MIT INTRAMURALS
INDOOR SOCCER RULES

Eligibility
All team members must have a current DAPER membership and be either:
- A MIT undergrad or grad student who is registered for the semester
- A member of the Staff, Faculty, Instructors, Lecturers or Post Docs
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A spouse or partner of any eligible player who has an active DAPER membership

Varsity/Club Sport Eligibility
After gaining permission from their coach, members of MIT club or varsity teams may ONLY compete in the highest level league offered (ie B league if no A league is offered) in the same sport as their varsity/club sport. These members are eligible to participate in any B or C League as well as any A League of a sport different from their varsity or club. In the event that only 1 general league is offered for the IM sport, then varsity and club sport members are ineligible to compete in the same sport as their varsity/club sport.

Managers will check the player-overlap between the rosters, however, captains will be able to cross-control the other team’s roster at the beginning of the game if they wish so. In order to do that, they need to print the other team’s roster from the IM webpage before the game and ask for IDs. This can’t be done once it is the official time of the game.

The policy for the spring indoor soccer will be such that teams will be limited to register for only one un-refed league, and as many refed leagues. This policy is in place to maximize the amount of games that all teams play. If you would like to register for multiple un-refed leagues, we can make an exception with the condition that there are is no player-overlap in the team’s rosters.

Roster changes may be made up to the start of playoffs. During this time, players may join, quit, or switch teams. Once playoffs begin, rosters will be locked.

Leagues
Here are basic descriptions of levels of skill and competition within each league. Leagues may be combined or split at manager’s discretion. Champion t-shirts are awarded to A & B Leagues. See ‘Number of Players’ section for how many t-shirts will be awarded.
A – Open to men and women with no male-to-female ratios. Experienced players who may have been playing together for some time
B – Open to men and women with no male-to-female ratios. Majority of team has played the sport but not necessarily on a formal team
C – Open to men and women with no male-to-female ratios. A casual league for those who have never played or wish to play leisurely
Co-Rec – An intermediate level league (approx B level competition) which has specific male-to-female ratios during play. See ‘Number of Players’ section for male-to-female ratios.

Sportsmanship
- Proper sportsmanship is expected of all teams at all times.
- Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.
- The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.
- Any complaints should be reported to the manager immediately.

Reporting Scores
- It is the responsibility of the WINNING team’s captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.
Forfeits
- If the minimum number of players are not present by game time, the other team has the option of calling a forfeit on that team OR waiting 10 minutes.
- If a team does not have the minimum number of players by 10 minutes past the scheduled game start, it counts as a forfeit.
- The penalties associated with a forfeit can be avoided by communicating to the sport manager and opposing captain that you will not be able to field a team. Further advance notice reduces the penalty, as it gives the manager a better opportunity to use that field/court time for other games:
  * More than 72 hour advance notice results in no penalty. We will try our best to reschedule the game but are limited by facility space. If the game cannot be rescheduled, it will not count towards your record.
  * 24-72 hour notice results in loss if game cannot be rescheduled (but no fine)
  * Less than 24 hour notice results in forfeit and fine

Fines
- Fines will be issued according to the IM Handbook Section XII. Refer to the handbook for more information.
- Failure of either team to commence play at game time will cause either or both of them to be charged with a forfeit and a corresponding fine.
  - Failure to attend captain’s meeting: $15
  - Dropping out of league (once games have been scheduled): $75

Injuries
- Most intramural games are played on campus within the Z Center facilities. If an injury occurs, send a teammate to summon help at one of the desks within the Z Center. The Z Center staff can provide 1st aid and summon additional help if needed.
- Please report any injuries to the Intramural Office via the Injury Report Form (http://bit.ly/1VwUyAD)

Playoffs
A & B leagues will have playoffs. Unless the manager requests special conditions, the following guidelines will be used in all IM sports for determining qualifications for playoffs:
  1. Total points (a) three points for a win (b) one point for a tie (c) no points for a loss
  2. Head-to-head result
  3. Goal differential (in case of less common scoring system, the manager will determine the method of goal scoring)
  4. Goals for/Goals against
  5. Coin toss

Schedule
- The manager's goal is to schedule as many matches as possible. Depending on the field availability and the number of teams, he will schedule the maximum number of games he can.
- Matches not completed by the end of the season will be considered double-forfeits.

Referees
- Some leagues will have paid, part-time student referees at games. They are assigned to help keep track of time, call fouls and remind captains to report scores online at the end of each game.
- If you are interested in being a ref, contact IM Exec at im-exec@mit.edu

Equipment
- Players may supply their own ball or obtain one at any of the Zesiger Center Equipment Desks.
- It is the responsibility of each captain to make sure the balls are put away if you don’t see that other intramural teams are waiting to play.
- Shin guards and mouth guards, while not required, are encouraged to prevent injury.
- Close-toed shoes are required.
-Coordinate with your team to wear the same colored shirts. Captains can communicate with opposing captains prior to the game.

**Fields**
- 7v7 leagues are played on the Johnson Indoor Track infield (Z Center)
- 5v5 leagues are played on the MAC (Z Center)

**Number of Players**
- MIT intramural teams are open to men and women, and there are no male-to-female ratios that need to be adhered to, except in the co-rec leagues.
- 7v7 games can commence if a team has at least 5 players
- 5v5 games can commence if a team has at least 4 players
- CoRec guidelines: A 5v5 co-rec B league will be offered. The 5 players must contain at least 2 members of each sex. If this cannot be met, the team should play down a player (ex: if 1 woman and 4 men show up, the team should play with 1 woman and 3 men)
- Champions in A and B Leagues will receive t-shirts; regardless of players registered, no more than 12 shirts will be issued.

**Start of Play**
- The winner of the coin toss decides which goal to defend, and the other team takes the kick-off at the start of the match.
- After halftime, teams switch ends, and the team winning the toss takes the kick-off at the start of the second half.

**Length of Play**
- Matches consist of two halves, 20 minutes each. A five-minute half-time period shall separate the two. Please be sure that matches begin on time, so as not to delay any teams that may follow.
- During the regular season, no overtime periods will be conducted. During playoffs, there will be ONE 5 minute overtime period if teams are still tied after which a penalty shootout will serve as a tie breaker if required.

**Rules & Clarifications**
- The most recent edition of NIRSA's Soccer Officials' Development Program shall be consulted as official guiding rules for IM Indoor Soccer games.
- These rules are designed for international play and may not be appropriate during intramural play.
- No throw-ins allowed in indoor soccer.
- Kick-ins and corner kicks are used.

**Substitutions**
- Substitutions can be done only at stoppages of the game (throw ins, goal kicks, corner kicks, etc), not while playing because it can disturb the other team while in attack position.
- If a team wishes to switch goalies, they may do so during an appropriate stoppage of play; this action should be made explicitly clear to the opposing team.