

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.

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 League - Higher level of competition. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

A League Reffed - Higher level of competition overseen by student referees. Players may have played in high school or have a higher level of skill. Open to men and women with no male-to-female ratios.

B League - Intermediate level of competition. Players' main goals are to be active and have fun. Open to men and women with no male-to-female ratios.

B League Reffed - Intermediate level of competition overseen by student referees. Players' main goals are to be active and have fun. Open to men and women with no male-to-female ratios.

C League - Lower level of competition. Typically players have little to no experience playing and are looking to try a new sport. Open to men and women with no male-to-female ratios.

The policy for the spring indoor soccer will be such that a player will be limited to register for only one league, whether reffed or unreffed. This policy is in place to maximize the amount of games that all players play. An organization may have more than one team given that each team has a unique set of enlisted players.

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.

A player challenged who is not on a team roster is not allowed to participate in the match. If that player enters the field of play after being successfully challenged: (1) if the match is reffed, that player is sent-off, or (2) if the match is not reffed, then that player will be asked to leave the facility or the team faces a forfeiture.

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. Referees will have rosters ready on-hand for challenges during playoffs.

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, even if the match was reffed. 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 5 minutes, where at that time a forfeit will also be called.

-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 an automatic 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
- Forfeited Matches- First infraction: \$25. Second infraction: \$50 and disqualification from playoffs. Third infraction: \$75 and removal from league.
- 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 (three points for a win, one point for a tie, zero 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

All of the applicable parameters will be normalized, in the case that some teams have played a different number of total matches.

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. Note that this is an indoor soccer league, not a futsal league. Players must use a size 5 soccer ball, unless both captains agree otherwise.
- 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 color shirts. Captains should communicate with opposing captains prior to the game.

Fields

- 7v7 leagues (A and B) are played on the Johnson Indoor Track infield (Z Center)
- 5v5 leagues (C) 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, unless specified in the league description.
- 7v7 games can commence if a team has at least 5 players
- 5v5 games can commence if a team has at least 4 players
- 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 or takes kick-off. The opposing team takes the other option.
- After halftime, teams switch ends, and the team that did not take the kick-off at the beginning of the match now takes the kick-off.

Length of Play

- Each half is 25 minutes long, and halftime is 5 minutes long. Each game is scheduled for a one-hour slot. Please start games punctually, since matches are frequently scheduled back-to-back. Should a game be started late and the space be needed, the second half will be cut in order to end on the hour.
- During the regular season, matches can end in ties.
- During playoffs, if a match ends in a tie, then the teams immediately move into a standard penalty shootout with five players per team. The shootout begins with a coin toss. The winner of the coin toss decides whether to go first or second. If the teams are still tied after five penalty kicks per team, then sudden death rounds of one kick per team are taken until there is a winner.

Rules & Clarifications

- The [FIFA16-17](#) Laws of the Game will be used, with exception or clarifications listed below.

- No throw-ins are allowed in indoor soccer. Kick-ins (indirect), corner-kicks (direct), and goal kicks (indirect) must be used.
- There are no off-sides.
- Slide tackling is not permitted under any circumstance except for saving a ball from going out-of-bounds while no other players are near. However, the goalkeeper is allowed to enter a slide if they do so hands or torso first.

The following rules only pertain to 7v7 matches played on the Johnson Indoor Field:

- Free-kicks will be taken on the spot of the foul; opposing players must be either at least 7 yards from the ball or on their goal line, between the two posts.
- See figure for the penalty mark: this is noted to be exactly between the goal box boundary and penalty box boundary, or approximately 9 yards from the goal line.
- A ball that touches any object on the ceiling is considered out of bounds and a kick-in is taken from the sideline closest to the point it went out.

The following rules only pertain to 5v5 matches played on the MAC:

- The penalty box, goal box, and penalty mark are designated in red paint.
- Free-kicks will be taken on the spot of the foul; opposing players must be either at least 5 yards from the ball or on their goal line, between the two posts.
- A ball that strikes any part of the net that is not in front of a wall is considered out-of-bounds and will award an kick-in, taken from the sideline point closest to the spot it went out (note: a kick-in cannot be taken from an endline--instead a goal kick or corner kick is used).

Cautionable and send-off offences are the same as the FIFA16-17 rules as seen on page 85.

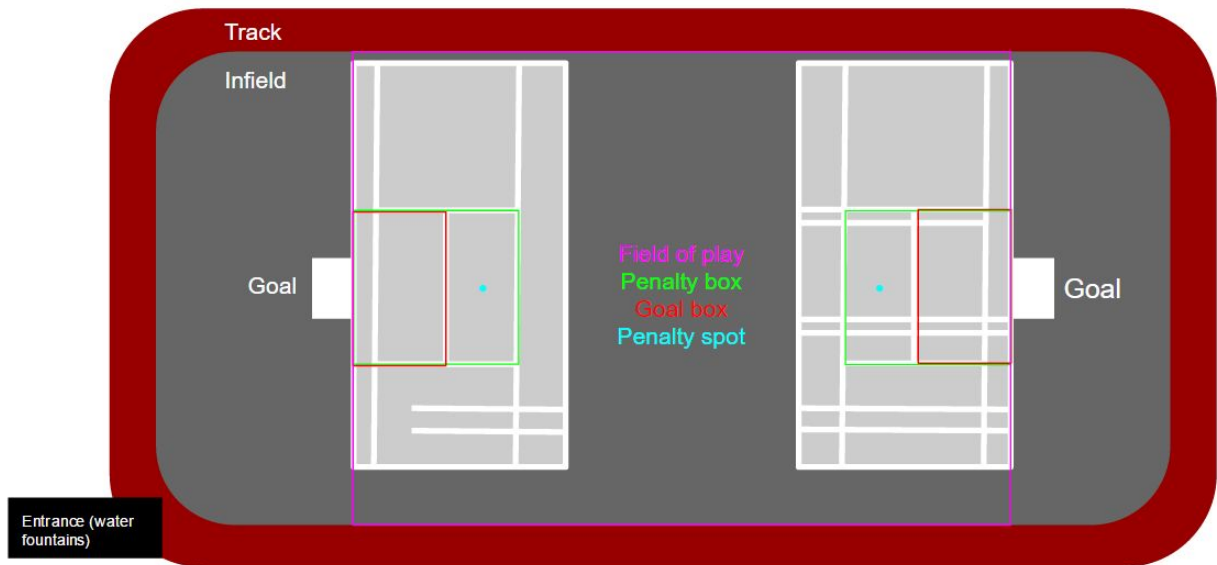
The only exception to this list is that a player who slide tackles and would otherwise be noted as a clean tackle will be cautioned; if a foul is committed, or a risk of serious injury occurs, at the discretion of the referee, that player is sent off.

Players who are sent off during a reffed match is suspended from the next match. Should that sent off player attempt to play during the next match, the team can be removed from the league, at the discretion of the manager. Additionally, teams with multiple incidents of unsportsmanlike behavior may be removed from the league at the discretion of the manager.

Substitutions

- Substitutions are unlimited but may only occur during an appropriate stoppage of play--if a referee is present, he or she must give the signal for substitution to take place.
- Should a goalkeeper be changed, this action should be made explicitly clear to the opposing team and to the referee, if applicable.

Johnson Field



- Colors designate the different parts of the field of play as shown above.
- The midfield is not shown here for simplicity, rather, only the two tennis courts at each end is shown.
- The kick-off mark should be roughly at the midpoint between both goal lines and opposing players should be at least 7 yards from this mark on their side of the field.