SOCCER RULES

Administrative Rules
1. **Eligibility:** UH-Manoa students, faculty, and staff are eligible to participate. Collegiate lettermen at the University of Hawaii and comparable institutions or winners of comparable amateur awards and professional athletes are **ineligible** to compete in the intramural sport of their specialty.

2. **Identification:** Participants must present a valid UH-Manoa picture ID card at all times and may be asked for further identification if necessary.

3. **Forfeit Reinstatement:** Each team manager will be required to sign a “Statement of Responsibility” for a $50.00 forfeit reinstatement fee should his/her team forfeit a match during the season. A team that desires to continue playing after a forfeit will be required to pay $50.00 to the Student Recreation Services office by 4:00 p.m. the next working day.

4. **Playoffs:** Any team that has not cleared their obligations will not be scheduled for playoffs. All teams are eligible for playoffs and are pooled according to their respective record. Any unsporting act or play, as defined per sportsmanship policy, during the playoffs is subject to Intramural review and disciplinary action.

5. **Team Sportsmanship:** During each game, sportsmanship from both teams will be observed and recorded on a Team Sportsmanship Assessment. This information will be used to make certain decisions regarding the future status of your team. Team Sportsmanship Assessment points will be used in determining team playoff eligibility.

Administrative Game Rules
1. **Team rosters:** Team captains may add players to their rosters until their last regular season game. Additions must be done via imleagues.com and names **MUST** be added and accepted to roster by 5:00 pm game day. ‘Free agents’ who are not on a team but already registered on imleagues.com may join a team up until the scheduled game start time.

2. **Pre-game procedures:** All of the team’s identification should be handed directly to the respective Intramural staff member by the team captain 10 minutes prior to game time. At that time, the team captain will receive jerseys (if needed) and Intramural Staff will check for proper equipment.

3. **Forfeit:** If a team is late, their opponents will receive 1 goal per minute for every 2 minutes and 1 complete match for any time over 10 minutes. The final forfeit score will be 5-0. If you plan to forfeit a game or drop out of the league, please inform the Intramural Sports staff as soon as possible so your opponents can be notified. If a player competes on more than one team, both teams will be penalized for any games that the illegal player was a participant and be subject to the forfeiture policy.

4. **Team captain/manager:** Only the team captain/manager (one person per game) will be allowed to speak to the officials and scorekeeper.

6. **Sportsmanship Assessment:** Any team that falls below 66% of the total points possible (below a 2 out of 3 point game average) **WILL NOT** be eligible for playoffs. **NO EXCEPTIONS!** Any team that averages between 66% and 85% of the total points possible (below a 2.5 out of 3 point game average) will be subject to an Intramural review and **POSSIBLY NOT** be eligible for the playoffs.

Special Game Rules
1. **Game:** A regulation game consists of two halves of 20 minutes each with a 3 minute half-time. A toss of a coin will determine (a) choice of ends, or (b) kick off.

2. **Teams:** Teams are composed of 11 players – one of which will be a goalkeeper. A team must have a minimum of seven (7) players to start AND continue a game. If a team goes below seven (7) players, the team will forfeit the game and the forfeit rules will be applied (see above).

3. **Players’ Equipment:** Players must wear appropriate attire including outdoor footwear, shirts, and shorts/pants (no metal cleats, no bare feet or stocking feet). **Players will not be allowed to participate without the appropriate footwear and clothing.** Teams must wear legal numbered (front and back) uniforms. The Intramural Sports program will provide nylon mesh jerseys for teams without numbered uniforms. No caps/hats or bandannas may be worn. **SHIN GUARDS ARE REQUIRED. NO METAL CLEATS/SPIKES.** NO jewelry allowed: watches, earrings, rings, etc.

4. **Tie Games:** Matches ending in a tie score will be counted as a “tie” in the win-loss records during the regular season.
   a. **For Playoffs,** matches ending in a tie will follow the “Special Tie-Breaker Rules” will be applied as follows:
If the match ends in a tie, there will be a 5 minute overtime period immediately following regulation play. First team that scores wins. If the overtime period ends in a tie, a shoot-out will take place. Shoot-out kicks will be taken from the Penalty Mark. There will be a coin toss to determine who will kick first. Each team will choose 5 representing players to take one round of alternating kicks. If after the first round the match is still tied, sudden victory alternating kicks will be taken by different players, not from the initial 5 that kicked. Each team must match its opponent’s goal to continue.

5. **Substitutions:** Substitutions may be made during any stoppage of play. No limit on substitutions.

6. **Fouls and Other Violations:** Fouls/violations result in either a direct or indirect free kick. If a defensive foul occurs within the penalty area, a penalty kick will be awarded at the penalty mark.
   - Direct free kick is awarded to the opposing team if a player commits any of the following:
     a. Holds an opponent
     b. Pushes an opponent
     c. Slide kicks/tackles
     d. Kicks or attempts to kick an opponent
     e. Trips or attempts to trip an opponent
     f. Jumps at an opponent
     g. Charges at an opponent
     h. Strikes or attempts to strike an opponent (elbows, punches, etc.)
     i. Tackles an opponent
     j. Spits at an opponent
     k. Handles the ball deliberately (except for the goalkeeper within his/her own penalty area
     l. Showing dissent of any kind to the referees
   - Indirect free kick is awarded to the opposing team if a player commits any of the following:
     a. Plays in a dangerous manner
     b. Impedes the progress of an opponent
     c. Prevents the goalkeeper from releasing the ball from his/her hands
     d. If a goalkeeper inside his own penalty area commits:
        1) Controls the ball with his hands for more than 6 seconds before releasing it from his possession
        2) Touches the ball again with his hands after he has released it from his possession and before it touches another player
        3) Touches the ball with his hands after it has been deliberately kicked to him by a teammate
        4) Touches the ball with his hands after he has received it directly from a throw-in taken by a teammate

7. **Misconduct:** A player shall be issued yellow/red cards for the following offenses:
   a. Abusive language
   b. Violent conduct or serious foul play (automatic red card)
   c. Breakaway fouls (intentional fouling to prevent scoring opportunities)
   d. Intentionally striking an opponent above the shoulders (automatic red card)
   e. Seriously endangering an opponent
   f. Fighting (automatic red card)
   g. Bodily contact with a game official (automatic red card)

   **Note:** 2 yellow cards = red card = ejection

8. **Ejected Player.** Any player ejected from a game will be required to report to the Intramural Sports Office within 48 hours or prior to his/her next game, whichever is earlier, to show cause why he/she should continue to play. If this is not done, the player will be suspended from further competition. Teams will forfeit all games in which an ineligible player participates.

9. **Referee.** The decision of the referee regarding facts connected with play and interpretation of the rules are final.

10. **USSF Rules.** United States Soccer Federation Rules apply when not covered by special intramural rules.

**NOTE:** The UH Intramural Sports Office disapproves of any form of threatening action toward officials (game or IM personnel) and will suspend or expel players for such actions.