

# XAVIER

## INTRAMURALS

### General Information

- 1) All participants must have their current valid XU ID card with them
- 2) All participants must arrive prior to the start time
- 3) Games are played inside the HUB, on the Multi Sport Court
- 4) Each game will be officiated by members from the XUIM Staff
- 5) Only participants on the team roster may participate in the game.

### Eligibility Requirements

- 1) Intramurals are open to current Xavier students, faculty, and staff with XU ID.

### Equipment

- 1) XUIM's will provide the facility space, soccer goals, and the soccer ball.
- 2) Participants shall wear non-marking athletic shoes.

### Overview of the Game

1. Games shall be played by two 15-minute halves, running clock. The clock may stop on all whistles under the final 1 minute of the second half. Halftime will be a maximum of 3 minutes.
2. Each team has 1 timeout per game
3. The playing surface will include 3 sides of wall play, and one side of the 'field' being marked with the basketball sideline. A kick-in will take place at the spot on the line of where the ball went out. The XUIM staff table and also team areas will be located on this sideline on the near wall when you enter the court space.
  - a. The following will result in an out of bounds: Ball hits the ceiling, a light, the wall above the wall line (designated by the "mark" on the wall, roughly 8 feet high), gets stuck behind the goal, or crosses the line on the sideline with no wall.
4. Games are 5v5, meaning 4 field players and 1 goalie. Teams must have at least 3 players in the game at all times (3v5).
  - a. For co-ed games, the 4 field players shall be composed of 2 males and 2 females. The goalie may be any gender.
5. Substitutions: Substitutions must be made during live or dead balls
  - a. For live ball subs, the exiting player must completely exit the court on the sideline before the entering player enters the field. Any infraction will result in an indirect free kick
  - b. Referees will signal any subs to enter that wish to enter during a dead ball or timeout
6. Yellow cards will result in a 2-minute penalty for that player. The team must play down a player for these 2 minutes

- a.           \*If a team has a player serving penalty time, and the opposing team scores a goal, that team may return to full strength\*
- 7. Red cards will result in that team playing down a player the remainder of the match
- 8. There is no offside in indoor soccer.
- 10. If the ball gets stuck behind the goal, either a corner kick or goal kick may be awarded.
- 11. IF GAME IS TIED: A penalty shootout will take place – 3 kicks each. Gender alternating order shall occur (for co-ed games). Coin toss to determine who kicks first/second. If still tied at the end of three attempts, each team will continue to select one player at a time to kick until the score is no longer tied. At least 5 kickers must kick, before someone shoots for a second time.

### **Fouls**

- 1) Referees will call all fouls. Fouls may be for handballs, tripping, pushing, etc. (Like the normal game of soccer)
- 2) Fouls will result in direct free kicks, meaning a goal may be scored for the kick.
- 3) No slide tackles are allowed (sliding is OK if no other players are around).
  - a. Slide tackling is an **automatic yellow card**

### **Restarts**

- 1) On all restarts, the opposing team shall be 12 feet away from the ball (or 4 yards)
- 2) If the ball goes out of bounds, a kick in will be awarded. Kick ins are indirect.

### **Scoring**

- 1) The ball must fully cross the line to be considered a goal. On the sideline, the ball must completely cross the line to be deemed 'out'
- 2) A goal may be scored straight from a kickoff.

## **SPORTSMANSHIP**

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

### Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. The captain demonstrates control over spectators, teammates, and him/herself.

### Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. The captain demonstrates mild or little control over spectators, teammates, and him/herself. Teams receiving one unsportsmanlike penalty fall into this category as well.

### Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. The captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident.