



@ukcampusrec



@ukrecwell



@ukcampusrecwell



@UK Campus Recreation and Wellness

## Intramural Street Soccer Rules (Revised 8/16/19)

### GENERAL INFORMATION

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](mailto: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](mailto: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
  - 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 or are the same as a forfeit
  - c. Submit Default for your game via IMLeagues.com by completing the "Default" link by 5pm the day of your scheduled game time: <https://forms.gle/4o2CNxRGh2uqrVW>
  - 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=00000000-0000-0000-0000-000000026001>
4. **Inclement weather decisions will be made no later than 3pm on game day**

## **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 JEWELRY.**
- 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 (SHINGUARDS ARE STRONGLY RECOMMENDED)**

- 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.
- 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.

**PLAYERS: 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 sport 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

## **GAMEPLAY (Continued): STREET SOCCER WILL BE SELF OFFICIATED**

### **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:
  - Each team is awarded one kick until the tie is broken.
  - Teams may choose the order of their shooters.
  - Teams will designate a goalie for shoot-out(s), the no-hand rule still applies.
  - 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.
  - Ex: A roster of 5 males and 3 females. All 3 females will have alternated through the order before the 5<sup>th</sup> male has kicked once. The first female may kick after the 4<sup>th</sup> male.
  - 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

### **Fouls 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:
  - Kicks or attempts to kick an opponent
  - Tripping an opponent
  - Jumping at an opponent
  - Charging at an opponent in a dangerous or violent manner
  - Striking or attempting to strike an opponent
  - Spitting at an opponent
  - Holding or pushing an opponent
  - Sliding
  - Handballs
  - Dangerous play
  - Obstruction
  - 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 staff, slide tackling, sliding, unsportsmanlike act to another player, etc.

## Red and Yellow Cards (Continued)

- Soft Red card: This will be given to an individual player receiving two yellow cards.
  - 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.

## UNSPORTSMANLIKE CONDUCT

- **Unsportsmanlike Conduct or fighting will not be tolerated!**
- **A team representative is a participant, player, non-player, captain, coach, manager, spectator or anyone representing a team.**
- **Unsportsmanlike Conduct includes behavior, language and actions that are a violation of the University of Kentucky Student Code of Conduct.**
- Unsportsmanlike Conduct includes behavior, language, action and contact towards a team representative, ref/official, Intramural Staff or Campus Recreation and Wellness staff
- Unsportsmanlike Conduct that is but not limited to:
  - Arguing a call
  - Behavior, language, action that is abusive, demeaning, insulting, disruptive, threatening
  - Contact that is excessive or unnecessary and contact that is persistent, severe, extreme, vulgar, violent or flagrant in nature
- A team representative will be disqualified from the game, ejected from participation, shall leave the facility and may be subjected to expulsion from further Campus Recreation and Wellness events or programs
- Teams must get a 3.0 sportsmanship rating in knockout rounds or maintain a 3.0 sportsmanship rating average to advance to playoffs. In playoffs, if a team receives a 2,1, 0 sportsmanship rating that team cannot advance in playoffs.
- **Two (2) unsportsmanlike conduct penalties against a player constitutes an automatic ejection.**
- **Four (4) conduct unsportsmanlike penalties against a team or four of any kind will forfeit the contest.**
- **Six (6) conduct unsportsmanlike penalties against a team during the season will forfeit the team's remaining schedule**
- Game (s) may be forfeited at the discretion of the ref/official, Intramural Staff or 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](mailto: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. 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.

### **PROTESTS (Continued)**

- 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](mailto:neharris1@uky.edu) or turned into the IM Office, room 172-B of the Johnson Center.