- Each team will consist of six (6) players on the field at one time with unlimited substitutes. A team may start with no less than four (4) players. **(Co-Ed: minimum of two (2) women at all times)**

3. ELIGIBILITY:

- Players must be current members of the O'Connor Recreation Center and must show proper identification, i.e. a J-Card, before game time. Participants will absolutely NOT be permitted to play without showing an ID card. **NO ID, NO PLAY, NO EXCEPTIONS!**
- **Guests cannot play.**
- Currently rostered varsity players are ineligible to play intramurals; in the sport they hold their varsity status.
- Teams can only have two club players on the field playing at a time. (ex. 2 male, 2 female, or 1 male and 1 female)
- An individual must compete in at least 1 game during the regular season to be eligible for the playoffs. Teams may add/drop players to up to their final game of the regular season.

4. FORMAT:

- League/Regular Season + Single Elimination Playoff/Tournament
- "2.5" sportsmanship rating must be maintained in order to eligible for the playoff tournament.
- Forfeits without a call in will receive a 0 for the sportsmanship rating.
- **Any team that forfeits during the regular season or receives 0 or 1 sportsmanship rating in ANY game will NOT be eligible to play or continue to play in the playoffs.**

5. EQUIPMENT:

- The Intramural office will furnish game balls.
- All participants must wear the proper athletic attire to participate, including proper shoes, shorts and **T-shirts**.
- **No hats/caps/bandanas**
- **No Jewelry is allowed, with the exception being medical identification jewelry. Participants may not cover up jewelry with tape, band-aids or other such items, all jewelry must be removed.**
- No cast or splints (hard or soft) are permitted.
- Team jerseys will be provided for each team if necessary. Participants must wear T-shirts while participating either as a team jersey, but they must have numbers on them or underneath the intramural jersey provided. Teams cannot wear yellow or gold.

6. GAME TIME:

- **GAME TIME IS FORFEIT TIME.**
- **Before the game begins: players must check in with the Intramural staff.**
- Games consist of two twenty-minute halves. There is a running clock stopping only for time-outs and injuries. Only during the playoffs, in the case of a tie there will be a three-minute golden goal period, and if the game is still tied, there will be a penalty kick tiebreaker consisting of 3 players per team. If still tied then the remaining player will follow one at a time. If still tied after all six players then the first kicker will attempt the PK again.

- Each team receives 1 timeout per half. **Timeouts do carry over.** Teams are given one timeout during the three-minute overtime period. Overtime periods/penalty kicks will only happen during the playoffs. **Timeouts do not carry over from regulation time.**

7. METHOD OF SCORING:

- An intramural sports staff member will keep the official score on each field.
- The referee has the final call on goals.

8. SUBSTITUTES

- There will be free flowing substitutions throughout the course of the game; however, entering players must stay back off the playing surface until the person coming off the field has reached the sideline. Teams must also stay back off the playing surface while watching the game.
- **Any player who is disqualified shall not re-enter the game.** The ejected player shall be asked to exit the field as quickly as possible; if player is not willing, his/her team will be charged with a forfeit and game will be called. During the playoffs any player disqualified will be ineligible for the remainder of the playoffs tournament.

9. START PLAY:

- Referees will determine who begins the game with possession, and there will be alternating possession to begin the second half. The referees in the same fashion will determine possession for extra periods that it was decided to begin the game.

10. BALL IN AND OUT OF PLAY:

- Out of bounds will be marked as anything above the blue line marked around the gym.
- The offside rule is not in effect. **NO OFFSIDES.**

11. FOULS and PENALTIES:

- Penalty kicks will be awarded to players fouled within the goal box.
- Direct kicks will be awarded for all handballs & on ball fouls or penalties.
- High kicks, off ball, and every other foul will be awarded an indirect kick.
- Goalies cannot use their hands beyond the goal box. An indirect kick will result. Goalies cannot kick the ball back into play.
- **NO FORM OF SLIDE TACKLING IS ALLOWED. NO SLIDE TACKLES.**
 - **The penalty is an immediate yellow card.**
 - **If the act is intentional and blatant, a red card will be issued.**
- 2 yellow cards in the regular season will suspend you for the next game. 2 yellow cards in the playoffs tournament will suspend you for the remainder of the tournament.

13. SPORTSMANSHIP:

- The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the gymnasium. A team's sportsmanship is a reflection of its **players** as well as **fans**.
- Playing Intramural Sports is NOT a right, it is a privilege. Therefore, the Intramural program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended for the remainder of the tournament.
- Any team that has a player receiving a red card will not be allowed to continue in the tournament.
- A player that is ejected for any reason must come in to speak to the Assistant Director of Intramurals before their next Intramural event. The ejected player is suspended from all Intramural activities until the Assistant Director of Intramurals reinstates him/her. In addition, he/she will have to make an appointment to meet with the Assistant Director of Intramurals during office hours (Monday through Friday, 9:00 a.m. - 5:00 p.m.) before he/she is eligible to participate again.
- Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
- Fighting will result in immediate ejection and suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident, and incident will be sent to Judicial Affairs.
- **During the playoffs, all ejections result in ineligibility for the remainder of the tournament.**

14. PROTEST:

- In protesting an official's call, the team may only protest a rule interpretation or eligibility and not a judgment call. A timeout must be utilized in order to protest, and a team may get it back if the interpretation goes your way. All protest during the regular season will go to the Assistant Director of Intramurals to be reviewed and decided upon. All protests during the playoffs/tournament will/can be decided by the Intramural Supervisors /Coordinators on duty.

15. CO-REC MODIFICATIONS

- Game consists of two teams of six (6) players; Minimum to start & end the game is four (4) with a minimum of two (2) women playing at all times.

16. Safety and Liability

- The game of soccer is a contact sport and injuries (while mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status.

17. Alcohol and Drug Policy

- Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the intramural premises. Failure to do so will result in suspension from all intramural activities.