
SOCCER IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

OPEN, IFC FRATERNITY, AND WOMENS TEAMS

STARTING THE GAME

1. **START TIME:** Teams are to be at the court/field and signed in before the official game time. If any team is not at the court/field and ready to play at the scheduled game time, the game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **PLAY PASS:** All participants must have purchased a valid Intramural Sports Play Pass in order to be eligible to participate.
4. **SCORING:** Teams will keep score themselves. Disputes in scoring will be facilitated by the Intramural Sports Supervisor.
5. **BURDICK HALL RULES:** All Burdick Field rules will be followed during intramural soccer contests.
6. **TEAMS:** Three (3) players on the court/field constitute a team. A team may start with no fewer than two (2) players. Teams may only have a maximum of five (5) players on their full roster.
7. **BENCH PERSONNEL:** Every player, non-player, and coach that is on a team bench must be signed in, and on the roster, and is subject to all intramural rules, policies, and procedures. *Clarification: a non-player/coach may not be on the roster of another team in the same division.*
8. **GAME EQUIPMENT:** Towson University Intramural Sports will provide a game ball.
9. **UNIFORMS:** Teams that are designated as 'Home' on the IMLeagues schedule will be required to wear white or a matching light team color. Teams that are designated as 'Away' on

the IMLeagues schedule will be required to wear black or matching dark team color. Teams who do not comply with the color policies are subject to a reduced sportsmanship rating.

10. JEWELRY/ACCESSORIES: No jewelry or accessories may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. *Clarification: Medical alert medals are not considered jewelry; they must be taped down with the medical information visible.*
11. CLUB TEAM MEMBERS: No more than one (1) member of the active club soccer teams' rosters are eligible for participation in the game per team. No more than one (1) member of the club soccer teams may be listed on the same team's roster.

PLAYING THE GAME

12. GAME LENGTH: Games will consist of two (2) halves, each lasting eight (8) minutes long. The on-site supervisor will track the time for each game. The game will be played to 21 points. The winning team must win by two (2) points. The cap will be at 25 points.
13. SCORING: To score, the ball must completely cross the goal line. When in doubt, it is a goal.
14. FOULS: Fouls will be called at players' discretion. It is up to the teams to work together to make decisions. Any foul that is called will result in a free kick for the opposing team.
15. GOALIE: Goalkeepers are not allowed. The goal box is directly in front of the goal. There is no ball contact allowed within the goal box, however, any player may pass through the goal box. Players may not stand inside the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line is considered in the goal box and is an extension of such. Once the ball has broken the plane of the goal box, if the ball is touched by the defensive team, a goal will be awarded. If the offensive player touches the ball after it has broken the plane, a goal kick will be awarded.
16. OUT OF BOUNDS: Any ball that completely crosses the sideline or end line will be considered out of bounds. The opposing team will be awarded a free kick from the spot where the ball goes out of bounds
 - a. Note: Out of bounds is called at player's discretion. It is up to the teams to work together to make decisions.
17. PLAYER EQUIPMENT: Head decorations, headwear, and/or jewelry (including rubber bands) are illegal. Headbands no wider than two inches made of nonabrasive, unadorned, cloth, fiber, soft leather, or rubber are legal. Headbands (just described) and rubber (elastic) bands to control the hair are the only legal pieces of equipment on the head.

SPORTSMANSHIP

18. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by

any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.

19. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining. In addition, if a team receives three (3) technical fouls in a game, that game will be ended as stated above.
20. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Hall rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
21. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products in Burdick Hall. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
22. INTRAMURAL SPORTS POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.