PLAYERS, PLAYING FIELD, GAME FORMAT, AND EQUIPMENT

1. Three players per team, may have up to 6 people on a roster, & a minimum of two players to play. There are NO GOALKEEPERS.
   
   a) Teams are advised to fill the roster with possible subs in order to account for any time conflicts with scheduled games.

2. The playing field is modified to the Engelmann field house. The dimensions of the field are 46 feet wide by 72 feet long.

3. Each players UWM Panther card must be presented to a supervisor or scorekeeper prior to the beginning of the game. Players must also be registered on the online IMLeagues.com roster before participation.

4. There are no grace periods: games will start at their scheduled times. Players should arrive 15 minutes prior to game time in order to check in and receive a jersey.

5. Games will consist of two 12 minute halves with a brief 2 minute halftime. There are no time outs, the clock will not stop, and no there is no time added.
   
   a) Games tied after regulation shall end in a tie, except in playoffs.

6. Substitutions may be made during dead-ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at mid-field or their defensive half. The center of the playing field closest to the gym wall is the area in which this procedure will be carried out.

7. The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and changes position. Goal kicks may be taken from any point on the end line.

8. All dead ball situations will be restarted by a kick in. All restarts will be a direct kick restart, meaning the ball may be kicked directly into the goal from the spot of the restart.

9. In all dead-ball situations, defending players MUST stand at least three yards away from the ball. If the defensive player’s goal is closer than three yards, the ball shall be placed five yards from the goal box in line with the direction of play prior to the penalty.

10. There is a neutral zone area placed 4 feet away from the goal, on the end line, in a rectangular fashion surrounding the goal. This zone is an area in which no player may have any contact with the ball. If a defensive team commits this infraction the result is a penalty kick. If an offensive player touches the ball in this area the restart is a goal kick.
   
   a) Officials are given discretion to stop play and award the defending team a goal kick if there is a “dangerous play scenario” around this neutral zone. One example of this would be a ball that is slowly rolling across this area while two or more field payers are jockeying for position on the outer rim of the neutral zone area.
11. Penalty kicks are awarded if, in the referee’s opinion, a scoring opportunity was nullified by an infraction of the rules. Penalty kicks are taken from the center of the mid line with all players behind the mid line. If a goal is not scored, the defense obtains possession with a goal kick.

12. Pinnies/numbered jerseys will be available for checkout and must be worn.
   a) Exception: teams may bring and wear their own jerseys. Team jerseys must be numbered on back or front and all be of the same color.

13. A player shall not wear anything that is judged dangerous to another player. It is at the referee’s discretion to require the dangerous article/equipment be removed or remove the player from the field.

14. Soccer cleats are not permitted in the Engelmann Gym facility.

15. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.

16. Shin guards are optional, but if they are worn, they must be fully covered by a soccer sock.

**SCORING**

1. A goal may only be scored from a touch (offensive or defensive) within the team’s offensive half of the field.

2. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Except for kick-offs).

3. If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.

4. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal-kick is awarded to the defensive team.

**RULES AND REGULATIONS**

1. A direct free kick is awarded to the opposing team if a player commits any of the following offenses in a manner considered by the referee to be careless, reckless or using excessive force.
   a) Kicks or attempts to kick an opponent
   b) Trips or attempts to trip an opponent
   c) Jumps at an opponent
   d) Charges an opponent
   e) Strikes or attempts to strike an opponent
   f) Pushes an opponent
   g) Holds an opponent
   h) Spits at an opponent
   i) Handles the ball deliberately (except for the goalkeeper within his own penalty area)
j) SLIDE TACKLE.
k) Plays in a dangerous manner
l) Impedes the progress of an opponent

n) A player playing the ball a second time before it has been played by another player at the kick-off, on a kick-in, on a free kick, on a corner kick, on a goal kick or on a penalty kick.
o) Unsporting behavior

2. THERE WILL BE NO OFFSIDES PENALTY

YELLOW CARDS & RED CARDS

1. A player is cautioned and shown the yellow card if he/she commits any of the following offenses. A player who receives two yellow cards in one game will result in a red card (see red cards). If a player accumulates more than two yellow cards in the two games during the season, the player will be ineligible for the playoffs.

   a) Is guilty of unsporting behavior
   b) Shows dissent by word or action
   c) Persistently infringes the Laws of the Game
   d) Delays the restart of play
   e) Fails to respect the required distance when play is restarted with a corner or free kick

2. A player is sent off and shown a red card if he commits any of the following offenses:

   a) Is guilty of serious foul play
   b) Is guilty of violent conduct
   c) Spits at an opponent or any other person
   d) Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
   e) Denies an obvious goal-scoring opportunity to an opponent moving towards the player’s goal by an offense punishable by a free kick or a penalty kick.
   f) Use of offensive, insulting or abusive language or gestures.
   g) Receives a second caution in the same match

3. A player that is ejected from the game must leave the playing area within 2 minutes of being ejected. Refusal to leave the area will cause that person’s team to forfeit the game.

   a) Any ejection will result in a minimum suspension of play for the next single game as well as a mandatory meeting with the Intramural Sports and Sport Clubs Coordinator (players must set this up). This meeting will determine the final repercussions for the ejection.
   b) Self-imposed penalties will not be counted.
   c) Players may also be suspended from other intramural and University Recreation events and facilities depending on the severity of their offense.
PLAYOFFS AND TIE GAMES

1. Overtime play in playoff games shall consist of one 3-minute “golden goal” overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner.
   a) If no team has scored in the 3-minute overtime, the winner shall be decided by a shoot-out.
   b) Shootout format:
      i) A coin toss will determine which team shoots first.
      ii) The three players from each team that were on the field at the end of the 3-minute overtime will alternate shooting.
      iii) If the score is still tied after all players have shot, the same three shooters will continue shooting in sudden death until a team scores unanswered.
      iv) In the event of a team receiving a red card and playing down a player, they may have a bench player participate as their third shooter. If there are only two players, they will alternate shooting.

FIGHTING

1. When 2 or more players from each team begin pushing, shoving, exchanging foul language, fighting, or exhibiting other unsportsmanlike conduct, and are NOT IMMEDIATELY RESTRAINED BY OTHER PLAYERS FROM EACH TEAM, both teams will lose the game, and the teams will be EJECTED FROM THE COMPETITION.

For rule clarification and other questions, please contact:

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