

## HWS INTRAMURALS RULES: INDOOR SOCCER

### Eligibility

1. Must be a full-time student, graduate student, faculty, or staff member of HWS.
2. Current members of varsity or junior varsity intercollegiate sports or hardship athletes may not participate in their corresponding Intramural Sport or closely related sports.
  - a. If an Intramural sport occurs in the same semester as an intercollegiate sport or related sport those on the intercollegiate roster (via website) shall count as varsity athletes. Should they quit any time after the first game of the season they are still considered as part of that team until the following semester.
  - b. Any senior that has a season end in the same semester as an Intramural sport equal/similar to their varsity sport shall be classified as a varsity athlete until the following semester.
  - c. For questions on this please email Deven Siesel – [siesel@hws.edu](mailto:siesel@hws.edu) For this sport soccer players are not permitted.
3. Players may only compete for one team per sport unless all captains agree to veto this rule. Participants can play on multiple teams if there are multiple divisions in existence i.e., an open division and statesmen division would allow a Hobart student to play in both or same thing for a William Smith Student and a heron division.
4. A person who has received professional playing status in a particular sport may not compete in that sport or any related sport.
5. Participants are required to check-in with Intramural staff at each event. Intramural staff personnel may ask for an HWS ID at any point and time to verify identities. If you cannot produce one you cannot play.

### Sportsmanship Rating System:

1. Each team will be given a sportsmanship rating by staff members.
2. A team must have an average score of 3.5 or higher to be eligible to earn any awards associated with that sport and could forfeit their ability to participate in playoffs
3. Special game situations: A team winning a game by way of a forfeit shall receive a score of 5. A team losing a game by way of a forfeit shall receive a score of 2.5 unless they give advance notice in which case, they will receive a 3.5

SCORE	PLAYER/TEAM ACTIONS	CAPTAIN ACTIONS	TRASH	ACTIONS BY ISTAFF
<b>5 (Excellent)</b>	<b>Very respectful of IM staff, opposing players, and teammates. Games start on time; language was inclusive &amp; non-offensive.</b>	<b>Respectfully communicates with IM staff to understand the rules and officiating decisions. Has strong relationship with team members and is able to anticipate/resolve conflict efficiently &amp; effectively</b>	<b>No trash left behind</b>	<b>No actions were taken</b>
<b>4 (Good)</b>	<b>May vocally question some calls, but move on quickly, no major trash talk or curse words, game starts on time</b>	<b>Very much in control of self and mostly in control of team doesn't help intervene right away but before becoming an issue</b>	<b>Very little trash</b>	<b>1-2 minor warnings where play doesn't stop but officials got annoyed or had to tell players to knock it off</b>
<b>3 (Moderate)</b>	<b>No aggressive arguing with staff/teams makes a decent number of vocal comments about officiating, game started late</b>	<b>Good control of self but little control over team on minor issues and only intervenes to keep something from become major issue</b>	<b>Some trash</b>	<b>2+ minor warnings or 1 stoppage of play warning</b>
<b>2 (Poor)</b>	<b>Constantly verbally questioning calls, trash talking other teams, excessive cursing</b>	<b>Little control of self or team intervenes as a last resort to keep game going (captains must meet with Assist. Direct before next game or it will be a forfeit)</b>	<b>Lots of trash</b>	<b>2+ minor warnings &amp; 1 stoppage of play warning</b>
<b>1 (Unacceptable)</b>	<b>Ejections of players, constant verbal dissent, constant trash talk, excessive cursing</b>	<b>Little control of self and no control of team doesn't intervene at all (captains must meet with Assist. Director before next game or it will be a forfeit)</b>	<b>Lots of trash</b>	<b>Several minor warnings or 2+ stoppage of play warnings</b>
<b>0 (Fighting)</b>	<b>Physical altercations, threatening comments, game gets too physical without actual fights breaking out</b>	<b>No control of self or team (All players must meet with Assist. Director before they are permitted to play any Intramurals)</b>	<b>Lots of trash</b>	<b>Game ended for sportsmanship reasons</b>

Based upon team sportsmanship ratings HWS Recreation Administrative staff can conduct a meeting with team captains or individual players if it is believed to be necessary

**Max Rosters/Participants on Field:** Max Rosters = none Max on court = 6 (5 + goalie) Minimum to start and continue play = 4

**Forfeits:** Forfeits can be called for any of the following reasons:

1. A Captain requests it on behalf of their team
2. A player or spectator refuses to leave the field/court after being instructed to do so by Intramural Staff
3. A player is deemed as dangerous to spectators, players, and/or Intramural Staff
4. A Team does not have enough players to start and/or continue play

**Start of Game:** All intramural events are tightly scheduled based on facility availability to allow for maximum participation, so keeping the games on schedule is very important. Please have your team at the field checked-in and ready to play at least ten (10) minutes before your scheduled game time. If one team is late/is not present, the captain of the team that is present and has the minimum number of participants required to play will be given two options (once a decision is made it cannot be changed):

- Take the forfeit immediately
- Give the team five (5) minutes to show

\* If the team shows, the game must be played with only the remaining amount of time left. If the team still does not show, it will be a forfeit.

Games will start with rock, paper scissors or coin toss. Winning team picks to take ball first or which goal they want to defend first.

Ball must be kicked forward across the center line to start each kickoff.

### **General Play**

1. If a team chooses to start a match down a player(s), they may not add additional players unless opposing team's additional player(s) arrive
2. Rosters are locked after a team's final regular season game.
3. Two twelve-minute halves with clock stopping the final minute of the game only.
4. 2 timeout per game of 60 seconds per team
5. Halftime of 3 minutes or less
6. Swap sides of field after half-time

### **Mercy**

Soft Mercy = If a team is up by 4 or more goals in the second half clock runs for everything except injuries (this includes timeouts).

Hard Mercy = If a team is up by 8 goals at any point in the second half the game will be called.

### **Overtime**

Regular season games can and will end in a tie should one occur. During playoff play the following will be the overtime procedures: 3 minutes sudden death and regular rules apply. If still tied shootout with 5 players from each team alternating kicks

### **Field/Court**

40-yard line to goal line. Sideline to sideline. Penalty box is 10-yard line to goal and has mark to hash mark. Goal box is 5-yard line for length of goal.

### **Rules**

**Slide Tackle** – Slide tackling of any kind is prohibited = **DFK or PK depending on where foul took place**

**Handball** – No touching of the ball from the elbows down unless you're the goalie within the penalty box area = **Direct Free Kick or PK depending on where foul took place.**

**Illegal Throw** – Both feet must be in contact with the ground, both hands on the ball and overhead, and no foot may touch or cross over the – **Turnover with other team receiving a throw-in**

**Out of bounds** – If ball crosses over the side lines = **Throw-in** If ball crosses over the end lines = **Goal Kick or Corner depending on who touched it last**

**Penalty Kicks** – PK is taken from the 8-yard line – players may not hesitate once they go in motion and once the ball is touched all players except the initial kicker may make a play on it = **These occur if a call would have been and DFK but took place inside the penalty box.**

**Goal Kicks** – Taken from anywhere within the goal box. These are DFK's

**Corner Kicks** – Taken from the indicated corner by officials. These are DFK's

**Direct Free Kicks** – No pushing, handballs, no holding, striking, tripping, slide tackling, excessive physical contact, no contacting goalkeeper when they have possession or are jumping to make a play, goalkeepers may not intentionally elbow other players while going for a ball, = **DFK is a free kick that can go directly into a goal without anyone else touching it**

**Indirect Free Kicks** – No unsportsmanlike conduct, dangerous play such as but not limited to high kicking or bicycle kicks or playing the ball while you are on the ground, delay of game, goalkeeper holds ball for more than 6 seconds, goalkeeper drops the ball then picks it back up = **IFK is a free kick that must be touched by another player before going into a goal**

**Illegal Start of Play** – Players must kick the ball forward over the center line one ball rotation (players may shoot at the goal for initial kick) = **1 warning per team per game then DFK**

#### **Playoff Determining Factors**

Overall Record -> Sportsmanship Rating -> Head-to-Head -> Point Differential