Intramural Human Foosball Rules (Updated 03/31/2021)

General Intramural Department Policies
1. All participants must register at https://recwellservices.uky.edu/
2. Click on IMLeagues, Login with your UK Link Blue account and Register
3. Electronically sign the online waiver and pass the participant quiz

Participation in ALL Intramural Events Require:
1. Valid UK or BCTC student, faculty or staff ID required for all contests to participate
2. Jewelry is NOT permitted
3. No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
4. Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the “Recreation Fee” before access to IMLeagues.com or participation
1. Information about “Recreation Fee” http://www.uky.edu/plusaccount/uk-estore-information
2. Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/ and retain your electronic receipt
3. Email the Intramural Director, Natosha Harris at neharris1@uky.edu and provide an email address
4. Provide an email address you’d like to use to log into your IMLeagues.com account

These groups must send an email neharris1@uky.edu to have an account created for participation:
1. Religious Advisors
2. Spouses of current UK student/faculty/staff can only play on Co-Rec teams 10-minute

Rule/Defaults/Forfeits/Inclement Weather:
1. 10-minute rule applies to various sports:
   a. At game time, if a team is not prepared to play that team will have 10 minutes to become ready as long as at least one player has checked in with the intramural staff
   b. To win by forfeit, minimum number to play must be present and signed in with Intramural staff
   c. If a double forfeit occurs, both teams will receive a forfeit and no team will advance
2. Defaults vary depending on tournament design
   a. Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating
   b. Two (2) defaults result in a forfeit and will be considered the same as a forfeit
   c. Submit a default for your game via IMLeagues.com by completing the “Default” link by 5pm the day of your scheduled game time: https://uky.az1.qualtrics.com/jfe/form/SV_BiyhCrSwwZadOZL
   d. Failure to submit your default before designated time will result in a forfeit and $20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.
3. Forfeits applies to various team sports and tournaments:
   a. Team captain, Greek chair or Residential chair assumes responsibility for that team
   b. Captain or Chair is suspended and responsible for paying the $20 forfeit fee
   c. Captain or Chair MUST pay forfeit fee PRIOR TO next scheduled game
   d. Review our Wildcard Player Participation Policy to assist team to avoid forfeits
   e. Forfeit Fees CAN BE PAID ONLINE at:
      https://recwellservices.uky.edu/Program/GetProducts?classification=00000000-0000-00000000-000000026001
4. Inclement weather decisions will be made no later than 3pm on game day

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<thead>
<tr>
<th>Individual/Participants Do’s Summary</th>
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<tbody>
<tr>
<td>Complete UK’s daily 4.0 self-assessment if symptomatic/sick stay home</td>
<td>If symptomatic/sick stay home</td>
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<tr>
<td>Wear face coverings/masks entering or exiting facility and when waiting to compete/participate</td>
<td>Not wear a face covering/mask or wear a plastic face shield covering because it increases the risk of injury to participant</td>
</tr>
<tr>
<td>Follow and maintain 6 feet social/physical distancing</td>
<td>Not follow or maintain 6 feet social/physical distancing</td>
</tr>
<tr>
<td>Avoid touching your eyes, nose, mouth with unwashed hands</td>
<td>Touch eyes, nose, and mouth with unwashed hands and give high fives, handshakes, fist bumps or hugs</td>
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<tr>
<td>Cover your nose &amp; mouth by using a tissue or inside of your elbow; sanitize hands immediately</td>
<td>Touch or remove university property, sports equipment, disinfecting equipment or items necessary for intramural staff to perform work duties</td>
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<tr>
<td>Follow posted signs and sanitize hands</td>
<td>Not follow signs and not sanitize hands</td>
</tr>
<tr>
<td>Follow guidelines, policies and rules associated with the Intramural Sports Program and UK’s Code of Student Conduct</td>
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<th>Intramural Spectator(s)/Non-Participant Summary</th>
<th>Intramural Staff Summary</th>
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<td>Spectator(s)/non-participant(s) is a non-player, captain, coach, manager, spectator or anyone representing a participant(s)</td>
<td>Complete their UK daily 4.0 self assessment before arriving to work and complete daily symptom checks before working</td>
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<tr>
<td>All spectator(s)/non-participant(s) will wear masks</td>
<td>Wear face coverings/masks</td>
</tr>
<tr>
<td>Follow and maintain 6 feet of social/physical distancing</td>
<td>Sanitize hands before and after performing work duties</td>
</tr>
<tr>
<td>Cover your nose &amp; mouth by using a tissue or inside of your elbow; sanitize hands immediately</td>
<td>Clean &amp; Disinfectant frequently touched surfaces and equipment in between uses and activities</td>
</tr>
<tr>
<td>Spectators/non-participants will not be in groups more than ten (10) people. Indoors spaces will not allow spectators if social/physical distancing cannot be accomplished</td>
<td>Ensure guidelines are followed (masks &amp; 6 feet), control the environment based on what is best for program operation and facility capacity</td>
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Intramural Sport Program COVID-19 Guidelines for Individual(s)/Participant(s): Minimize Risks

The Intramural Department reserves the right to modify these rules at any point in the season in order to promote a fair, fun, and safe environment

Rosters
- Teams shall consist of 6 players (5 field players and 1 designated goalkeeper). 4 players are needed to start a game (3 on the field and 1 designated goalkeeper).
  - Roster limit of 12 for all teams: men’s, women’s, and Co-rec or Co-Rec ratios: 3-3, 3-2, 2-2
- Each team is always required to have a goalkeeper on the field.
- Players may play for ONLY ONE single gender team whether Greek or Independent and/or ONLY ONE Co-Rec Team.
- Once a player has played for a team that is the team, they will be on that team remainder of the league.
- To be eligible to play in the Human Foosball League playoffs, any player must be on the roster before the first playoff game and has checked in to at least one game.
  - If an opponent defaults or forfeits a match, any player on the non-defaulting team may come to the Johnson Center Intramural office between 11am and 4pm to check in the following day.
- Co-Rec teams cannot have more than 3 male players on the field at a time.
Please review our Wildcard Player Participation Policy to assist teams in avoiding forfeits and/or to play competitively.

**Field**
- The touchline (sideline) will be 100 yards and the goal line (end line) will be 40 yards wide. *(See attached diagram for full field layout)*
- The Penalty area will be 26 yards wide and extend 18 yards into the field of play from the goal line.
- The goal will be placed on the center of each goal line.
- Each goal will be 7 feet tall and 7 yards wide.
- There will be boxes marked out on the field for each participant to play in

**Equipment**
- **Mask must ALWAYS be worn**
- Athletic apparel must always be worn.
  - Teams are not allowed to wear yellow jerseys.
- Tennis shoes or rubber molded cleats may be worn
  - No Screw in or metal cleats. No bare feet will be allowed. If any exposed metal is showing on any style of cleat, that cleat will not be permitted.
- 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 captains agree upon.
- Shin guards are not required and will not be provided but are highly recommended.

**Timing**
- Each game will consist of two 15-minute halves and a 5-minute halftime.
- **NO Timeouts.**
- The clock will run continuously except on injuries and when the official’s discretion warrants stopping the game.
- The Referee may extend either half to allow for time lost as a result or the opposing team deliberately delaying the game (IE: Repeated Substitution, Injury Time, ETC).
- **Mercy rule:** At any point in the second half that there is a 7-goal differential between teams. 5-goal differential between teams in the last 5 minutes.
- **Overtime:** If the game is tied after 40 minutes Kicks from the mark will be used to determine the outcome of the match.

**Starting and Restarting**
- **Kick-Off:**
  - The team that wins the coin toss will decide which goal to defend first or if they want to start with the ball.
  - For the second half, teams will switch the goals they are attacking and the team that did not start with the ball in the first half will have it in the second half.
  - After a team scores a goal the opposing team will restart play with a kickoff.
  - Every player must be within their own box of play prior to the kick or Kick-off is a Direct Kick.
- **Corner Kicks:**
  - Ball goes out of bounds over the goal line
  - Last touched by a defending player
  - Kicked in from striker box
- Substitutions will be made during stoppage of play; players are to go to the 50 yard line and be beckon by the referee to enter the playing field.
  - An illegal Substitution may result in an indirect kick for the offended team.
**Fouls and Misconduct**

- There is NO player to player contact allowed in Human Foosball. Any player-initiated contact will result in a yellow card and a direct free kick for the opposite team.

- **Leaving one’s box is an automatic penalty kick, unless a natural stoppage could not be achieved**
  - Players are only allowed to take steps outside of their box to complete their natural stop momentum
  - 1-yard dashed line is marked to signify how far players have to complete their natural stoppage

- 6-foot Rule: Players that are less than 6 feet away from another participant is subject to an indirect free for the offensive team.
  - If the offensive team initiates the violation of the 6 feet rule the defensive player will get an indirect free kick.
  - If it is a continuous offense yellow or red cards may be administered.
  - It is up to the discretion of the Head Referee to enforce this rule.

- 50/50 balls will be administered in a “jump ball” format by the Intramural Sports Referee.
  - Whatever team that did not last kick-off the ball will get the Indirect free kick from the spot

- All players have 10 seconds to progress the ball forward towards their shooting goal
  - Violation will be Indirect free kick for the defending team

**Field Diagram**

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**Unsportsmanlike Conduct**

- Unsportsmanlike conduct and/or fighting will not be tolerated by any team representative.

- A team representative is a participant, player, non-player, captain, coach, manager, spectator, or anyone that is associated with a team.

- Unsportsmanlike conduct includes any behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct: [https://www.uky.edu/studentconduct/codestudent-conduct](https://www.uky.edu/studentconduct/codestudent-conduct)
Unsportsmanlike Conduct (Continued)

- Unsportsmanlike conduct includes behavior, language, actions or contact against a team representative, Intramural official or campus recreation staff member.

- Unsportsmanlike conduct is, but not limited to, arguing a call,
  - Behavior, language or action that is abusive, demeaning, insulting, disruptive, or threatening.
  - Contact that is excessive, unnecessary, persistent, severe, extreme, vulgar, violent or flagrant.

- An ejected team representative will be disqualified from the game and required to leave the facility in a timely manner and may be subject to expulsion from further Campus Recreation and Wellness events and programs.

- Two unsportsmanlike conduct penalties against a player will result in an ejection.

- Four unsportsmanlike conduct penalties against a team will result in an ejection.

- Six unsportsmanlike conduct penalties against a team during a season will result in a forfeit of the remaining schedule.

- Teams must achieve a 3.0 sportsmanship rating in playoff rounds and maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs teams that receive a 2, 1, 0 sportsmanship rating will be unable to advance.

- Games(s) may be forfeited at any time at the discretion of the Intramural of Campus Recreation and Wellness staff.

Conduct (All team representatives are expected to display good sportsmanship)

- Any team representative 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 team representative to setup an appointment with the Intramural Ejection Board by emailing the Intramural Director at 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.

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.
  - A failed protest will result in a yellow card assessed to the team captain.

- In non-officiated games, 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.