Intramural Street Soccer Rules (Revised 8/24/2017)

GENERAL INFORMATION
All participants must register at 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
Pay “Recreation Fee” at https://iweb.uky.edu/ukestore/ and retain your electronical 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
- Nine (9) player limit for 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 or for on-site registration signed a waiver.
- Once a player has played for a team that is the team, he or she shall be on for the remainder of the league or tournament.
- To be eligible to play in the Street Soccer Tournament any player must be on the roster before the first game of the tournament.

LEAGUE OR TOURNAMENT 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 imleagues.com and or social media

GAME TIME AND LENGTH
- Each game will consist of two 10-minute halves and a 3-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 forfeit.
- There will be NO timeouts.

EQUIPMENT
- There will be futsal balls for participants to check out at equipment checkout at the Johnson Center Front Desk. University of Kentucky Intramural Sports department will supply a game ball.
- Athletic Apparel must be worn at all times.
- Athletic shoes only. No cleats, open toed shoes, or barefoot.
- **SHINGUARDS ARE STRONGLY RECOMMENDED**
- **NO JEWLERY.**
- Head decorations, headwear, and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- No casts, splints, and metal braces will be allowed unless they have been sufficiently padded.

UNIFORMS
- All team members must wear athletic apparel appropriate for soccer.
- All players must wear athletic shoes. Hard sole shoes or sandals of any kind will not be permitted.
- Leather, rubber, nylon soled shoes are legal. No cleats (of any kind), or five finger shoes allowed. The official has the right to declare a shoe unsafe.
- **SHINGUARDS ARE STRONGLY RECOMMENDED.**
- All members of a team must wear jerseys of the same color.

PLAYERS
- **MEN’S AND WOMEN’S TEAMS**
- The maximum number of players on the field at one time is four (4), NO HANDS in the goal.
- A team must have a minimum of three (3) players to start the game.
- Once started, the game may continue with less than three (3) players as long as the team has a chance to win.
CO-REC TEAMS
- The maximum number of players on the field is four (4) (2 men and 2 women).
- A team must have a minimum of 3 players to start the game
- Teams with four (4) players shall be 2 men and 2 women
- Teams with three (3) players shall be 1 man and 2 women, 2 men and 1 woman
- Once started, the game may continue with less than three (3) players as long as the team has a chance to win.

SCORING: All goals scored will count as one (1) point.

BEGINNING A GAME
- Each game shall begin with a captain’s meeting and a coin toss.
- The visiting team captain shall call the toss.
- The winner of the coin toss shall receive the option of:
  - Kickoff
  - Choosing defensive side
- The game will begin with a kickoff

GAMEPLAY: STREET SOCCER WILL BE SELF OFFICIATED

Ball In and Out of Play
- The ball is out of play:
  - When it completely leaves the sports court boundaries, whether in the air or on the ground. The boundaries are marked by the four pylons in each corner.
  - When the referee has stopped the game.
  - When the ball leaves the field of play and is considered out along the sidelines.
- A kick-in will be given to the team that did not last touch the ball.
- If the ball leaves the field of play along the goal line:
  - Last touched by offense: kick in near the goal
  - Last touched by defense: corner kick.
- The ball is in play at all other times including:
  - When it rebounds from a cross-bar, or post.

Scoring
- A goal shall be legal, when the WHOLE ball has crossed the plane of the goal-line, between the goalposts and the crossbar.
- A goal may be scored during a:
  - Normal game play.
  - Penalty kick.
  - Corner Kick.
  - Direct Free Kick.
- A goal may not be directly scored from a:
  - Indirect free kick.
  - Kick-in.
  - Kickoff.
  - Drop ball.

Substitutions
- Substitutions may occur AT ANY TIME
- The player leaves the pitch (the playing surface) via his own team’s substitution zone, which will be marked on the sidelines.
- The substitute only enters the pitch after the player being replaced has left
- The substitute enters the playing area behind the run of play
Goalkeeping
● There will be no designated goalkeeper.
● Any of the four (4) players on the court may occupy the area in front of the goal.
● NO HANDS may be used at any time.

OVERTIME
● All pool play games may end in a tie.
● In the event the score remains tied after regulation in the knockout stage, a shoot-out will be used to decide the result of the contest in the following manner:
  o Each team is awarded one kick until the tie is broken.
  o Teams may choose the order of their shooters.
  o Teams will designate a goalie for shoot-out(s), the no-hand rule still applies.
  o Kickers may not repeat until ALL players (including the goalie) on the roster have kicked once.
● Penalty kicks will immediately happen in the case of a tie when time has expired. Penalty Kicks, where 5 players are selected from each team, males and females must alternate in the penalty kick order starting with either sex.
● The order of shoot-out kicks must alternate, male, female, male etc. OR female, male, female.
● The gender order must be complete before the order of one gender can repeat.
  o Ex: A roster of 5 males and 3 females. All 3 females will have alternated through the order before the 5th male has kicked once. The first female may kick after the 4th male.
  o Male 1, Female 1, Male 2, Female 2, Male 3, Female 3, Male 4, Female 1, Male 5, Female 2 etc.
● 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

Foul and Misconduct
● All fouls will be called by the players on the court.
● The first five fouls committed by a team shall result in an INDIRECT kick. The following offenses shall be indirect free kicks:
  o Kicks or attempts to kick an opponent
  o Tripping an opponent
  o Jumping at an opponent
  o Charging at an opponent in a dangerous or violent manner
  o Striking or attempting to strike an opponent
  o Spitting at an opponent
  o Holding or pushing an opponent
  o Sliding
  o Handballs
  o Dangerous play
  o Obstruction
  o Charging at the Goalkeeper
● After a team has committed 6 fouls in a half, all subsequent fouls will result in a DIRECT penalty kick for the opposing team.

Red and Yellow Cards
● Yellow card: Will be given to players that exhibit poor behavior and/or commit a hard foul. Examples: Dissent towards an official, slide tackling, sliding, unsportsmanlike act to another player, etc.
● Soft Red card: This will be given to an individual player receiving two yellow cards. When a player receives their 2nd yellow card, show the yellow card, and then immediately show them the red card. When a team’s player receives a soft red, they may substitute a person for this player.
Red card: An immediate red card will be awarded for any player exhibiting extremely poor sportsmanship or a severe penalty. Examples: Extreme dissent to an official, attempt at or actual act of fighting, etc. When a team’s player receives a red card, they may not substitute a person for this player.

CONDUCT
- 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.