UNIVERSITY OF NOTRE DAME
INTRAMURAL SPORTS
ALL-CAMPUS INDOOR SOCCER RULES

INTRAMURAL POLICIES AND PROCEDURES

A. ELIGIBILITY
   Notre Dame undergraduate students, graduate students, faculty, and staff are eligible for participation. To play in all Intramural sports, participants must have a valid Notre Dame ID.

B. LOCATION:
   All games will be played in the RSRC.

C. FORFEITS/RESCHEDULES:
   If a team does not have the minimum amount of players at game time, that team will forfeit. No reschedules will be permitted in this sport. If a team cannot make a game, they may call the Intramural Intern 631-3536 before 3:00pm the day of the game or 12:00pm on the day of game for weekend events and request a default. A default results in a loss, but is not considered a forfeit. Defaults and forfeits result in a 2-0 win for your opponent.

D. SCHEDULE:
   All schedules are posted online and it is the captain’s responsibility to check for updates/changes.

E. INCLEMENT WEATHER
   No weather-related cancellations will occur before one hour prior to the scheduled game time. If a game is cancelled, the captain will be called.

F. ROSTER ADDITIONS:
   Players may be added to the roster at any point during the regular season. Players may not be added during playoffs.

G. INSURANCE WAIVERS:
   All players must fill out an insurance waiver before playing intramural sports. Waivers will be handed out at captains meetings and will also be available at the game site.

H. CHECK-IN:
   It is the responsibility of each player to find the supervisor working and check-in with them before playing in any intramural activity. Failure to check in with the supervisor and playing in any intramural activity may result in suspension from future intramural activity.

I. SPORTSMANSHIP:
   Participants and fans must respect players and intramural staff and follow instructions given to them by the staff. Foul language, taunting, or any other unsportsmanlike behavior will not be tolerated. Any participant or fan yelling, gesturing, or any other act in a negative manner toward opposing teams, players, fans, or RecSports staff will receive a penalty. These penalties will be assessed to the fan or participants team. These penalties can include a technical foul, yellow card, unsportsmanlike conduct, or sport specific penalty. If committed by a fan the captain of that team will be assessed the penalty. Any participant who receives a conduct penalty of this nature, must leave the field of play to fill out an Incident Report with RecSports staff. Soccer-Yellow card. Player must leave field and cannot re-enter game until supervisor has filled out an incident form.

J. ALCOHOL, TOBACCO & DRUGS:
   Notre Dame Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events on or off campus. Furthermore, RecSports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as NDSP or member of The South Bend Police Department.
SPORT RULES

A. SCORING AND TIMING
1. GAME TIME IS FORFEIT TIME!
2. Games will consist of two 15-minute halves with a running clock and a three-minute halftime.
3. Each team has one timeout per game.
4. Regular season games may end in a tie.
5. Playoffs only: A four player shootout will occur. Players must be playing when time expired, goalie for the shoot-out must be the goalie that was in the game when time expired. If the score is still tied then a sudden death shootout will occur with each team taking on shot per round until one team scores and the other fails to score.

B. PLAYERS:
1. In the Men’s League, a team consists of four players and a goalkeeper. A team may start with four players, three players and a goalie or four players
2. In the Women’s League, a team consists of three players and a goalkeeper. A team may start with three players, three players and a goalie or three players
3. No jewelry is permitted.

C. EQUIPMENT
1. Shin guards are mandatory. No shin guards=no play. The supervisor has the authority to rule on the safety of shin guards.
2. Teams are required to have the same colored jerseys with permanent numbers, except the goalie who must wear a different color jersey from the rest of the team.
3. RecSports will supply a ball and that ball must be used.

D. GENERAL PLAYING RULES
1. Goalies can only handle the ball in the goal area.
2. There is no punting allowed.
   i. The goalie may put the ball in play with his feet as long as it is not played directly out of the air.
3. Goal kicks may be taken from any place inside the goal area.
4. Penalties by the defense in the goal area will result in a penalty kick.
5. All other free kicks are indirect.
6. Substitutions are on the fly.
7. All restarts will be played with a kick-in.
8. No offside.
9. Balls off the net above the glass are out and are put into play by a kick-in at the nearest inbound spot.
10. Goalies may not score a goal directly from a throw. The ball must touch one other player before a goal is scored.

E. OTHER
1. Any team that accumulates 3 conduct yellow cards in a game will forfeit the game.