

DIVISIONS OF COMPETITION:

Men's A (Most Competitive) Men's B (Competitive)
Men's C (Less competitive) Women's

FORMAT: This is a 6-player league. Teams will be placed in round robin pool play with the top teams advancing to a single elimination playoff tournament. Games are scheduled between 6:00PM - 11:00PM, Sunday through Thursday. All games will be played in the MAC of the Student Recreation Facility. Only checked in players are allowed in the bench areas.

FORFEIT PROCEDURE: If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the score at 2-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

EQUIPMENT:

1. Teams are encouraged to wear their own color-matching jerseys with visible numbers on the back. No taped-on or pinned-on numbers are permitted. Pinnies will be available at the game sites for teams that need them. A t-shirt with full sleeves (short or long) must be worn underneath the pinnie issued by UConn Recreation.
2. Goalies must wear a contrasting colored shirt/pinnie than any other player on the field.
3. Sneakers must be worn at all times, shoes with protruding rubber are not allowed. **Not allowed: rubber turf shoes, bare feet, five finger shoes, metal cleats, plastic molded or screw-in cleats, and boots of any kind.**

GAME RULES

1. Each team must have 6 players (including a goalie) to start the game. In the case of an injury or other reasons, a team may finish with less than 6 players.
2. The initial kick-off to start the game or after a score may go in any direction. Players must be on their defensive half of the playing field, and may not cross the division line until the ball is kicked.
3. There will be no offside violations.
4. Games will consist of two 20-minute halves, running time. There are no time outs.
5. Penalty kicks will be awarded by rule, 8 yards from the goal line. It is a dead ball situation. All players must line up behind the mid-field line during penalty kicks.
6. A blatant handball outside the box will result in a yellow card for the offending player and a direct kick for the opposing team.
7. A foul preventing an obvious goal scoring opportunity will result in a red card for the offending player and a direct free kick for the opposing team.
8. For the safety of all participants, slide tackling is not allowed (Automatic yellow card), other than goalie.
9. Bicycle kicks of any kind are not allowed.
10. Any ball that leaves the playing field or gets stuck in the above net, will be treated as out of bounds. The team that did not touch the ball last will be awarded the ball from where the infraction occurred or where the left the playing area.

SHOOTOUT PROCEDURE (after a tie score in regulation):

1. Goalies finishing regulation must remain in goal (for all kicks) during the shootout.
2. Each team selects 3 players for alternating kicks. At least one shooter for each team must be a female player.

3. Coin toss decides which team kicks first.
4. If the score is tied at the conclusion of the first round of penalty kicks, each team selects any one player and the two players will alternate kicks until one player scores and the other doesn't.

MERCY RULE:

1. If a team is leading by 5 goals or more with 5 or less minutes remaining in the 2nd half, the game will end.

CARDS:

1. Yellow: warning for unsportsmanlike conduct, handball, slide tackling, use of foul language.
2. Red: automatic ejection for extreme unsportsmanlike conduct (i.e. abusive language or gesture, serious foul play, handballs in the penalty area). The ejected player must leave the playing site within a reasonable amount of time. In addition, the ejected player will be subject to Intramural disciplinary procedure
 - a. An ejected player may not be replaced; the team must play with one less player during the game.
 - b. Two yellow cards given to the same player equals a red card (see above).

PENALTY KICKS:

1. Goalie cannot be changed for penalty kicks.
2. Goalie must keep both feet on the goal line until the ball is kicked.
3. Distance -8 yards from the goal line.
4. Other players must line up behind the midfield line.
5. Ball is dead after the shooter has taken the shot.

DIRECT KICKS:

1. Awarded for: tripping, holding, handball, charging, jumping on, kneeing, punching, kicking, hitting, pushing, fighting, swinging, slide tackling, or others - anything deemed by the official(s) to be extremely dangerous and/or inappropriate behavior.
2. Ball is placed at the point of infraction and all defenders must be 8 yards from the ball.
3. Offensive team can score off the kick without having the ball touch another player.
4. The kicker shall not play the ball a second time until it has been touched or played by another player.

INDIRECT KICKS:

1. Awarded for:
 - a. Dangerous play.
 - b. A player playing a ball a second time before it has been touched by another player on all free kicks.
 - c. A goalie taking more than 6 seconds to put the ball back into play once the individual takes control of the ball with the hands, regardless of the number of steps that might be taken during this time.
 - d. Failure to put a kickoff in play within 10 seconds.
 - e. Passing the ball back to their own goalie intentionally then having the goalie play the ball with their hands.
 - f. All others deemed by the official(s) to be inappropriate behavior.
2. All indirect kicks inside the goal box will be taken at the top of the goal box closest to where the foul occurred. The defending team is allowed to stand no closer than on the goal line.
3. Ball must touch another player after the kick in order to score a goal.
4. The kicker shall not play the ball a second time until it has been touched or played by another player.

KEEPER

1. No punts or drop kicks allowed. If a goalie catches the ball, they must throw the ball. The ball can be placed on the ground and kicked.
2. The ball cannot be thrown or kicked beyond half court by the goalie.

3. The keeper cannot hold the ball to “stall” the game. If the officials believe the keeper is stalling they will start a 5 second verbal/visual count. If after 5 seconds the keepers is still in possession of the ball, the opposing team will be awarded the ball at the division line.
4. Keepers are allowed to slide in the box hands first, as long as excessive contact is not made.

SUBSTITUTIONS

1. Subs can be made at any time
2. The player leaving the court must be off before another player enters the playing field. If at any point there are more than 6 players on the court at a time from a single team, the opposing team will be awarded possession at the division line.
3. Multiple substitution infractions will result in a team having to play down for the remainder of that period.
4. Goalies can only switch during proper substitution opportunities.

SPORTSMANSHIP RATING: Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. UConn Recreation reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. UConn Recreation disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

Following each contest, the game officials, intramural manager(s) and scorekeeper will rate each team on their sportsmanship with either an “Acceptable” or “Unacceptable” rating.

The following behavior may result in an Unacceptable rating for sportsmanship:

- The team or individual(s) receive any card issued for unsportsmanlike conduct or slide tackling
- Player(s) persistently harass opponents, officials or spectators

The following behavior will result in an Unacceptable rating for sportsmanship:

- The team or individual(s) receive multiple cards for unsportsmanlike conduct or slide tackling
- Any member(s) of the team is ejected from the game
- Members of the team or spectators display unsportsmanlike conduct after the conclusion of a game

Teams receiving their 2nd Unacceptable rating in the same season will be dropped from the league or playoffs. Depending on the severity of the incident, a team may be removed from the league and/or face additional sanctions for only one Unacceptable rating.

The Intramural Managers reserve the right to reevaluate and amend any grade based on team/player’s sportsmanship.

If you have any questions, please contact Kelsey Cato (Coordinator of Intramurals and Tournaments) at 860-486-2357 or by email: Kelsey.Cato@UConn.edu

Schedules and results will be available at myrec.uconn.edu



Indoor Soccer
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