All intramural participants are expected to abide by the UTM Code of Fair Play.

A. PLAYERS AND TEAM REGISTRATION

TEAMS WILL BE REQUIRED TO POST A PERFORMANCE BOND. THE BOND IS DUE AFTER THE TEAM ENTRY MEETING AND WILL BE REFUNDED AT THE END OF THE SEASON, PROVIDED THAT THE TEAM DOES NOT DEFAULT OR RECEIVE PLAYER OR TEAM FINES. A TEAM WILL LOSE 50% OF THEIR POSTED BOND AFTER ONE DEFAULT. AFTER THE SECOND DEFAULT, A TEAM IS REMOVED FROM THE LEAGUE AND THE REMAINDER OF THE BOND IS LOST.

1) Teams will play with a maximum of 6 players, 5 and a goalie on the floor. Teams are allowed to have a maximum roster of 20 players. All players that are added, after the Player Registration Form has been submitted, must sign the original Player Registration Form on file at the Program Office, room 060 in the RAWC. The player added must then be verified by the League Commissioner, before the added player can participate.

There are various restrictions and regulations regarding the use of Varsity, ex-varsity and U of T Intramural indoor and outdoor soccer players.

Further information on the eligibility regulations for campus rec intramural participation is contained in the UTM Intramural Handbook and is available through the Program Office (Room 060 in the RAWC) and at the UTM DPE web site @ www.utm.utoronto.ca/physed.

B. TIMING PROCEDURES AND PLAYER SUBSTITUTIONS

1. The games will consist of two twenty-minute halves with a two-minute half time. Teams will change ends at half time. Games are scheduled to begin 10 minutes past the hour. If a team does not have the minimum to start of 5 players (4 players and a goalie) present at the designated start time, the referee shall wait 5 minutes. If after 5 minutes a team still does not have the required 5 players, the referee shall declare the game a default. In regular season and play-off games stop-time will be played for the last two minutes of the final period, whenever the difference in goals is one goal or less. The clock should stop on every dead ball and restart after the ball is touched to resume play. See the dead ball and resuming play rule below.

2. Players may change on the run or during dead balls. The penalty for a team having too many players on the floor, is a penalty shot for the opposing team. Any player from the opposing team may take the penalty kick.
3. A player may arrive late at any point during the game and be allowed to play, provided they are dressed in appropriate attire and the team captain reports the late players’ name and jersey number to the scorers prior to them entering the game.

C. GETTING THE GAME STARTED

Each half will begin with an indirect kick-off. The home team, as listed on the game sheet, will take the bench under the score clock and begin the game with a kick-off. The visiting team shall begin the second half. After each goal, the team that was scored on will have possession for an indirect kick-off from the center circle. All players, both offense and defense must be on their own side of the halfway line. The kick-off does not have to go forward, but once it is touched it is considered live and in play.

D. EQUIPMENT

1. An indoor soccer ball will be used, along with the oversized nets and designated goalie creases.
2. All players must wear proper gym attire and non-marking gym shoes in order to participate.
3. It is highly recommended that all players wear shin guards.

E. RULES OF THE GAME

1. A dead ball occurs after a goal is scored, the ball goes out of bounds, or when the referee blows the whistle. The play must be restarted with a sideline kick, goal kick, corner kick, indirect free kick, penalty kick, or a drop ball. With the exception of a drop ball, the ball becomes live when it is touched. When a drop ball is used to restart play, the ball is in play once it hits the ground. A whistle is not required to resume play unless a penalty kick has been awarded.
2. The goalkeeper may not throw ball or drop kick the ball out of their hands beyond the half line. An indirect kick, from the sideline, at the half, will result when this occurs. However, a goalie may kick the ball from the ground past half with no penalty.
3. The goalie is not allowed to cross the half line with the exception of a penalty kick awarded for their team. A sideline kick-in will result at the half-line when this occurs. The referee must be notified of all goalie changes. Teams may only change goalies on dead balls. Illegal goalie changes will result in a penalty kick.
4. Opposing players may not enter the goalkeeper's crease. The crease will be determined by referee and is marked by a red line, light blue line and dark blue of the basketball endline. When the opposing player enters the crease a goal kick is awarded to the goalie. NOTE: A player may make contact with the ball outside the crease and score and have their momentum take them into the crease without infraction or violation, provided they do not make contact with the goalie prior to the ball entering the net.
5. A goalie may contact the ball with their hands while in the crease. They are also permitted to use their hands outside the crease provided that part of their body remains in the crease while contacting the ball with their hands.(ie. one foot in the crease)
6. A goalie may come out of their crease to play the ball and once they have left the crease with both feet they become a player. The goalie is not allowed to cross the half line with the exception of a penalty kick awarded for their team. A sideline kick-in will result at the half-line when this occurs.

7. Goalies are not permitted to bring the ball back into their crease once they have entirely left the crease to play the ball; if they do an indirect free kick will be awarded from the penalty kick spot.

8. A goalie may not handle the ball or keep the ball within their crease for more than 5 seconds; if they do an indirect free kick will be awarded from the penalty kick spot for the opposition. Repeated delay of the game in this fashion may also result in a YELLOW card.

9. A goalie may not pick-up the ball with their hands when it is passed to them by a teammate’s foot. The ball can be headed back or unintentionally deflected back to the goalie by a teammate without penalty. If a goalie picks up the ball in this case an indirect free kick will be awarded from the penalty kick spot.

10. The ball is considered dead if it enters the bleachers or hits the ceiling, the basketball rims/motors/backboards. The opposing team will have an indirect sideline kick from the nearest point of contact with these areas. The ball also becomes dead after a missed penalty shot or if the ball becomes trapped behind the net.

11. The ball becomes dead when it goes out in the corners and crosses the grey border line completely. On all goal kicks, corner kicks and indirect kicks the ball may not be moving before it is contacted. The defending team must line-up at least 10 feet from the ball.

12. Teams must attain uniforms. i.e. same colour t-shirts with numbers. If teams do not have team jerseys, pinnies can be signed out at the Fit Stop with a student card. Please sign-out your team pinnies early so that the game can start on time. All players entering the game must have their names on the score sheet. Failure to do so results in a YELLOW card to the illegally entering player and the referee will ask the player to leave the floor until they have signed in. No players may be permitted to play without having their name on the game sheet.

13. Sliding is illegal. A slide tackle will result in an automatic YELLOW card. A penalty shot or indirect free kick for the opposition will result when this infraction occurs. If the slide tackle was deemed as a deliberate attempt to injure a player a RED card will be assessed. RED cards will result in an immediate game ejection (See disciplinary action and fines below).

14. Fouls (kicking, tripping, jumping at an opponent, spitting on the playing surface, charging, holding, pushing, striking, tackling a player and making contact with the player before the ball, intentional hand ball, and sliding) will produce an indirect free kick or a penalty shot depending on where the infraction occurred. A YELLOW card can be given to the penalized player if the offense is blatant or reckless. Two YELLOW cards will result in an immediate ejection (See disciplinary action and fines below). A RED card can be given if a player deliberately prevents a goal scoring opportunity with their hand or if a foul was deemed as an intentional attempt to injure an opponent or the foul was committed with excessive force. RED cards will result in an immediate game ejection (See disciplinary action and fines below).
F. DISCIPLINARY ACTION

1. YELLOW and RED cards are in effect for all games and the referees word is final! Verbal abuse of the referees and/or other players will NOT BE TOLERATED.

2. Players receiving 2 YELLOW cards during a regular season or play-off game are automatically suspended for the remainder of the game and must leave the gym. The player must also sit out of their teams next scheduled game. Players given RED cards receive an automatic suspension for the remainder of the game and must leave the gym. A RED or 2 YELLOW card ejection also results in a $10.00 fine. The fine will be taken out of the team’s performance bond. Players receiving RED cards are further required to appear before the UTM Review Board. Further discipline delivered by the UTM Review Board will be posted.

3. Fighting, racial slurs and constant verbal abuse of the officials will not be tolerated. Flagrant RED card ejections will be assessed in these situations. Players receiving flagrant RED card ejections must leave the gym area. A RED card ejection also results in a $10.00 fine. The fine will be taken out of the team’s performance bond. They must also appear before the UTM Review Board. **NOTE: the minimum penalty for fighting is a one year suspension from Intramural Indoor Soccer.

4. Teams who lose a player, during a game, because of 2 YELLOW cards or 1 RED card, must play short handed for five (5) minutes. IF THE GOALIE IS EJECTED THE TEAM MUST REPLACE THE GOALIE, AND PLAY WITH ONE LESS PLAYER ON THE FLOOR UNTIL THE FIVE MINUTES IS SERVED.

5. Teams loosing two players on RED and/or 2 YELLOW card ejections during the same game will automatically lose the game by default. *DEFAULT losses will be scored as 0 points and the team will lose 50% of their team performance bond.

6. A player receiving 4 YELLOW cards within the regular season may continue to play in the game that he or she receives the YELLOW provided that it is not their second one of that current game. However, he or she is suspended from the team’s next scheduled game. In addition, a player who receives 4 yellow cards will be fined $10.00. The fine will be taken out of the team’s performance bond. NOTE: a RED card ejection counts as 2 YELLOW cards.

7. Players receiving 6 YELLOW cards within the regular season are immediately suspended from the current game. In addition they will be further suspended for the remainder of the regular season and the play-offs. The player must immediately leave the gym. If the suspended player reached 6 yellows on the first card of the current game, their ejection does not count towards the 2 player ejection and the game is defaulted rule (see #5). Another player off the bench can replace the ejected player. A player who receives 6 yellow cards during the regular season will be fined $20.00. The fine will be taken out of the team’s performance bond. NOTE: a RED card ejection counts as 2 YELLOW cards.

8. IF A PLAYER HAS TWO GAME EJECTIONS FOR YELLOW OR RED CARDS DURING REGULAR SEASON PLAY, THAT PLAYER WILL BE SUSPENDED FOR THE REMAINDER OF THE SEASON, INCLUDING THE PLAY-OFFS. A player who is ejected out of 2 regular season league games will be fined $20.00. The fine will be taken out of the team’s performance bond.
9. Teams that default/forfeit two league games will be removed from the league. This includes both the regular season and the play-offs. Defaults occur from not having the minimum players required to start a game. Forfeits occur from having two players ejected in one game, using illegal players or calling 48 hours in advance to inform the Program Coordinator that the team will not be playing in a set scheduled game. A team that defaults/forfeits in any game of a 2 game total goal or single game play-off series is automatically removed from the play-offs regardless of number of previous defaults/forfeits.

G. FINES AND PENALTIES

Teams will be disciplined accordingly for the following RED and YELLOW Card game ejections:

ONE EJECTION during regular season - team probation for remainder of season

TWO EJECTIONS during regular season - deduction of two points from the teams’ point total column

THREE EJECTIONS during one season of play - ejection from league and $20.00 fine

THREE EJECTIONS during the play-offs - ejection from league and $20.00 fine

Players who are ejected from league games must pay the following fines:

2 YELLOW or 1 RED in a regular season or play-off game results in a $10.00 fine plus a one game suspension (Note: Red card ejections require the ejected player to appear before a Review Board).

Players ejected from 2 regular season games for YELLOW or RED card infractions results in a $20.00 fine plus suspension from the league for the remainder of the regular season and play-offs

Players ejected from 2 play-off games for YELLOW or RED card infractions results in a $20.00 fine plus suspension from the league for the remainder of the play-offs

Players who accumulate Cards from all regular season league games must pay the following fines:

4 YELLOW cards results in a $10.00 fine plus a one game suspension

6 YELLOW cards results in a $20.00 fine plus suspension from the league for the remainder of the regular season and play-offs
**Teams** who accumulate Cards from all regular season league games must pay the following fines:

8 YELLOW cards in the regular season results in a $10.00 fine plus deduction of two points from the teams’ point total column

12 YELLOW cards in the regular season results in a $20.00 fine and the team is ejected from league

**NOTE: EACH RED CARD INFRACTION COUNTS AS 2 YELLOW CARDS.**

All teams and player fines will be taken out of the team’s Performance Bond. If at any time during the season, a team’s Performance Bond has been depleted, the team representative must re-pay the entire bond to get back into the league. Failure to re-submit the Performance Bond will result in immediate expulsion from the league.

**H. REVIEW BOARDS**

ALL PLAYERS EJECTED FROM THE GAME FOR RED CARD INFRACTIONS ARE SUBJECT TO A REVIEW BOARD HEARING. PLAYERS MUST APPEAR BEFORE THE REVIEW BOARD TO PRESENT THEIR CASE OR HAVE A TEAM REPRESENTATIVE PRESENT THEIR CASE ON THEIR BEHALF. PLAYERS ARE INSTRUCTED TO CHECK THE INTRAMURAL BULLETIN BOARD TO ASCERTAIN THE TIME AND DATE OF THEIR REVIEW BOARD HEARING. PLAYERS SHOULD NOT MISS THEIR REVIEW BOARD HEARING DATE!! FAILURE TO ATTEND A REVIEW BOARD HEARING IS NOT GROUNDS FOR AN APPEAL OF A REVIEW BOARD DECISION.

The purpose of the Intramural Review Board is to rule on cases of game ejections and all protests. The Review Board will make decisions on player suspensions based on the nature of the infraction. Suspensions can range from one game to one year. Severe incidents can result in the expulsion from that sport for life, suspension from all intramurals and/or the suspension from use of all UTM RAWC athletic facilities.

**I. FREE KICKS AND PENALTY KICKS**

**PENALTY KICKS**

Any infraction (as described above) by the defending team that occurs inside the penalty area (set badminton and volleyball court lines) will result in a penalty kick. Too many players on the floor and an illegal goalie substitution will also result in an immediate penalty kick.

1. For penalty kicks the ball will be placed at the top of the 3 point line centered with the goal net. The shooter may take as many steps as he or she likes before striking the ball.
2. A penalty kick that is awarded prior to time expiring must be taken even if time has expired during the process of taking the kick.
3. The goalie may move along their goal line but may not move forward until the shooter has contacted the ball.
4. The ball becomes dead before and after all penalty kicks. The play will resume with a goal kick if missed.
5. Teams may change goalies for the penalty kicks. Any player that was on the floor at the time of the infraction may take penalty kicks.
6. Opposing goalies may take penalty kicks.

INDIRECT FREE KICKS

All free kicks that occur outside the penalty area (set badminton and volleyball court lines) will be indirect.

1. During all indirect free kicks, the ball must be struck from a stopped position and be taken from the spot closest to where the infraction occurred.
2. The ball must touch two players before a goal can be scored. However, the two players do not have to be on the same team. Therefore, if the ball strikes a defender or the defensive team's goalie, and enters the net, the goal counts.
3. The defending team may not be within 10 feet of the ball during indirect free kicks.
4. The ball is dead prior to the kick but becomes live as soon as the shooter contacts the ball.

J. METHOD OF SCORING FOR LEAGUE PLAY

Win= 3 Points
Tie= 2 Points
Loss= 1 Point
Default/Forfeit= 0 Points

K. PLAY-OFFS

The amount of teams to make the play-offs and the play-off format should be decided at the league entry meeting. Players must play in at least 50% of their teams’ scheduled league games to be eligible for the play-offs. The League Commissioner is responsible for posting the eligibility lists of all play-off teams. If the lists are not posted prior to the play-offs contact the UTM Athletic Program Office (Room 060, RAWC) immediately.

L. OVERTIME

1. All regular season games will remain tied after time has expired. In the play-offs if a tie still exists at the end of a game, a 5 minute sudden death over-time period will be played. There will be no stop-time in the sudden death over-time period. A coin toss will determine what team will begin the over-time period with a kick-off. The team that wins the coin toss will choose the side they wish to defend, the other team will start with the ball.
2. If a tie still remains after the expiration of the sudden death over-time period a penalty kick shoot-out will occur. During a shoot-out, all players must remain in the centre of the gym. If one team has more players than the other, the captain of the team with more players must designate players who will not take part in the shoot-out. Players not in the shoot-out must go to their team bench. Each team will then have the same number of male and female players at half for the shoot-out. 5 players from each team must alternate shooting penalty shots until all 10 players have shot. A coin toss will determine which team will shoot first in the penalty kick shoot-out. The team winning the coin toss can decide to shoot first or last. All the same rules apply as to the shot location and goalie restrictions, as stated above in the rules.

3. If after the 5 players from each team have shot, and the score remains tied, a sudden death shoot-out will occur. Teams will alternate shooters until the tie is broken. The team that shot second in the regular shoot-out will go first in the sudden death shoot-out. Sudden death shooters **may not be** from the original FIVE. Players may only shoot once in the sudden death shoot-out. Teams must go through their entire roster on the floor including the goalie, (not the extra players in the bench area) before a player may shoot for the second time in the sudden death shoot-out. All the same rules apply as to the shot location and goalie restrictions for the sudden death shoot-out, as stated above in the rules.

**FIFA soccer rules will apply to all other situations not mentioned above.**

**M. PROCEDURES IN CASE OF INJURIES**

If in doubt as to the nature or extent of injury, do not move the injured player, contact a staff member located at the RAWC Control Counter immediately!

ACCIDENTS, DAMAGED EQUIPMENT AND SAFETY CONCERNS SHOULD ALSO BE BROUGHT TO THE ATTENTION OF THE RAWC STAFF IMMEDIATELY!