I. Eligibility

All participants are subject to Campus Recreation Eligibility Rules which are listed in the Intramural Sports Participation Handbook.

Please Note: Players may not participate in two or more teams in any division and in the same sport during the Intramural season. Players may however play in a coed housing league and in one other division such as a men's recreation, men's competitive, IFC or a women's league at the same time. IFC is considered a men's competitive division and therefore will follow the same guidelines as described earlier. Participants who play in more than one team in the same or different (recreation and competitive) division are in violation of this policy and shall be banned from the sport league and will forfeit that game no matter what the final score is. A sportsmanship rating of a 1 shall be given to that team as well. Managers are responsible for their player's eligibility. Ignorance is no excuse. You have been warned.

UCI CLUB SPORT PLAYERS:
The number of club sport players on the team roster may consist of unlimited number of club sport players but only one third (1/3) of the required number of club players may participate in a game. The other two thirds (2/3) will include non club players. For example: soccer club players may only have two club players on the court when a full team is on the court. The 4 other players on the court are non club players. If a team starts the game with only 5 players only 1 of the players may be on the club team. This will include both male and female club players on the same team. A person is deemed a club member if he/she participates in a club contest against another club team, practices during the middle of the club season, or appears on the team travel roster. Once a person has been deemed a club member, he/she will be considered a club player with regard to intramural sports for 12 consecutive months from the date that he/she last participates in a club contest, last appears on the team travel roster, or the date of their most recent signed sport club waiver form, whichever is latest. If a club player is removed or quits the team the club player is still considered a member of the club team and their status will not change until the following year. Intramural players who join a club team during the middle of IM sport season will be considered a Club member and must follow the same IM policies concerning Club sport players.

NEW: There will be a ten (10) minute grace period for teams unprepared to play. After 10 minutes the unprepared team will take a loss (default). Any team that takes a default will receive a sportsmanship rating of a 3.5. If both teams are unprepared to play before the 10 minutes both teams shall receive a loss (default). (Forfeit: no players at the games site or a Default: lack of eligible players to participate).

II. The Game

A. The game shall be played by two teams, each consisting of no more than 6 players (men’s, women’s and coed leagues). This number includes the goalkeeper.
B. The team with the most number of scored goals shall be declared the winner.
C. Prior to the start of the game the officials will meet with the captains and go over any rules that are not covered in the soccer rules.
D. At the end of the captain’s meeting the officials will conduct a coin toss. The winner of the coin toss will have the option to start with the ball or pick the side they want to defend.
E. To start the game a player must kick ball to a teammate.
F. The opposing team must be 10 feet prior to the start or restart of the game.
G. If the game is temporarily suspended for any reason, the game will be started by the referee dropping the ball where play was suspended, if neither team has possession.
H. The Intramural Officials and Intramural Supervisors at the time of play shall have the authority to make decisions on any matters or questions not specifically covered in the Intramural Rules.

III. Players, Substitutions, and Fans

A. The minimum number of players to start the game is (5) which includes the goalkeeper.
B. Each team shall designate to the officials a captain. The captain shall address the officials on matters of interpretation or to obtain essential information.
C. A substitute may come in at any time during the game for any field player except the goalkeeper.
D. Goalkeepers are only allowed to be substituted only after a goal has been scored, during halftime, official’s timeout, an injury timeout or during a dead ball situation.
E. Players are asked to use the doors to enter and exit the game. Please refrain from climbing over the wall during substitution.

F. Fans are not allowed inside the team bench.

G. Fans/spectators may not enter the court during the game. Fans/spectators will be asked to leave the premises if they fail to comply with the rules and policies stated by campus recreation.

IV. Uniform, Equipment, Game Ball, and Court
A. The first team listed on the game schedule will be the visiting team and will wear dark shirts. The second team listed will be the home team and will wear white shirts (no grey shirts).
B. The goalkeeper must wear a different colored shirt from his/her teammates.
C. Soft-soled non marking shoes must be worn by all players. No black soled shoes. Players must wear sneakers at all times.
D. Players wearing sandals or dress shoes will not be allowed to enter the game.
E. An UCI Intramural soccer ball will be provided for each game. If both teams cannot agree on a game ball the head referee will determine the official game ball.
F. All arena soccer games are played outside at the ARC roller hockey rink.

V. Timeouts, Game Length, and Overtime Procedure
A. The game will consist of two 20 minute halves (3 minute intermission).
B. There are no timeouts in arena soccer.
C. During the regular season, there will be no overtime for games ending in ties.
D. During the play-offs, if the time has expired and the score is tied the following overtime procedure will be used:
   1. The referee will conduct a coin toss with the captains. The winner of the coin toss will have a choice to start the game with the ball or choose the side to defend.
   2. A 3-minute overtime will be played for the first overtime session.
   3. In overtime, the team that scores first is declared the winner.
   4. If the game is still tied after this first overtime session, penalty kicks will be used in the second overtime to determine the winner.
   5. The referee will conduct another coin toss. The winner of the coin toss will have a choice to kick first in the penalty kicks or choose to go second. The loser of the coin toss will have a choice of side to take the penalty kicks.
   6. Teams will select 4 different players to take penalty kicks. Both teams will alternate kickers during the second overtime process.
   7. The team with the most penalty kicks is declared the winner.
   8. If there are still an even number of successful penalty kicks a new kicker from each team will take a penalty kick. This process will continue until there is a winner.
   9. The player may only kick the ball once from the designated spot and no rebound from the goalie will be considered live.
  10. Players who were disqualified or ejected from a game are not eligible to take penalty kicks.
  11. In coed the first and third player taking the penalty shot will be made by a female. If each team makes the same number of penalty kicks, then alternating penalty kicks will be taken starting with a female kicker (5th kicker). In all of these cases the player may only kick the ball once from the designated spot and no rebound from the goalie will be considered live.

VI. Scoring and Mercy Rule
A. A goal is scored when the whole ball has passed over the goal line, between the goalpost, and under the crossbar, provided that it has not been thrown or carried by a player of the attacking side.
B. Own goals scored are one point.
C. Male and female successful goals are worth one point.
D. A male or female player who scored a goal during a penalty kick is worth one point.
E. Mercy rule: 4 goals or more at the beginning or during the last 3 minutes.

VII. Ball in and out of play
a. The ball is out of play when
   1. The ball has completely crossed the goal line, whether on the ground or in the air.
   2. The ball is kicked inside the team benches.
   3. The game has been stopped by the referee or for any other reason.

b. The ball is in play at all other times including
   1. If the ball rebounds from a goalpost, crossbar, or the wall onto the court.
   2. If the ball rebounds from the referee while s/he is in the field of play.
   3. In the event of a supposed infringement until a decision is given (advantage).
c. Putting the ball back into play
   1. Ball must be at a complete stop and no more than one foot away from the wall.
   2. If the defensive team kicks the ball over their own goal, a corner kick from the designated spot will be awarded to the offensive team.
   3. The goalie has 6 seconds to release the ball; otherwise an indirect free kick will be awarded to the opposing team.
   4. A player has 5 seconds to play the ball once the referee has blown the whistle. If the player fails to play the ball within 5 seconds, it will result in a change of possession.
   5. There are no throw-ins and no penalties for being in an offside position.

d. Wall
   1. Players may only use their hands on the wall to slow their momentum.
   2. A player may not use his/her hand on the wall to gain advantage (aside from standing up); obstruction (indirect kick) will be called.
   3. A player may not use two hands on the wall to shield an opposing defender, obstruction (indirect kick will be called.)
   4. If an offensive player has to use two hands on the wall because he/she is forced to by the defender, illegal shoulder charge (direct kick will be called).
   5. A dangerous charge along the wall will result in a red card.

e. Handball
   1. It is illegal for a player to use the hands to prevent a ball from entering a goal or deflecting it. Result is a direct kick. If the hands were inside the goalie box it’s a penalty kick.
   2. It is legal to use the hands for protection during the game: It is not a foul under the following conditions: Men and women may use their hands in a protective manner to protect the face and below the waist with hands “glued” to an area of the body about to be contacted by the ball.
   3. The hands may not be used to control the ball under any circumstances, only to protect.

VIII. Penalty Kick
   A. When one of the fouls that normally is punished by a direct free kick is committed in the penalty area, a penalty kick is awarded.
   B. A penalty kick is taken from the penalty mark, which is at the top of the penalty arc.
   C. The player who is taking the kick has to start within the large circle. All players, with the exception of the player taking the kick and the opposing goalie, shall be within the field of play but outside of the penalty area, and at least 10 feet from the ball.
   D. The opposing goalie may move laterally along the goal line before the ball is kicked as long as both feet are on the goal line. The goalie can only move forward once the ball is kicked by the shooter.
   E. The player taking the kick must kick the ball forward and may only kick the ball once. If the ball rebounds from the goalie’s body, the player may kick the ball again. The shooter may not touch the ball after it rebounds from the goalpost or crossbar. The ball must first touch another player or the goalie before the original kicker may touch the ball.

IX. Goalkeeper’s Rules
   A. The goalie may not be charged or obstructed.
   B. The penalty for charging the goalkeeper is a direct free kick awarded to the other team and a red card to the offending player. This player will sit out for 2 minutes and the team will play shorthanded.
   C. The penalty for obstructing the goalkeeper is an indirect free kick awarded to the offended team and a yellow card to the offending player.
   D. If a collision occurs between the goalkeeper and a player that is violent in nature, the player will be ejected from the game by the referee.
   E. The goalkeeper is considered to have possession of the ball once she/he has placed one finger on the ball. Once the goalie has possession, all players of the other team must back off the goalkeeper. The goalkeeper may kick or throw the ball to his/her own players but the ball must not past the half court until a player has touched the ball. If this violation occurs an indirect free kick will be given to the opposing team at the center line where the ball was crossed.
   F. A goalkeeper may bring the ball back into the goalie box and pick it up; if played with foot first.
   G. Players on the same team may kick the ball back to their own goalkeeper but the goalkeeper may not pick the ball up with his/her hands. An indirect free kick shall be awarded to the other team.

X. Fouls
   A. These can be divided into two categories, fouls punished by a direct free kick and those punished by an indirect free kick.
B. In a Direct Free Kick, a goal can be scored without anyone else having to touch the ball. A Direct Free Kick is awarded against a player who intentionally commits any of the following offenses:
   4. Kicks or attempts to kick an opponent
   5. Trips an opponent
   6. Jumps at an opponent
   7. Charges an opponent from behind or in a violent and dangerous manner.
   8. Strikes or attempts to strike an opponent
   9. Holds an opponent with his/her hands or any part of his/her arm.
   10. Pushes an opponent with his/her hands or any part of his/her arm.
   11. Handles the ball intentionally (this does not apply to the goalie in his/her own penalty area).
   12. Checking, boarding or slide tackling
   13. A player tries to kick the ball out of the goalkeeper's hands

C. In an Indirect Free Kick, a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before it passes over the goal line. Under no circumstances may the ball be kicked twice in a row by the original kicker.

D. An Indirect Free Kick is awarded against any player who commits the following offenses:
   1. Intentionally obstructing an opponent when not within playing distance of the ball.
   2. The goalkeeper holds the ball more than 6 seconds.
   3. Having too many players on the court at one time.
   4. When the ball is hit out or in the team bench.
   5. When the goalkeeper throws or kicks the ball past half court without a player touching the ball.
   6. The goalkeeper is intentionally delaying the game.
   7. The goalkeeper intentionally picks the ball up more than once during a single possession. (If the goalkeeper puts the ball down, then it must touch an opponent before the goalkeeper can pick it up again.)
   8. A teammate intentionally kicks the ball back to the goalkeeper and the goalkeeper picks the ball up with his/her hands.
   9. Being guilty of unsportsmanlike conduct (this includes shouting at an opposing player or referee to insult him/her or distract his/her attention).

XI. Yellow and Red Cards:
A. A player in violation of misconduct or commits any of the following offenses shall receive a yellow card.
   1. A yellow card is a warning.

B. The same player who is in violation of misconduct or commits any of the following offenses the second time shall receive a red card.
   1. A player receiving a red card shall be removed from the game for 2 minutes.
   2. The team in violation shall play shorthanded until a goal is scored or until the 2 minutes has expired.
   3. Make note a player who commits a foul may receive an immediate red card or maybe ejected without receiving a yellow card.

C. The same player who is in violation of misconduct or commits any of the following offenses the third time shall be given a red and a yellow card.
   1. A player receiving a red and a yellow card simultaneously shall be disqualified from the game.
   2. The team in violation shall play shorthanded for the entire five minutes even if their opponents score a goal.
   3. After the 5 minute penalty a new player may come in for the disqualified player.

D. A player who commits a serious foul or an unsportsmanlike misconduct shall be ejected from the game.
   1. The team in violation shall play shorthanded for the entire game.

XII. Ejections
A. A player will be ejected from a game for unsportsmanlike misconduct, serious foul play, using abusive language, or if he or she persists in misconduct with or without receiving a caution.
   1. A player will be ejected for:
      a. Striking or punching an opponent or staff member which causes serious injury
      b. Kicking an opponent which causes serious injury
      c. Pushing an opponent to the wall from behind
      d. Tripping an opponent which causes serious injury
      e. Abusive language towards opponents, officials, or spectators.

B. The ejected player must meet with the Intramural Sportsmanship Advisory Board on Friday morning (11am) before he/she is allowed to play in the rest of the regular season games.
C. The player receiving the ejection must leave the premises.

XIII. Coed Rules
A. In coed there shall be at least three (3) females on the court at all times.
B. You may start the game with 5 players but three females must be present to start the game.
C. The goalie maybe a female and count as a field player on the court.
D. At all times, co-ed teams must consist of an equal number of men and women, or more women than men. Exception: A team who has started with the correct number of players but during the game a female player is injured. The team may finish the game short handed (5 players, 3 males and 2 females).
E. A goal scored by a female during the game (including penalty kicks) is worth one point.
F. In the second overtime session (penalty kicks) the first and third players to take a penalty kick are females.
G. If the game is still tied after the second overtime, the third overtime session will begin with a female taking a penalty kick.

XIV. Sportsmanship, Fighting, and Trash Talking
A. Intramural Staff/Officials do not have to give warnings before an ejection. Campus Recreation Staff and Intramural Staff reserves the right to deny participation to anyone (player or spectator) that fails to demonstrate proper sportsmanship.
B. Players who are involved in a fight will automatically be ejected from the game and will be suspended at their next game.
C. All players/fans ejected for physically assaulting another player, IM Official, or Campus Recreation Staff will be charged by UCI Police with physical assault. The case will be turned to the Dean of Students and ARC privileges will be suspended.
D. If a fight occurs during the game, all players and their fans on the sideline are to remain in their team bench. If a player enters the court/field to observe, separate participants, become involved in the fight, etc., he/she will be disqualified. If a fan enters the court/field during a scuffle and is involved in an altercation (physical contact, pushing, shoving, making threats to the opponents, the fan will be given a 3 game suspension. During the fan’s suspension he/she will not be allowed anywhere in the ARC during the teams’ game.
E. If both teams enter the court/field during a fight the game will automatically be called by the officials. Both teams will receive a double forfeit no matter what the score is.
F. If players or their spectators are threatening an opponent or is involved in a scuffle prior to or after the game, the offending team will be disqualified from the next game.
G. Any team who has players ejected more than once will be removed from the league.
H. During playoffs a team must receive a 3.0 or better in their sportsmanship rating to continue in the playoffs.
I. Any team in the playoffs that does not meet the 3.0 sportsmanship rating requirement will be disqualified and their opponent will continue in the playoffs.
J. Any player(s) ejected in the playoffs because of a fight will be suspended for the first 3 weeks of all intramural events, excluding Summer quarter.
K. UCI Campus Police will remove players and fans who fail to comply with the IM Officials, Supervisors and Campus Recreation staff.
L. “Any protest or player ejection ruling will be reviewed by the Intramural Sportsmanship Advisory Board.” The Intramural Director will make the final ruling on these issues and matters not covered in the UCI Intramural Rule Book or in the Intramural Players Handbook.” (INTRAMURAL SPORTSMANSHIP ADVISORY BOARD: IM Player Handbook).

XV. Rescheduling Procedure
A. A team wanting to reschedule a game must contact the IM Director and the opposing team a week prior to their original game date/time.
B. A list of available dates and times will be given.
C. Both teams must agree on the rescheduled date and time.
D. The team requesting to reschedule must pay a $20.00 rescheduling fee 24 hours prior the original game date. Make payments at the ARC sales desk before it closes.
E. Once the payment has been made a confirmation from the IM Director will be sent to both teams via email. A team is allowed a maximum of 3 reschedules per season per sport but is only allowed one reschedule with the same team.
F. If both teams cannot agree with any of the available dates and times the game will not be rescheduled and the game will be played on the original date and time.
G. When playoffs start teams are allowed to reschedule without paying the rescheduling fee. Make note that the rescheduling fee is not refundable after the payment has been made.

XVI. Playoff Requirements
A. Your team wins half the games (.500 record or better)
B. An average sportsmanship rating of 3.0 or better at the end of the season.
C. Maintain a 3.0 in the sportsmanship rating or better during every playoff game. If the rating reaches below a 3.0 the team is automatically dropped from playoffs. Their opponents, even with a loss, will advance to the next round if that team meets the playoff requirements.

D. No forfeits.

E. A player must have played in a regular season game to be eligible for playoffs.

F. Teams with illegal players will forfeit those games he/she played in and will be recorded as a loss and count towards their win/loss record.

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