

JOHNS HOPKINS INTRAMURALS



INDOOR SOCCER RULES

1. TEAM MANAGERS:

- Team managers are responsible for informing their teammates of all Intramurals governing rules and policies.
- Team managers are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Team schedules are available via the web at www.jhu.edu/recreation/intramurals/intramurals.htm.
- Team managers are responsible for their team and fan behavior before, during and after their game.
- Only the team captain may address an official on matters of rule interpretation or to obtain essential information.
- Team managers are responsible for any equipment given to them, such as team jerseys. (Team managers, you will be charged for the missing items)

2. PLAYERS:

- All players must present their JCard to the Intramural Supervisor on duty...**NO ID, NO PLAY!!!!** (Note: there will be NO exceptions)
- Players may only play on one team per league (i.e. one Men's open, Greek and Res. Hall), also players are allowed to play with a Co-Rec team. Switching from one team to another is illegal, and will result in a suspension from participating in any Intramural activity for the remainder of the season.
- Teams consist of six players. Forfeiture of the game will result if a team cannot field at least four players within ten minutes after the scheduled game time. If neither team can field four players, a double forfeit will result.
- Team rosters are frozen on the last day of the team's regular season competition.

3. ELIGIBILITY:

- Players must be current Homewood or Peabody students, faculty, or staff with membership to the O'Connor Recreation Center and must show proper identification, i.e. a J-Card, before game time. Participants will absolutely NOT be permitted to play without showing an ID card. **NO ID, NO PLAY, NO EXCEPTIONS!**
- An individual must compete in at least 1 game during the regular season or tournament to be eligible for the playoffs or championship game of the tournament. Teams may add/drop players to roster until last game of regular season or up to their second game of the tournament.

4. FORMAT:

- League/Regular Season (3-5Games) + Single Elimination Playoff/Tournament
- Eligibility for playoffs: "2.5" sportsmanship rating.
- Forfeits without a call in will receive a 0 for the sportsmanship rating.
- Any team that receives 1 or 0 sportsmanship rating in ANY game will NOT be eligible for the playoffs or tournament.

5. EQUIPMENT:

- The Intramural office will furnish game balls.
- All participants must wear the proper athletic attire to participate, including proper shoes, shorts and T-shirts.
- No hats/caps/bandanas
- No Jewelry is allowed, with the exception being medical identification jewelry. Participants may not cover up jewelry with tape, band-aids or other such items, all jewelry must be removed.
- No cast or splints (hard or soft) are permitted.
- Team jerseys will be provided for each team if necessary. Participants must wear T-shirts while participating either as a team jersey, but they must have numbers on them or underneath the intramural jersey provided.

6. GAME TIME:

- Before the game begins: players must check in with the referee.
- Games consist of two twenty-minute halves. There is a running clock stopping only for time-outs and injuries. In the case of a tie (playoffs only), there will be a five-minute sudden-death period, and if the game is still tied, there will be a penalty kick tiebreaker.
- Each team receives 1 timeout per half.

7. METHOD OF SCORING:

- The referee has the final call on goals.

8. SUBSTITUTES

- There will be free flowing substitutions throughout the course of the game, however, entering players must stay back off the playing surface until the person coming off the field has reached the sideline. Teams must also stay back off the playing surface while watching the game.
- Any player who is disqualified shall not re-enter the game. The ejected player shall be asked to exit the court as quickly as possible; if player is not willing, his/her team will be charged with a forfeit and game will be called.

9. START PLAY:

- Referees will determine who begins the game with possession, and there will be alternating possession to begin the second half. The referees in the same fashion will determine possession for extra periods that it was decided to begin the game.

10. BALL IN AND OUT OF PLAY:

- The blue walls mark the boundaries. The white section of the walls is out of play. A dead ball will be replayed with an indirect kick three feet from the sidewalls. Goal kicks and corner kicks will also be awarded appropriately. The entire ceiling is out of bounds. The ball will be replayed at midfield with an indirect kick. Goals cannot be scored off the basketball backboards.
- Side netting of the goal is out of bounds & will result in change of possession.

11. FOULS and PENALTIES:

- Penalty kicks will be awarded to players fouled within the three-point line. Penalty kicks will be taken from the top of the three-point arc.
- Indirect kicks will be awarded for all handballs & high kicks. Every other foul will be awarded a direct kick.
- Substitutes shall not enter the game until the official signals.
- Goalies cannot use their hands beyond the three-point arc. An indirect kick will result. Goalies cannot throw the ball into the opponent's goal to score. A goalie cannot drop kick the ball back into play. They must either throw the ball into play or place it at their feet. Once they have placed the ball at their feet they may not pick the ball back up – this will result in an indirect kick outside the three-point line.
- 2 yellow cards in one season suspends you for the upcoming game.

12. CO-REC MODIFICATIONS

- Game consists of two teams of 6 players; Minimum to start & end the game is 4 with a minimum of two women at all times.

13. PROTEST:

- In protesting an official's call, the team may only protest a rule interpretation or eligibility and not a judgment call. A timeout must be utilized in order to protest, and a team may get it back if the interpretation goes your way. All protest during the regular season will go to the Assistant Director of Intramurals to be reviewed and decided upon. All protests during the playoffs/tournament will/can be decided by the Intramural Supervisors /Coordinators on duty.

14. SPORTSMANSHIP:

- The Intramural staff on duty will grade all teams on their sportsmanship and has the authority to ask anyone to leave the gymnasium. A team's sportsmanship is a reflection of its players as well as fans.
- Playing Intramural Sports is NOT a right, it is a privilege. Therefore, the Intramural program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Any player who uses foul language, violently protests a call, or curses an official or supervisor, will be removed from the game and will automatically be suspended from his/her team's next match.
- Any team that has a player receiving a red card will not be allowed to continue in the game/tournament/playoffs.
- A player that is ejected for any reason must come in to speak to the Assistant Director of Intramurals before their team's next game. The ejected player is suspended from all Campus Rec activities until the Assistant Director of Intramurals reinstates him/her. In addition, he/she will have to make an appointment to meet with the Assistant Director of Intramurals during office hours (Monday through Friday, 9:00 a.m. - 5:00 p.m.) before he/she is eligible to participate again.
- Any player who touches an official or supervisor will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.
- Fighting will result in immediate ejection.
- Minimum 1 game suspension for all ejections during tournaments players are suspended for the remainder of the tournament.

15. Safety and Liability

- The game of basketball is a contact sport and injuries (while mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Program is completely voluntary. Johns Hopkins University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status.

16. Alcohol and Drug Policy

- Alcohol and Drugs are prohibited. Anyone suspected of being under the influence will be asked to leave the intramural premises. Failure to do so will result in suspension from all intramural activities.