

# MIT INTRAMURALS

## OUTDOOR SOCCER RULES, 11 vs 11

### 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.

The policy for the outdoor soccer will be such that teams will be limited to register for only **one un-refed league**, and multiple **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 **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 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.

B League - Intermediate level of competition. Players' main goal is 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 just looking to try a new sport. Open to men and women with no male-to-female ratios.

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. Attire and/or behavior that implies, or contains; inappropriate, offensive, or vulgar themes, language, images, or symbols, is not permitted within DAPER facilities. Individuals found with inappropriate attire can be denied participation in DAPER sponsored programs and events. Staff decisions regarding attire policy enforcement are final. Refer to MIT's [Mind and Hand Book](#)'s section on [Harassment](#), [Freedom of Expression](#), and [Institute Expectations of Student Behavior and Integrity](#) for further elaboration of standards and expectations.

*-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
  - 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 1<sup>st</sup> aid and summon additional help if needed.
- Please report any injuries to the Intramural Office via the Injury Report Form (<http://bit.ly/1VwUyAD>)

## **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.
- All players must register on IMLeagues.com before playing in a game.
- Each team on the field shall consist of 11 players. A team must have a minimum of 8 players to start a game. Champions in A and B Leagues will receive t-shirts. Regardless of players registered, up to 20 champion t-shirts will be awarded per team.
- CoRec guidelines: The 11 players must contain at least 4 members of the each gender. If this cannot be met, the team should play down a player (ex: if 3 women and 8 men show up, the team should play with 3 women and 7 men)

## **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) two 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

## **Start of Play**

- Before the match, a coin toss between both captains will determine kick-off and side of play. The winner 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 who won the coin toss takes the kick-off at the start of the second half.

## **Duration of Games**

-Games will last for approximately one hour and will consist of two 25 minute halves, running clock, with a five minute half time.

-Regular season games may end in a tie.

-In the case of a tie during the playoffs, the game will be determined by a shootout. The shootout will consist of 5 shooters, 2 of which must be men and 2 of which must be women.

## Equipment

-Teams are encouraged to bring their own ball. If no one has a ball, one can be borrowed from the Z Center Vassar Desk in exchange for an ID card.

-Shin guards are not required but highly recommended.

-Close toed shoes must be worn at all times.

-Metal cleats are not permitted.

## Field

-Games will be played on various turf and natural grass fields. A field map is available online at <http://web.mit.edu/athletics/www/testim/images/Outdoor%20Field%20Map.jpg>

Briggs Field Map



## Ball In and Out of Play

-If a ball travels beyond the sidelines it is deemed out of bound and shall be put back into to play with a throw in.

-Corner kicks will be used when the ball travels beyond the goal line and was last touched by a defensive player

-A goal kick will be used when the ball travels beyond the goal line and was last touched by an offensive player.

-Substitutions can only be made on dead ball situations (either a goal or out of bounds). There is no limit on the number of substitutions that can be made. Players may reenter the game after they have subbed out.

## Throw Ins

-When a ball goes out of play on the sidelines, the opponent of the player who last touched the ball will take a throw in. The player taking the throw in must keep his/her feet outside the side line, with both feet on the ground and the throw must be executed with the ball over the thrower's head with two hands.

## Methods of Scoring

-A goal may be scored while in play and as long as there are no infringements of any soccer rules.

-A goal is considered when the ball crosses the goal line with its entire circumference.

## **Fouls and Misconduct**

- Safety and fun are the primary concerns of all MIT intramural leagues. Players must play under control at all times.
- Most games are self-officiated by the players on the field, so use good sportsmanship at all times.
- Fouls (handball, kicks, pushes, trips, etc) outside of the goal box will result in an indirect kick. Indirect kicks must be touched by an additional player besides the kick-taker before entering the goal. Defensive players must be 10 feet from the point of the free kick.
- Fouls (handball, kicks, pushes, trips, etc) inside of the goal box will result in a penalty kick. During a penalty kick the only two players inside the penalty box are the penalty taker and the goalkeeper.
- All other players must remain outside the goal box until the ball is struck. If the penalty shot does not result in a goal, the ball is then live. Penalty shots are taken at the 16 yard marker.

## **Sliding**

- Slide tackles are not allowed in IM soccer. A slide tackle is defined as a challenge on the ball by a player who intentionally leaves their feet
- Exception: sliding is permitted if the sliding player is a safe distance from any other players (safe meaning no chance they will encounter another player during their slide, approximately 5 yards).
- Field players may not play the ball while on the ground if another player is within 5 yards.
- Sliding infractions result in an indirect free kick to be taken by the opposing team, taken from where the offense occurred.
- Goalkeepers are allowed to make sliding tackles as long as they lead with their hands (not their feet). Goalkeepers **are** allowed to leave their feet to dive to make a block.

## **Goalkeeper**

- Goalkeepers have 10 seconds to put the ball back into play after gaining control.
- A goalie may only touch the ball with their hands within the box. If the ball is intentionally passed back to the goalie from a teammate's feet, the goalie may NOT use their hands. The goalie may use their hands on intentional passes back from other body parts (head, chest, thigh, etc.)
- If the goalie has control of the ball (two hands on the ball or the ball trapped between one hand and the ground, their body, etc.) other players cannot kick the ball
- Goal kicks must leave the goalie box before being touched by a teammate.

## **Offsides**

- A player is in an "offside position" when they are ahead of the ball and closer to the goal line than the last defender. A player is penalized for being in an "offside position" only if they are interfering with play or an opponent, or seeking to gain advantage at the moment the ball is played by a teammate. An indirect kick is awarded for an offside penalty, at the spot of infraction. There are no off sides on a throw in or on a goal kick.