UMKC INTRAMURAL SOCCER LEAGUE RULES

GENERAL INFORMATION

1. It is the responsibility of each captain to read and understand the rules and relay to his/her team.
2. Each team must pay a non-refundable entry fee and a refundable forfeit deposit to participate in the intramurals league. If the team does not forfeit any games.matches and/or gives at least 24 hours’ notice to (816) 235-2719 or via e-mail to the Intramural Graduate Intern prior to their scheduled games.matches that they will not be able to participate, a full refund will be issued at the conclusion of the season. If any game is forfeited or proper notice is not given, the forfeit deposit will not be returned.
3. Official judgment calls cannot be protested. However, the outcome of a game can be protested if the protest is based on non-judgment call decisions and is factual in nature. The protest must be submitted to the Campus Recreation and Intramural Office in writing no later than 12:00p noon on the first school day following the game that is being protested. A decision will be rendered within three (3) school days by the Intramurals Director.
4. Participants, employees or contract employees are not allowed use tobacco products or have in their possession any alcoholic beverages or drugs during any intramural event (whether on campus or not). Officials reserve the right to prevent any person from participating/working if they use tobacco products or are in possession of or suspected to be under the influence of alcohol or drugs.
5. Any student of the University of Missouri-Kansas City is eligible to participate.
6. Intramural teams are allowed to carry up to two (2) former junior or senior college/university athletes who played in the related sport while in college.
7. ID must be carried by all participants in case of eligibility questions.
8. Males can participate on one men’s team or one men’s team and one co-rec team. Females can participate on one women’s team or one women’s team and one co-rec team. Conflicts with scheduling for playoffs may force a player on more than one team to choose with which team to participate.
9. Roster deletions or additions are allowed until the game/match time of the second scheduled game/match.
10. Any player, team or spectator displaying unsportsmanlike conduct will be assessed the appropriate penalty(ies). If a player, team or spectator is ejected from the event, they are required to leave the premises immediately. Failure to abide by this rule may preclude future participation in intramural events. Any player, team, or spectator ejected is automatically ejected from their next scheduled game/match (regular season or playoffs). Additionally, they may face further disciplinary action if deemed necessary by the Campus Recreation Sports Council. A second ejection during the session disqualifies a player, team or spectator from further participation in regular season and playoff games/matches.
11. Sportsmanship is vital in any sport. Each team will begin each game/match with zero sportsmanship points assessed against them. Points will be added accordingly as violations occur, including but not limited to unsportsmanlike conduct, personal fouls, etc. If a team accumulates 35 or more sportsmanship points in a game/match, that game/match will be called and the team with 35 points assessed a forfeit loss of the game (or all three games in volleyball) whether the game occurs in the regular season OR playoffs and forfeit that game(all three games of that match in volleyball). Inappropriate language will be considered unsportsmanlike conduct.
12. Playoffs will be conducted at the end of the regular season. The format, number of teams making playoffs, dates and times of the playoffs is dependent on the number of teams in the leagues, court availability, etc. All teams (generally the captain listed on team roster) will be contacted prior to the playoffs as to their time, date and location of game/match, if applicable.
13. To be eligible for the playoffs, a player must have participated in at least one game/match during the regular season. If a team wins a game/match due to a forfeit that is known prior to game/match time, all players on the team roster of the non-forfeiting team will be presumed to have played.
14. A Championship T-Shirt will be awarded to all roster players on the playoff champion team that have played in at least one regular season game/match.
STARTING THE GAME:
1. Seven (7) players constitute a team for Intramural Soccer; however, play may begin with five (5) players present. There is a five (5) minute grace period effective from the scheduled start time to have the requisite number of players. Failure to have the requisite number of players results in a forfeit.
2. Each team will have one (1) team captain. The captain will be the only individual allowed to discuss with the officials any question relating to the rules (no judgment disputes). Any player(s) other than the captain (on the bench or on the field) making a protest or interfering with play in any what is subject to ejection.
3. Choice of ends and the kickoff shall be decided by the toss of a coin. The team winning the toss shall have the option of choice of ends or the kickoff.
4. A kickoff begins from the center of the field on the official’s whistle. A goal may not be scored from the kickoff.

EQUIPMENT OF PLAYERS:
1. Players are permitted to wear rubber cleated shoes (no football or baseball cleats with metal toes or spikes). Players must wear shoes while playing.
2. Players must provide their own shin guards.
3. No exposed joint braces will be allowed.
4. All players must remove all jewelry before a game begins.
5. Each team will be provided with jerseys. A team may supply its own jersey, but they must all be of the same color and properly numbered on front AND back. Players will not be allowed to compete unless they are wearing a matching team jersey.
6. A player shall not wear anything that is dangerous to another player.

FIELD MARKINGS:
1. Intramurals will be played on Stanley H. Durwood Soccer Stadium and Recreational Field at Swinney Recreation Center.

LENGTH OF GAMES:
1. Two (2) fifteen (15) minute halves with a five (5) minute halftime.
2. Timekeeping is entirely under the direction of the officials.

SUBSTITUTIONS:
1. May be made on goal kicks (either team), any throw-ins, kickoffs, for an injured player and/or at halftime.
2. The substitute shall not enter the field of play until the player he/she is replacing has left the field of play and then only after receiving a signal from the official.
3. The substitute shall enter the field during a stoppage in the game and at the halfway line.
4. If a team receives a yellow card, they may immediately substitute for the cautioned player. If a player receives a red card, he/she will be required to leave the field of play and may not be replaced.

OFFSIDES:
1. No offsides. Offsides will not be in effect for intramural games.

GOALKEEPERS:
1. Goalkeepers will count as a player.

PLAYOFFS:
1. As time/weather permits, there will be an abbreviated playoff season with the top sixteen (16) teams from the regular season. Playoff matches will be single elimination with two (2) ten (10) minutes halves with a five (5) minute halftime.