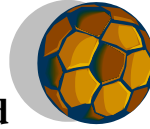


**Indiana University South Bend  
3 ON 3 SOCCER RULES  
FALL 2006**



**Indiana University South Bend  
Intramural Policies and Procedures**

**RULES**

The Office of Athletics and Recreation uses the National Intramural Recreational Sports Association (NIRSA) governing body rules for the majority of the rules for all sports. However, there are some rules added or changed for the best of the program. These changes are all written into the rules for the specific sport or event.

**FEES**

Team sports have a fee of \$15.00 per team. Individual and dual sports have a fee of \$3.00 to \$5.00, depending on the sport or event. Some events are offered for free.

**WAIVERS**

Each participant is required to read and sign a WAIVER form before they can participate. The university assumes NO medical or financial responsibility for any voluntary participation in intramural sports. The university encourages all intramural participants to maintain their own health and/or accident insurance, as well as insurance to cover personally owned equipment.

**ELIGIBLE PLAYERS**

- A. Students who are registered for classes, pay IU South Bend tuition, and have valid Student Activities Center (SAC) memberships
- B. Faculty and staff (*not* faculty and staff spouses) who have valid SAC memberships
- C. Dues-paying members of the IU South Bend Alumni Association who have valid SAC memberships
- D. Participants listed on a team/individual the entry forms located at the front desk of the SAC
- E. (Team sports) Players added at any time during the regular season, providing they have not already played for another team. Teams can add a player at game time, provided he/she has proper identification. This player's name is then added to the team roster, after checking eligibility. Rosters are frozen for teams participating in playoffs. Players must have participated in at least one regular-season game to be eligible to participate in a playoff game.
- F. Students, faculty, and staff who can present a **valid IU South Bend picture identification (ID)** card to the game official prior to the start of the game or event. **If an IU South Bend student/faculty/staff picture ID is not presented, the participant cannot play.**
- G. IU South Bend Alumni Association members who can present a valid **SAC membership card and a valid form of picture identification** (e.g., driver's license, state ID, etc.)

- H. Former collegiate varsity/junior varsity or military academy players may participate, providing that a full year (12 months, 365 days) has elapsed since the last day of the last season of any type of intercollegiate participation.
- A team is limited to one former varsity/junior varsity squad member meeting the specified criteria.
  - Current intercollegiate (varsity or junior varsity) and military academy players are ineligible.

### **EQUIPMENT**

Jewelry may not be worn during intramural activities. The only jewelry permitted is medical bracelets, wedding bands and stud earrings (**must be taped. We do not provide tape**).

### **CAPTAINS/MANAGERS**

All captains /managers must attend the MANDATORY preseason captains' meeting. The day and time of the meeting is announced on the intramural sports' Web site and on flyers posted around campus. Failure to attend this meeting results in an automatic loss to start the season. You must have a representative at the captains/managers meeting to get your season schedule.

### **FORFEIT POLICY**

- A. If game time arrives and one team does not have the minimum number of five players, then the team is awarded an additional five minutes for participants to arrive.
- B. If the team has at least five players present by the end of the additional time period, then the game must start promptly, and game time is reduced by five minutes.
- C. If, after the additional five minutes, the team does not have the minimum of five players, then the game is awarded to the team that has enough players.
- D. If neither team has the minimum of five players, then there it is a double forfeit.

**Once a participant or team forfeits twice, they are automatically eliminated from league and post-tournament play.**

### **OFFICIALS**

Game and event officials are comprised of intramural officials from IU South Bend. Players and coaches are expected to treat officials with respect and dignity.

### **CONDUCT**

All players are encouraged to play to the best of their ability and make every effort to win, within the spirit of the rules. Teams are responsible for the actions and behavior of their players, coaches, and spectators. Please behave in a courteous and responsible manner. Good sportsmanship is required at ALL TIMES.

- Any player ejected from a game must sit out the remainder of that game and cannot play again until they meet with the intramural coordinator.
- If problems on the field/court continue, the player/participant will be asked to leave the field/facility.
- An ejection of a participant is also subject to further discipline that can go to the Office of Student Judicial Affairs at IU South Bend.

## **AWARDS**

The championship team is awarded IU South Bend championship t-shirts immediately following the championship games/tournaments.

## **NUMBER OF PLAYERS**

Each team may have as many players on their roster as they would like. As many as four players are allowed on the field at one time. A team must have at least one male or one female on the field to have the maximum of four players on the field at once. A team may only play with three players if one player of the other gender is not playing.

## **SUBSTITUTIONS**

A substitution may be made at **any** dead ball. The referee must be notified of the substitution.

## **PLAYING FIELD**

The field is 50 yards long by 30 yards wide. There is a midfield dot directly in the middle of the field. There are also two width-length stripes on the field 17 yards from each goal line. The space between the goal line and the 17 yard line make up the scoring area. Goals may only be scored by the offense from the scoring area. There is a goal box directly in front of the goal. The goal box is 10 feet wide by six feet long. No player may pass through the goal box at any time during the game. If the ball comes to rest in the goal box, a goal kick is awarded, regardless of who touched it last. If the attacking team touches the ball while it is in the goal box, a goal kick is rewarded to the defending team. If the ball is touched by the defensive team while it is in the goal box, a goal is rewarded to the attacking team.

## **GAME LENGTH**

The game consists of two 12-minute halves, with a two minute intermission. A mercy rule is in effect starting in the second half when one team has a 10 goal advantage. There are **NO** timeouts. Games may end in a tie during the regular season. During the playoffs, games that end in a tie are decided by a five minute overtime. If the game is still not decided in that time, five minute overtimes continue until the game is decided.

## **OFFSIDES**

There is no offsides.

## **SLIDE TACKLING**

Slide tackling is not permitted. If a player is in possession of the ball, a defensive player may not attempt to take possession away using a slide tackle. If the ball is going out of bounds, a player may slide to keep it in bounds as long as there is no player in the area.

## **FREE KICKS**

All kicks are indirect except corner and penalty kicks.

## **DEAD BALL SITUATIONS**

There must be at least five yards between the dead ball and the nearest defender. This includes: kick-ins, indirect kicks, direct kicks, and goal kicks. If the dead ball is within five yards of the goal box, the ball is backed up to five yards from the goal area in the line of the penalty.

### **KICK-INS**

The ball is kicked in after all out-of-bounds infractions. There are no throw-ins.

### **KICK-OFF**

May be taken in any direction including backwards

### **GOAL KICKS**

May be taken from any point on the endline

### **PENALTY KICKS**

Penalty kicks are taken from the other team's 17 yard line. A penalty kick involves no defenders and is a free kick for the person who was fouled. A free kick is a scoring opportunity taken away by a foul.

### **CARDING (YELLOW AND RED) RULES**

Any deliberate act to stop or delay a game, hurt a player, or any unsportsmanlike conduct penalty the referee deems worthy of a warning or ejection. Yellow cards are used as a warning, and red cards are used as an ejection. Any player that receives two yellow cards over the course of one game is also ejected. If a player is issued a red card, or two yellow cards, must meet with the intramural director before resuming play the next night of a game. If a player receives two red cards, or three yellow cards, they are no longer allowed to play intramural sports.