

MIT INTRAMURALS

OUTDOOR SOCCER RULES, 7 vs 7

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.

IM participants may only compete on one team during the summer. Players cannot switch teams. Roster additions may be made up to the start of playoffs. Once playoffs begin, rosters will be locked.

Leagues

3 leagues will be offered for summer soccer. A&B Leagues will be reffed. C league will not.

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, coed - Intermediate level of competition. Players' main goal is to be active and have fun. Certain ratios of men to women apply. See 'Number of Players' section for details.

C League, coed - Lower level of competition. Typically players have little to no experience playing and are just looking to try a new sport. Certain ratios of men to women apply. See 'Number of Players' section for details.

Champion t-shirts will awarded at the conclusion of the season for A & B leagues. See 'Number of Players' section for how many t-shirts will be awarded.

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

-TIME TO RESCHEDULE MISSED MATCHES WILL NOT BE AVAILABLE!

-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 1st aid and summon additional help if needed.

Number of Players

-MIT intramural teams are open to men and women; B & C leagues for summer outdoor soccer are co-ed, which has a specific male-to-female ratio of at least 2 females and 2 males on the field at any given time.

-Each team on the field shall consist of 7 players. A team must have a minimum of 6 players to start a game. Regardless of players registered, up to 12 champion t-shirts will be awarded per team.

-All players must register on IMLeagues.com before playing in a game.

-If only 1 female or male is in attendance, the team must play with only 6 players. If no females or males are in attendance, the team must play with only 5 players.

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

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. If a game starts late, time adjustments need to be made so that the ensuing game can start on 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 although are highly encouraged.
- Close toed shoes must be worn at all times.
- Metal cleats are not permitted.

Field <http://intramurals.mit.edu/uploads/pdf/Outdoor%20Field%20Map.jpg>

- All games are played on ½ (width-wise) of Jack Barry Turf Field or Roberts Turf Field
- 2 games will be played at a time, with each half of the field being labeled accordingly

Weather Conditions

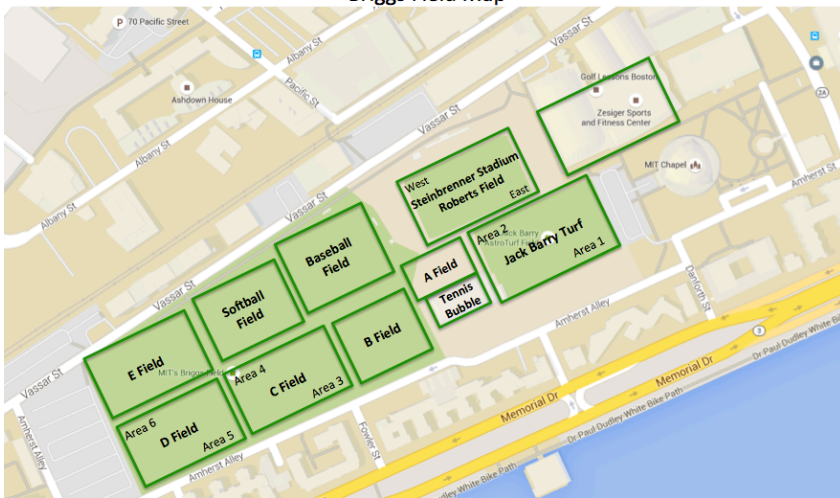
Due to limited facility space, we will only cancel or delay games due to extreme weather conditions (example: thunderstorms, extreme heat). The intramural office will make every attempt to notify players by 2:00pm the day of the game (or the Friday before in the case of Sunday games) if games will be unplayable.

If lightening is seen while playing, the game must be suspended for 30 minutes after the last lightening strike.

Referees

- A & B leagues will have 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

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 a direct kick. Defensive players must be 8 yards 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 to be taken from approximately the 10 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).
- Sliding infractions result in an indirect free kick to be taken by the opposing team, taken from where the offense occurred.
- Goalkeepers are not allowed to make sliding tackles. Goalkeepers are allowed to leave their feet to dive to make a block, however they are not allowed to challenge players by leaving their feet. An infraction results in an indirect free kick taken from outside the goalie box
- Players may not play the ball while on the ground if another player is within 5 yards.

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.

Off-sides

- There will be no off-sides in 7 vs 7 outdoor soccer.