**GENERAL INFORMATION**

All participants must register at [https://recwellservices.uky.edu/](https://recwellservices.uky.edu/) to participate.

To access Fusion IM, Log In with your UK Link Blue account, select Fusion IM & Register Electronically sign the online waiver and pass a participant quiz based on Participant Handbook.

**Participation in ALL Intramural Events Require:**

Valid UK or BCTC student, faculty or staff ID required for all contests to participate.

Jewelry is NOT permitted.

No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots.

Review specific sport rules for additional attire restrictions.

BCTC student/faculty/staff must pay the “Recreation Fee” before access to Fusion IM or participation.

Information about “Recreation Fee” [http://www.uky.edu/plusaccount/uk-estore-information](http://www.uky.edu/plusaccount/uk-estore-information)

Pay “Recreation Fee” at [https://iweb.uky.edu/ukestore/](https://iweb.uky.edu/ukestore/) and retain your electronic receipt.

Then email the Intramural Director, Natosha Harris at neharris1@uky.edu before participation; please provide your email address you’d like to use to log into your Fusion IM account. She will create you an account within the Fusion system enabling you to register for a team and then participate.

These groups must send an email neharris1@uky.edu to have an account made:

Religious Advisors

Spouses of current UK student/faculty/staff can only play on CoRec teams.

**Inclement Weather/Defaults/Forfeits:**

Decisions on inclement weather will not be made until at least 3pm on game day and a message will be sent through Fusion IM and or social media.

Defaults vary depending on tournament design:

A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility for that team and agrees that if the team forfeits a contest, the team captain, Greek chair or Residential chair will be assessed a $20 forfeit fee and must pay the fee before the next scheduled contest.

Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating while two defaults result in a forfeit or are the same as a forfeit.

Submit Default for your game via Fusion IM by clicking the “Default” Button with your corresponding game at least three (3) hours prior to your scheduled game time. Failure to submit your default before designated time will result in a forfeit and the $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.

**Forfeits applies to various team sports and 10 minute rule applies to various sports:**

If a team is not prepared to play with the required or minimum number of players signed-in when the appointed time arrives, that team will have 10 minutes to become ready to play. To obtain a contest victory by forfeit, the required or minimum number of participants must be present, signed-in on the score sheet and ready to play. If a double forfeit occurs, both teams will receive a forfeit; in tournament play both teams with receive a forfeit and no team will advance to the next round.
ROSTERS
- Women’s and men’s teams shall consist of seven (7) players, 6 field players and 1 designated goalkeeper. 6 players ARE REQUIRED to begin the game (5 field players and 1 designated goalkeeper).
- Each team should bring a bright colored shirt for their goalkeeper.
- Roster limits are 16 for all teams; men’s women’s and Co Rec teams.
- Players may play for ONLY ONE single sex team whether Greek or Independent.
- Players may, however, play for ONE Co-Rec team and ONE single sex team.
- Players are not officially on a team until they have shown their ID to check in
- Once a player has played for a team that is the team, he or she shall be on for the remainder of the league.
- To be eligible to play in the 7 v 7 Soccer League playoffs, any player must be on the roster before the first playoff game and has signed in to at least one game.
  - If an opponent defaults or forfeits a match, any player on the winning team may come to the Johnson Center Front Office between 7am and 6pm to check in the following day
  - A team has a limit of 1 default and 1 forfeit, 2 defaults, or 2 forfeited before they are removed from the league.

LEAGUE PLAY
- For pool play each team will play 4 games.
- Teams with 3.0 or better sportsmanship rating and .500 or better record will advance to the knockout stage
- Decisions on rainouts will not be made until at least 3pm on game day and a message will be sent through Fusion IM, email and or social media

GAME LENGTH AND TIME
- Each game will consist of two 20-minute halves and a 5-minute halftime
- Forfeit Rule: A 10-Minute Rule is in effect with 1 point being awarded to the prepared team at the start of the clock and on each subsequent minute until the opposing team is ready to play. After 10 minutes elapses, the game is a forfeit.
  - There will be no timeouts.
  - The clock will run continuously except on injuries and when the official’s discretion warrants stopping the game. The clock does not stop on goals or when the ball crosses the end line.
  - In the event the score remains tied after 40 minutes of play, penalty shots will be used to decide the result of the contest in the following manner:
    1 --- Each captain will designate five (5) shooters in the order they will shoot. The same order will be used for all shoot-outs. **NOTE: Only the players remaining on the field at the end of regulation will be eligible to kick.
    2 --- The head referee will choose the goal for all penalty shots.
    3 --- A coin toss will be conducted. The winner shall have the choice of kicking first or second.
    4 --- Teams will alternate kickers. There is no follow up on kicks.
    5 --- All kicks will take place from the 12-yard penalty line.
    6 --- The goalie may not move until the ball is kicked.
    7 --- Following five kickers for each team, the team scoring the greater number of goals shall be declared the winner. One goal will be added to the winning team’s score.
    8 --- If the score remains tied after the first round of penalty kicks, the above procedure will be repeated in a sudden death manner until the tie is broken.

NOTE: During the overtime periods the ball has to become dead or it must have no opportunity to score before the try has ended. (Ex. If the ball is kicked and it rebounds off the goal and hits the goalie or the ground and then it goes into the goal it is a goal.)
MERCY RULE
- The mercy rule will be at any point in the second half that there is a 7-goal differential between teams.

EQUIPMENT
- Shoes --- Rubber molded cleats may be worn. No Screw in cleats. No bare feet will be allowed. If any exposed metal is showing on any style of cleat, that cleat will not be permitted. These are the same cleat rules as with Flag Football.
- Goalies may wear gloves.
- The Intramural Sports Office will provide game balls. However a game may be played with any regulation size 5 ball that both teams agree upon.
- SHIN GUARDS ARE STRONGLY RECOMMENDED.

CO REC RULES
- CO-REC teams must have a minimum of 3 female players on the field at all times. Teams will play with a combination of 3 female and 4 male players or 4 female and 3 male players. There may not be more than a one-player difference in sexes. (Ex. A team may not play with 4 female and 2 male players)
- A team playing with only 6 players must have 3 female and 3 male players.
- In overtime shoot outs 2 females must shoot for each team. Shoot-Out line up may include either 3 men and 2 women or 3 women and 2 men.

SUBSTITUTIONS
- Substitutions may only be made:
  1. On a goal kick
  2. After a goal has been scored
  3. Between halves.
  4. When a player is cautioned (yellow card)
  5. On YOUR TEAM’S throw-in.
  6. On YOUR TEAM’S Corner kick
- An illegal substitution will result in an indirect free kick from the location of the ball at the time of the infraction. Repeated infractions will result in a yellow card being issued to the offending player.
- Substitutes must notify the referee, and receive permission before entering the game. Any changes in goaltending must be reported to the officials.

SCORING
- A goal is scored when the entire ball passes completely beyond the goal line, between the goal posts and under the crossbar provided it has not been deliberately thrown, carried or propelled by the hand or arm of a player of the attacking team
- A goal may be scored during play directly from a:
  o Kickoff
  o Direct free kick
  o Penalty kick
  o Corner kick
  o Drop ball
- A goal CANNOT be scored during play directly from a/an:
  o Goal Kick *
  o Goalkeeper’s throw, punt or drop-kick *
  o Indirect free kick
  o Throw-in
  o Free kick into a team’s own goal

GOALIE RESTRICTIONS
- * The Goalie CANNOT throw or kick the ball over mid-field. The ball must bounce or be touched prior to mid-field.
- Infraction will be an indirect free kick at mid-field.
- On any occasion when a player **deliberately kicks** the ball to his/her own goalkeeper, and on throw-ins, the goalkeeper is not permitted to touch it with his/her hands. (indirect kick)

**PENALTIES**

- Slide Tackling is **NOT ALLOWED**. All slide tackles, or attempted slide tackles, shall be penalized as Tackling, resulting in a direct kick from the spot of the foul, as well as carry with it a Yellow card. Slides that create contact with another player will result in at least a Yellow card.
- Slide Tackles from behind are highly dangerous and will result in an **AUTOMATIC RED CARD** to the offender. However, goalies may dive toward an opponent in an attempt to block a shot provided the goalie does not lead with his feet. Goalies, who in the view of the referee, use excessive force or do not make an attempt to block a shot will be penalized, resulting in a penalty shot.

  *NOTE: The referee’s discretion will be used to determine whether a yellow or red card will be issued to the offender. Players may be ejected for such offense if the referee deems the slide tackle to be flagrant in nature.*

**INDIRECT PENALTIES**

- A free kick for the offended team that must be touched twice before any goal can be scored. Indirect penalties are as follows:
  - Dangerous Plays
  - Obstruction (impeding the progress of an opponent)
  - A Cautioned player (yellow card penalty)
  - A player touching the ball a second time before the ball has been played by another player (kickoff, throw-in, free-kick, corner kick and penalty area)

**DIRECT PENALTIES**

- A free kick for the offended team that can be scored from the first touch. Direct penalties are as follows:
  - Kicking
  - Spitting
  - Tripping
  - Jumping at an opponent
  - Charging into an opponent
  - Striking or attempts to strike
  - Tackling
  - Pushing
  - Handling (intent)
  - Holding

- **ALL** free kicks (direct or indirect), players of the opposing team must be at least ten yards from the ball when the kick is taken.
- **ALL** penalties on the defensive team occurring inside the penalty box, which would result in a direct kick, will result in a penalty shot for the offended team.

**YELLOW CARDS**

- **NOTE:** Two **YELLOW CARDS** of any kind shall result in the ejection of the offending player
- YELLOW CARD offenses are separated into two categories
  - COMMON YELLOW CARD FOULS
  - YELLOW CARD UNSPORTSMANLIKE CONDUCT PENALTIES
- COMMON YELLOW CARD FOULS would include contact penalties committed within the normal flow of soccer play deemed excessive but not unsportsmanlike
  - There is not a limit to Common Yellow Cards for a team
- YELLOW CARD UNSPORTSMANLIKE CONDUCT PENALTIES would include contact penalties committed deemed excessive and unsportsmanlike
• Any YELLOW CARD UNSPORTSMANLIKE CONDUCT PENALTIES shall be declared so at the time of the incident
  o The official shall present the YELLOW CARD at the time of the incident and verbally declare the incident as an “Unsportsmanlike Conduct Yellow Card” or words to that effect
  o The Unsportsmanlike Yellow Card shall be recorded on the score sheet as with all yellow and red cards but will be marked to differentiate it from any Common Yellow Cards
  o The official shall inform the team captain as to the number of Unsportsmanlike Conduct Fouls (Yellow and Red Cards) the team has to that point and how many remain until forfeiture of the contest shall occur

• YELLOW CARD UNSPORTSMANLIKE CONDUCT PENALTIES would include but not be limited to the following:
  o Unsporting player behavior via comments, action or unfair acts
  o Excessive contact fouls
  o Shows dissent by word or action
  o Delays the restart of play
  o Persistent infringement
  o Fails to respect the required distance for a restart
  o Enters or Re-enters the field of play without the referee’s permission
  o Leaves the field of play without the referee’s permission
  o Slide tackling
  o Jewelry

RED CARDS
• RED CARD offenses are those of a flagrant or extreme nature in contact or unsportsmanlike conduct
• A player committing a RED CARD offense is automatically EJECTED from the contest
  o Players receiving RED CARDS must leave the area of play in the time allotted or the contest will be forfeited
• RED CARD offenses include but are not limited to the following:
  o Fighting
  o Conduct of an excessive or violent nature
  o Spits at an opponent or any other person
  o Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball
  o Denies an obvious goal-scoring opportunity to an opponent moving towards the player’s goal by an offense punishable by a free kick or a penalty kick
  o Uses offensive, insulting or abusive language or gestures
  o Receives a second caution in the same match
• The official shall inform the team captain as to the number of Unsportsmanlike Conduct Fouls (Yellow and Red Cards) the team has to that point and how many remain until forfeiture of the contest shall occur

EJECTIONS AND FORFEITS
• All Yellow and Red Cards shall be recorded on the score sheet
• Individual players shall be ejected when receiving the following:
  o Two Yellow Cards of any kind whether they be Common or Unsportsmanlike
  o A single Red Card
• Teams shall forfeit their contest when receiving the following:
  o Three Unsportsmanlike Conduct Yellow Cards
  o Two Unsportsmanlike Yellow Cards and a Red Card
  o One Unsportsmanlike Yellow Card and two Red Cards
  o Three Red Cards

CONDUCT (Retain information in document, updated & current information, erase this line when updating rules)
• It is the desire of the Campus Recreation and Wellness Unit that all participants display good sportsmanship.
• Any player ejected from a game for any reason shall be suspended from ALL Intramural play until they contact the Intramural Director. It is the responsibility of the player to setup an appointment with the Intramural
Director via email, neharris1@uky.edu. If players are found to be participating before being reinstated they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.

- Fighting will not be tolerated in any form. Teams will be responsible for their players and spectators. Teams and/or individuals may be subjected to expulsion from any further Intramural Sports.
- Any team criticizing or otherwise ridiculing, or attempting to demean an official or any Intramural staff member shall be liable to expulsion and disciplinary action. In addition, the game may be forfeited at the discretion of the referee, supervisor, or tournament director.

**PROTESTS**

- There will be no protest involving official’s judgment in games that are officiated by the Intramural Staff.
- Protests of rule interpretation must be made before the start of the next dead ball situation.
  - To protest, the protesting team must begin the process immediately following the event in question. The supervisor’s decision is final.
  - Protests can be made without team time-outs. A rejected protest in this case will result in an unsportsmanlike conduct penalty on the team captain.

- In non-officiated games, any and all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.

- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.