The Indoor Soccer League is designed to promote fair play, sportsmanship, and overall participation in an athletic atmosphere other than Interscholastic Varsity Competition. We ask that you adhere to all rules and stipulations presented.

**MANDATORY PARTICIPATION FEE:** All teams are required to pay a non-refundable participation fee of $10.00. This fee must be paid before a team can be scheduled for league participation.

**ALCOHOL AND DRUG POLICY:** Individuals and/or teams who arrive to a scheduled competition intoxicated, suspected of consumption, or possessing alcohol and/or other illegal substances will not be permitted to play. The game will be forfeited immediately. There are no exceptions to this stipulation. The supervisor in charge will have the final decision, University Police may be called for assistance.

**MEDICAL PROCEDURES:** The Department of Intramural Sports will not assume the responsibility for any injuries received during competition. Participants are reminded that their participation is voluntary. We strongly recommend that all participants have a physical examination and secure medical health insurance. Any injury and/or accident should be reported immediately to the supervisor in charge.

**SAFETY:** Proper attire should be worn while competing. All jewelry watches, hats, and any other personal item should be removed before participation. Individuals wearing casts should have them padded and checked for approval with the supervisor in charge. Any person(s) bleeding and/or having blood on clothing will be removed from competition until this problem is resolved. Appropriate measures must be taken into account.

**PLAYER PARTICIPATION:** All players that appear on a team’s roster must be a current student, faculty, or staff member at Binghamton University. In addition, players can not be added after the first scheduled game. Participants may only play on one coed team, on one day, in one league. Men’s league participants may also play on a coed team. Any team that violates the participation rule will forfeit all games prior and be removed from league play. A valid Binghamton University ID Card for all participants must be shown to the Intramural Staff Members before every game. ID’s accepted include: Undergraduate Student, Graduate Student, Faculty, Staff. Volunteers, Alumni, Community Members are not allowed to participate. Participants must also provide their B-Number at their first scheduled game in order to participate.

**REMINDER:** Only students not participating on the equivalence of the Collegiate Varsity Team (including red-shirts) are allowed to play in the league. Violators may be subject to NCAA consequences.

**CHALLENGING A GAME:** If there is a discrepancy for any reason related to the outcome of a game, the following actions must be taken. The team making the challenge must make it in writing to The Department of Intramural Sports no later than two days after the original game has been played. The statement should include the names of the teams that participated in the Contest, the date of the contest, and the specific reason why the contest is being challenged. The Intramural Department Staff will then review the challenge and make a FINAL decision.

**TEAM JERSEYS:** We request all teams to supply their own team jerseys with numbers. All jerseys should match in color and have a number. If two teams wear the same color, or do not have a team jersey, pinnies will be provided.

**EQUIPMENT:** Indoor balls will be provided for games only. Teams are required to supply a ball when games are not being played. Appropriate footwear must be used. Improper footwear includes work boots, sandals, tivas, and any other open toe shoe.
CANCELLATION/ FORFEIT OF GAMES: Athletic teams have priority of West Gym use. At times, it may be necessary to postpone or cancel games. All captains will be notified ASAP. This could also mean up to a regularly scheduled game.

All games must start on time. GAME TIME IS FORFEIT TIME. No more than a five minute grace period will be allowed for each team. Once a team has the minimum amount of player to start a game, the game will begin. A third “late start” of a team will result in league ejection. Any team that does not show for a scheduled game will be given a forfeit. If a team forfeits any scheduled game, they will be removed from league play. EXCEPTION: If a team knows they can not play a scheduled game, they will be allowed to reschedule. A call/email must be made at least 48hrs in advance to reschedule a game. The call/email should be made to the Intramural Program Office between the hours of 8am and 5pm Monday- Friday only.

SINGLE ELIMINATION TOURNAMENT: There will be a separate tournament for men’s and coed leagues.

• Top 2 teams from each division/pool will automatically advance to the Single Elimination Tournament
• At-large bids are TBA for the best third place teams overall. Best third place teams will be determined by (1) overall record; (2) head-to-head play; (3) total points allowed average; (4) total points scored average
• Tournament seeding;
  1. Total Win %
  2. Head-to-Head result
  3. Total points allowed average
  4. Total points scored average
• Single Elimination Tournament:

SUBSTITUTION OF PLAYERS: Players may be substituted on “the fly” and after a goal is scored. Time outs can not be taken after a penalty is called.

FORFEIT POLICY: All games must start on time.

1. Any team that does not have the minimum amount of players to start a game will receive an automatic forfeit, thus eliminating the team immediately from league play.
2. Any team that does not appear for a scheduled game will automatically be ejected from league play.

If a team can not attend a scheduled game, a 48 hour notice must be given to the Intramural Office Monday-Friday. Note: Missed game(s) will not be made-up, thus creating a potential elimination situation for tournament advancement.

SPORTSMANSHIP POLICY: All teams and players must refrain from abusive language while on the court to officials and opposing team members. Abusive language may include but is not limited to swearing, continuous challenge to official’s call, and inappropriate gestures. A violation of this policy will result in a Red Card. Each player in violation from thereafter will be ejected for the remainder of the game.

Rules of the Field of Play:

• No contact zone. The first player to enter the no contact zone (sideline in front of bleachers and curtain) will have 3 seconds or 3 touches (whichever comes first) to pass the ball out. Failure to do so will result in loss of possession. NEW: On the third and any time after the third violation of the no contact zone, a penalty kick from a secondary spot will be rewarded.
• Two 18 minute halves w/ a 3 minute halftime interval
• There will be no tied games. In the event of a tie, a full 5 minutes overtime period will be played (no sudden death); if one team is ahead at the end of the first 5 minutes, the game ends with the team ahead as the winner. If the teams are still tied (even if scoring occurs) after the 5 minute overtime period, a 5 person shootout will be done. If the score remains tied after the first shootout, a second shootout will occur. Shootout will continue until a winner is determined.
• Player substitutions occur on the fly during the play of the game
• All penalties will result in direct free kicks
• EIGHT paces of space must be given by the defending wall and the settled ball to be kicked during a free kick
• Penalties in the penalty area will result in a penalty kick
• Penalty kicks will take place 12 paces from the goal
• Anytime the ball hits the ceiling, basketball hoops, or gets stuck in one of the fixtures around the gym, the ball will be ruled out of bounds and possession will be given to the other team
• Whenever the ball is kicked above the green mats on the side walls, it will be ruled out of bounds and possession given to the other team
• The ball may be kicked as high as possible on the walls behind the goals. The ball may be played off the back walls.
• The goalkeeper may not throw, punt, and/or “drop-kick” the ball past mid court. He may only kick the ball past mid court when the ball is rolling to him/her.
No slide-tackling, slide-tackles are penalties and result in direct kicks

2 Yellow cards in a match result in a red card and an automatic one game ban.

Any foul resulting in a straight red card may, at the discretion of the league, result in a multiple game ban

Yellow cards can accumulate in pool play; any player amassing 2 yellow cards over the course of pool play (not including multiple yellow cards in one pool that turn into a red card) will receive an automatic 1 game ban after their second yellow card (for example, someone with one yellow card in game 1 and one in game 2, or game 1 and 3, etc.)

After pool play, anyone with a yellow card who has not at some point received a 2nd, will have it rescinded (meaning, everyone’s disciplinary slate is wiped clean after the group stage; however, anyone who receives a 2nd yellow card or a red card in their last pool game will serve their suspension in the tournament)

Cards and penalties in tournament games will apply in the same manner as the group stage (for example, someone with one yellow card in the quarterfinal and one in the semifinal, will be banned from the final match).

All in-game decisions are at the discretion of the referee and all disciplinary decisions are at the discretion of the league and are FINAL

Rules of Team Composition:

- NO ID, NO PLAY… A CURRENT VALID BINGHAMTON UNIVERSITY ID CARD MUST BE SHOWN BY EACH TEAM MEMBER AT EVERY GAME AT THE SCORE TABLE IN ORDER TO PARTICIPATE
  - Expired ID’s will be verified the next day.
- BU B-Numbers are required to participate.
- There are to be five field players and one goalkeeper on the field per team at any time
- In order to start a game, a team must have at least 4 players
- If any team falls to 3 players or less due to injury or ejection, the game will be abandoned and a win shall be awarded to the team with at least 4 players remaining in the game
- In the coed divisions, a full, legal team shall consist of no less than 2 women and no more than 3 men on the floor.
- In order to start a coed game a team must have at least 4 players; in this case, at least 2 must be women (if a team has 3 men and 1 woman, they may not play unless another woman arrives to play for their team; though if they have 3 women and 1 man, they may begin play)
- A team can play with more than the minimum amount of women in a game, however, they may not exceed the amount of 3 men (for example, a coed team may have 4 women and 2 men, 5 women and 1 man, or all women, however they cannot at any time have more than 3 men)
- Players may be added to team rosters until the first scheduled game. After the first scheduled game, all rosters are frozen.
- Any male participant is permitted to play for both a men’s team and either a coed team. No male participant, however, is allowed to participate on two coed teams or two men’s teams.
- Any player deemed illegally participating in a game due to a) suspension, b) having been added to the roster late, or c) being illegally registered to multiple teams, will be punished at the discretion of the league; this could result in possible banishment from the league for that player and ejection of the team from league play.
- Binghamton University Varsity Soccer Players (men and women who participated this year for any amount of time officially and/or unofficially) are not allowed to participate. Violation of this policy will result in automatic team ejection from the league.
- There shall be a maximum of two Binghamton University Club Players allowed to participate for a given team (male/male, female/female, male/female). Violation of this policy will result in automatic team ejection from the league
- Forfeit Policy:
  - Any team that does not appear for a scheduled game will be automatically ejected from league play.
  - Any team that does not have the appropriate amount of players to start a game will also be ejected from league play. A game may start no later than 10 minutes after the scheduled start-time.
- The Single Elimination Tournament. The top two teams from each pool will advance. Selected third place teams may also advance.
  - Tournament Seeding Criteria
    1- Total Win %
    2- Head to Head Play
    3- Goal Differential (total goals allowed – total goals scored)
    4- Coin flip