

## HOMENETMEN INTRAMURAL SOCCER LEAGUE, 2010

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### RULES AND REGULATIONS

#### Game rules

- Each game will be two (2), twenty (20) minute halves with a two (2) minute break in between each half; running time.
- The maximum number of players on the field is four (4) and one (1) goalie.
- Boundaries: the roof, the basketball rims, and the line on the side of the bleachers.
- Any unsportsmanlike infraction can lead to either:
  - A two (2) minute penalty; if the team on the power play scores, the penalty is no longer in effect.
  - A yellow card.
  - A yellow card and a two (2) minute penalty.
  - A red card – any player who receives a red card will be asked to leave the gym immediately with no exception. Also, the player's team will be short-handed for five minutes, regardless of how many goals they concede in that time.
  - Please note that a second yellow card in one game will warrant a red card.
- There are **no offsides**
- The goal keeper's crease area is the white boundaries surrounding the net. Within that space, goalies are allowed to slide. **Apart from the goal keeper sliding in his own crease, absolutely no sliding is allowed by any player, and players can be penalized at the referee's discretion.**
- Goalies can score during the course of play however goal kicks will be treated as indirect kicks.
- All players must wear shin pads at all times when playing on the floor; under no circumstance will a player be allowed to take to the floor without appropriate guards.
- The minimum number of players on the floor is three (3) and one (1) goalie. Fewer players will result in a forfeit, which is a 3-0 decision.

- A team has a maximum of ten minutes into game time to field three (3) players and one (1) goalie. If the team fails to field the minimum number of players after the allotted time, they must forfeit the game.
- All free kicks are indirect; a penalty will be awarded to a player who is fouled in the goal keeper's crease area. All penalty shots will be taken from the top of the three-point line in the gym.
- If teams don't have uniforms a coin flip before the game will decide which team will wear the mesh bibs.

### League rules

- **In an attempt to withhold any unsportsmanlike conduct, yellow cards will be accumulated throughout the season. Every three yellow cards will result in a one (1) game suspension.**
  - **PLEASE NOTE: RED CARD OFFENDERS MUST PAY \$10 BEFORE THEIR NEXT MATCH.**
- Two yellow cards (a mixed-red card) will result in the player being asked to leave the floor. A straight red card will result in a one (1) game suspension in addition to the game it occurs in, without any exception.
  - Please note that only a straight red card can be appealed within 24 hours of the infraction, and will result in the player attending a meeting to discuss the given situation.
  - Two (2) suspensions by any given player will result in expulsion from the league, without any exception.
- Each win accounts for three (3) points, a draw accounts for one (1) point, and a loss accounts for zero (0) points.
- The tie-breaking procedures are as follows: head-to-head, goal differential, goals for, goals against, and a penalty shootout.
- Each team captain must fill out a game sheet prior to each match; only players registered on the game sheet will be allowed to play.
- All (8) teams will qualify for the play-off round. The 1<sup>st</sup> placed team will play the 8<sup>th</sup> placed team, 2<sup>nd</sup> v. 7<sup>th</sup>, 3<sup>rd</sup> vs. 6<sup>th</sup>, 4<sup>th</sup> vs. 5<sup>th</sup>. The winning teams will advance to the semi-finals.

## Team rules

- A player is registered once he has paid the appropriate fees for participating; \$30 for any player who has paid Homenetmen membership fees for 2009-10, and \$50 for any Armenian who has not.
  - **PLEASE NOTE that the latest any player can pay for participating will be prior to his second match (i.e. March 2, 2010). Under no circumstance will a player be allowed to play if he has not paid by this date.**
- Barring injury or any other unusual circumstance, a player will have to represent his team three (3) times in the league in order to play in the playoff round.
- Each team must choose a team captain prior to the first round of matches; all league information will be passed on through the team captains, therefore all contact information (i.e. phone and e-mail) will be necessary.
- No more than ten (10) players and one (1) goalie can be registered for each team. **There is no exception to this rule under any circumstance!**