

## Team Roster & Roster Additions

- All players participating in a game must be listed on the team roster and have paid the league fee. The manager / captain is responsible for ensuring the roster is complete and accurate (i.e.: all team members who participate in that game are listed on the roster).
- Players may participate on one 7 on 7 team within a division.
- Captain is responsible for the conduct of the team members. The manager / captain is responsible for ensuring the team roster is complete and accurate

### Tie Game:

1. Ties in regular season will not be resolved, and both teams will be credited with a tie.
2. During the playoffs, the following tie-breaker procedure for all playoff games:

Penalty kicks decide the final outcome. The best out of five (5) penalty kicks.

Co-ed Rule Coed teams will play with 7 players and must have minimum 5 players (see chart below) to start the game to avoid a default.

### The following are the only combinations allowed on the field of play:

Players	Men	Women
7	4	3
7	3	4
6	3	3
5	3	2
5	2	3

All goals are 1 point.

Point System Win = 3 pts. Tie = 1 pts. Loss = 0 pts.

Default = -2 pts. Defaulting a Game:

If one team does not have the minimum number of players or is not prepared to play, the captain of the team that is prepared will have two (2) options: 1. Take the win by default 2. Give the opposing team an additional ten (10) minutes to show up. If the team shows up during the additional time period, game time will be reduced by the number of minutes late for the game. If the captain of the prepared team chooses to take the win by default, the decision may not be changed. If the captain of the prepared team decides to play the game, the captain of the prepared team must accept the results of the game. After the additional ten (10) minutes have expired and the team still is not prepared to play, the game will be defaulted.

See Default Policy below for details on a defaulted game.

**Default Policy:**

Any team defaulting Two (2) games or forfeiting two games will not be eligible for the play-offs. • Default is when a team does not show or have enough players to start a game. • Forfeit occurs after a game has started and must abruptly end before the normal conclusion of the game. Any team defaulting one game, for any reason, must pay a non-refundable default fee to re-enter the schedule again in order to continue play in the league

**Substitution:**

1. Both teams on one side of the field. The person seeking a substitute must be in the team's substitution area (midfield line) before a sub can enter the game.
2. Players may not enter the game until players leaving the field reach their bench area. Infractions of the rule will result in an indirect kick for the opponent. It is emphasized that the goalkeeper must be off the field before the sub-keeper leaves his bench. Goalkeepers must wear contrasting shirt colors to field players.

**Injury:**

Any player who is bleeding must leave the game immediately. The bleeding must be stopped and the wound securely covered with a bandage before the player can continue. If there is blood on any clothing or jersey, it must be changed before the player resumes play.

**Fouls:**

1. Fouls and Misconduct include the following:
  - a. The goalie may not be charged or obstructed. Penalty: FK and Caution.
  - b. A high kick is any kick above the waist of an opponent who is within playing distance.

**Penalty: Direct Kick**

2. Restrictions on Goalkeepers:
  - a. Once a goalkeeper has had hand possession, and then releases the ball into play, he/she may only handle the ball again if it touches an opponent, or it becomes dead. NOTE: For simplicity, dribbling the ball with the hands, throwing it in the air and catching it, or fumbling the ball and picking it up will not be violations of this rule.
  - b. It is legal for a goalkeeper to throw a ball across the halfway line, but such a throw cannot score a goal against the opponent.
  - c. The goalkeeper has five (5) seconds to release the ball from hand possession.
  - d. It is illegal to pass a live ball to your own goalkeeper's hands (to the feet is legal).
  - e. It is legal to pass or throw any restart to your goalkeeper's hands. Penalty: Free kick at the nearest spot of the violation outside the penalty area.

3. Any player receiving a caution must be removed from the game, until the next legal substitution occurs.

**Free Kicks:**

1. Free Kicks are all direct, from which a goal may be scored directly.
2. Any free kick awarded to a team in its own penalty area will be taken from the point of the infraction.
3. If a free kick is awarded a team in its opponent's penalty area, the penalty will be taken from one of two spots: a. If the free kick was awarded as a result of a penalty inside the arc area, the free kick shall be taken from the point of the infraction. b. If the free kick was awarded as a result of a penalty inside the goal box, a penalty kick shall be awarded at the halfway point between the apex for the arc and the top of the goal box.
4. There will be no drop balls in either penalty area.
5. Players must be at least 10 feet from an opponent's free kick. All free kicks must be taken within 5 seconds of referee's signal.

Penalty: Free Kick to opposition.

**Throw-Ins:**

1. Players have 5 sec. to put the ball in play. Penalty: Turn over.
2. Both feet must be in contact with the ground at all times during the throw-in. Ball completely brought back behind the throwers head.

**Goal Kicks:**

1. Goal Kicks will be taken from anywhere on or inside the line defining the goal area.
2. Players have 5 sec. to put the ball in play. Penalty: Corner throws to opponent. NOTE: A goal kick is an indirect restart. Off Sides At the official's discretion, a defender may not be more than six (6) feet from the offensive player inside the arc area (no "Cherry Picking") in receiving a pass from an outside offensive player during a fast break.

**Penalty Offenses:**

1. Slide tackles from behind are illegal. All other slide tackles are legal as long as contact is made with the ball first.
2. Holding an opponent.
3. Pushing an opponent.
4. Tripping an opponent.
5. Kicking or attempting to kick an opponent.
6. Jumping at an opponent.

7. Charging an opponent violently or dangerously. This will result in an automatic two (2) minute penalty where the violator must stand off on their side of the field and the team must play short a player on the field.

8. Verbal abuse, unsportsmanlike and flagrant misconduct

**Prohibited Acts:**

1. Good sportsmanship is a requirement of all participants. Players and coaches are to conduct themselves properly at all times. The Intramural Office reserves the right to suspend or disqualify individuals or groups for unsportsmanlike conduct. The team captain assumes full responsibility for the conduct of the team and spectators.

2. FIGHTING WILL NOT BE TOLERATED. Players involved will be suspended from further play during the intramural season. CAPTAIN IS RESPONSIBLE FOR THE CONDUCT OF THE TEAM MEMBERS.

3. Any player ejected from a game due to unsportsmanlike conduct will be ineligible to participate in any remaining games. Team leaving the field during a game = unsportsmanlike conduct.

4. Unsportsmanlike conduct includes actions, which are unbecoming to an ethical, fair, honorable individual; it consists of acts of deceit, disrespect or vulgarity and includes taunting.

5. The official will have absolute control of the game. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, or spectators, can result in assessment of a penalty, ejection or forfeiture of the game. Spectators must also remain in the area designated by the staff. The supervisors will have the power to make decisions on any matter or questions not specifically covered in the rules.