



Soccer Rules

This is supposed to be a fun league, always remember this.

Rules, Schedules and Team Contacts are posted on the following website:

http://web.jhu.edu/recreation/intramurals/gro_sports/

1. Teams will play with a maximum of eight (8) players on the field at any point, with a minimum of two (2) females on the field. The only other allowed combination for play is seven (7) players with maximum of six (6) males on the field. All players must participate in the game.
2. Games consist of two twenty-minute halves and a five minute half time. There is a running clock stopping only for injuries. In the case of a tie (playoffs only), there will be two three-minute sudden-death periods, and if the game is still tied, there will be a penalty kick tiebreaker. **The HOME team must wear white and the AWAY must wear a dark or bright color (DO NOT WEAR GREY), with the keepers wearing a different color than the team.**
3. The team listed as the HOME Team for the 5:30 game is responsible for checking out/picking up the equipment bags after 3:00 pm at O'Connor Recreation Center Equipment Room, and the team listed as the HOME Team for the 7:30 game is responsible for checking in/returning the equipment bags to the O'Connor Recreation Center Equipment Room. The Rec Center closes at 10:00 pm during the summer; therefore, the bags are to be returned after the final games that night. It is the responsibility of the HOME Team captain of the early game to notify the HOME Team captains of the later game if their game has been cancelled so that they can pick up the equipment bags.
4. Score-sheets will also be placed with the equipment. The HOME Team is also responsible for making sure the scorebook reaches the field. The scores must be recorded in this book for the games to count.
5. If a game is not played at its regularly scheduled time, there is a one-week grace period in order to make up the game. The team captain's must notify the Assistant Director of Intramurals as to the time of the game in order to make proper scheduling arrangements for the field.
6. If a team cannot field a complete roster, they must notify their opponent and the Assistant Director of Intramurals (410.516.4419) by 12 noon the day of the competition. If the team that cannot field enough players does not show or cannot come up with enough to play after the noon cut-off, the game will be considered a FORFEIT. There will be a 10-minute grace period prior to each game for teams to field enough players before the game is considered a forfeit.
7. Teams are to provide referees on the nights scheduled. It is recommended that teams send players with a strong knowledge of the game.
8. Substitutions may only occur on a dead ball (i.e. throw-ins, goal kicks, corners).
9. Possession for extra periods will be determined by the referees in the same fashion that it was decided to begin the game.
10. Indirect kicks are awarded for all minor infractions, handballs and high kicks. Direct kicks are awarded for **slide tackles and the player is ejected for the remainder of that game.** Direct

kicks are awarded for aggressive play and the player is ejected from the game and removed from the league.

11. Penalty kicks will be awarded to players within the goal box.

12. Goalies cannot use their hands beyond the penalty box and cannot play a kicked ball by a teammate with their hands. An indirect kick will result.

13. There is absolutely no slide tackling, aggressive or dangerous play, and/or fighting. If a player does any of these infractions then they will receive a red card and will be ejected.

14. Yellow and Red Cards will be issued and recorded on the score sheet. Yellow cards will be issued for aggressive or dangerous play. Red Cards will be issued for two yellow cards in one game, slide tackles, aggressive or dangerous play, and fighting with the following penalties being issued:

a. If a player gets a red card in the first half of a game, that player will be suspended for the rest of the game.

b. If a player gets a red card in the second half of a game, that player will be suspended for the following game.

c. If a player gets two red cards during the season, that player will be suspended for the entire season and playoffs.

15. A player who is bleeding, has an open wound, or an excessive amount of blood on his or her uniform must leave the game until it is bandaged and passes the inspection of a referee.

17. Automobiles are not permitted to be driven to the field. There is a community mandate regarding automobiles down on the field. If in fact teams have been seen driving to the field and parking illegally, the game will be forfeited immediately (No Warning). Also parking is not allowed along Tudor Arms this is a residential area to where as the people living in the area needs the parking.

18. Alcohol is not to be brought to the playing fields. This is not a beer league!! The league is subject to immediate cancellation if such instances should occur.

19. If any incimate weather occurs then the Assistant Director of Intramurals will make the decision on whether the games will be cancelled by 4 pm, if this decision is made prior to any game being played then info will be posted on the Intramural Office phone (410.516.3849) just after 4 pm, do not call the Assistant Director. If while a game is being played, then that decision will be made by the teams.