General information regarding policies and procedures can be obtained in the Club Sport and Intramural Office, located in the Lombardi Center or online at fordham.edu/info/24488/intramurals.

COVID SAFETY: Although we hope to make a full return to normal activities soon, it is possible that some COVID-19 safety guidelines will continue to exist in our program depending on the conditions that are prevalent at the time our activities are conducted. If necessary, all participants will be expected to follow all COVID-19 safety guidelines set forth by Fordham University, the local Health Department and our program. Any specific COVID-19 safety rules and/or activity modifications will be shared with all participants prior to the start of each activity and will be included in the Intramural Sports COVID-19 rules document that is available on IM Leagues. Rules/modifications may include but are not limited to: a requirement for the use of masks; social distancing/a restriction of contact/close-contact activities; a restriction on group celebrations; any other activity modifications as are deemed necessary.

By registering for any intramural activity, participants agree to familiarize themselves and cooperate with any guidelines that are in place at the time of the activity. Intentional and/or repetitive violations of COVID-19 safety rules will result in removal from intramural activities and a referral of the offending individual to the Dean of Students.

REGISTRATION: Due to limited facility access and time slots, some leagues will have capped team registration. This is done to ensure the Intramural Sports department has enough time slots to give every team one game per week. Organizational meetings will be offered on August 31, September 6, September 12 and September 19 at 4pm through Zoom. Teams who are registered but fail to attend two consecutive organizational meetings will be moved to the waitlist. Teams on the waitlist should plan on attending organizational meetings, as they will be moved to the league from the waitlist should a team drop out during the period when organizational meetings are held. Teams who are still in the waitlist when the organizational meeting period is over will be removed from IM Leagues. To be approved for scheduling, teams must:

1. Have a team registered on IM Leagues.

2. Have at least one member of your team in attendance at an Organizational Meeting for the 6v6 Volleyball League. Organizational meetings will be conducted virtually on August 31, September 6, September 12 and September 19 4:00pm. All virtual meetings will be conducted in the Intramural and Club Sport Managers Zoom room. The address for the room is:

   https://fordham.zoom.us/my/sdalessandro

Any listed member of the roster may attend this meeting; although strongly recommended, the official team captain does not have to be the person in attendance. This meeting will last approximately 30 minutes.
3. Complete the Captain’s Quiz through IM Leagues by the end of the day Wednesday. Teams who complete the quiz after Wednesday will be approved for the following weeks schedule. Teams must get at least 16 out of 20 questions correct.

4. Have the minimum number of players (7) accepted onto your roster by Wednesday. Teams who do not have the minimum number of players accepted onto their roster will not be moved from the waitlist until they have the minimum number of players on their roster.

The league will begin on Monday, September 19 and concludes on Thursday, October 27. Playoffs will begin on November 1 and conclude by Thursday, November 13.

Teams will be held on the waitlist until they attend the Organizational meeting, pass the Captain’s Quiz and have the minimum number of players accepted onto their roster.

The Outdoor Soccer Division may be limited to the number of approved teams depending on field availability to ensure all teams are assigned one game per week.

**ON-SITE CHECK-IN PROCEDURES:** All participants are required to check in with the Intramural Sports Scorekeeper upon arrival to the facility and before entering the playing area. Participants must show their Fordham ID and jersey number.

**LOCATION:** All games for this league will be played on the Coffey Field. Occasionally, games may be played at the Murphy Field. Check the schedule carefully to see where your game is scheduled.

**COMPETITION:** Competition in this league will be offered as an open division. There are no rule modifications or gender rules for the open division compared to the rules for teams that compete in the men’s or women’s division. There will be a competitive division offered for this league for teams that have highly skilled, highly competitive participants. The league will place emphasis on the competitive aspect of sport for those participants who have competed in the sport in an advanced skill level. Teams with Club Women’s Soccer or Club Men’s Soccer members must play in the competitive division. The Intramural and Club Sport Manager reserves the right to move teams from the recreational division to the competitive division.

**ROSTER:** A minimum of 7 and a maximum of 14 players will be allowed on the roster. Individuals may participate on one single-gender and one co-rec team, if desired. Individuals may also participate on more than one team according to the one-night waiver rule (see below). Members of the varsity soccer team are ineligible to participate in this league. A team may have no more than two Fordham University Club Soccer members on their team roster. **The Drop/Add deadline for this league will be the last day of the regular season. Team captains will be notified of the final date for drop/add at least one week in advance of the end of the regular season.**

**ONE-NIGHT WAIVERS:** Team captains can elect to add any eligible Fordham University student, faculty or staff member to their team immediately prior to the start of any league game, regardless of their roster status with the team or any other team in the league. Team captains must work with the individual to complete the waiver request form and the individual must
complete the aforementioned on-site check-in procedures before participating. The following restrictions apply:

- Only one One-Night Waiver may be used by a team per game.
- Each individual may only participate on one additional team per night of competition. For example, an individual may not be a One-Night Waiver for two separate basketball teams on the same night.
- One-Night waivers do not affect the roster status of the individual. Captains who wish to make changes to their rosters must still do so using the regular drop/add procedure.
- A One-Night Waiver may only be utilized if it does not cause the team to exceed the maximum roster size present at the game. For example, if a basketball team has 10 players on their roster but only 8 attend, they can use a One-Night Waiver. However, if that same team has all 10 players attend their game, they cannot use the One-Night Waiver.
- All One-Night Waiver forms must be completed prior to the start of the game.
- Once a game has started, all late players may only sign in if the maximum number of players allowed on the roster has not been reached. For example, if a team has 10 players on their roster but only 9 show up, they use a One-Night Waiver to give them 10 total players for the game. If the 10th player on the roster shows up late, after the One-Night Waiver has been completed, they cannot sign in.
- All One-Night Waivers must be in compliance with all existing eligibility restrictions.
- Teams may only use a One-Night Waiver during the designated add/drop period. Once that period has concluded, teams are no longer eligible to use One-Night Waivers and will be locked into whomever is on the IM Leagues roster.

Teams who do not have the minimum number of players required to play with the correct uniform policy will be forced to forfeit their game. Any participants who do not have the correct uniform policy will not be allowed to participate.

**EQUIPMENT:** All equipment will be provided by the Intramural Sports department. Participants are responsible for personal equipment.

**AWARDS:** Championship T-shirts will be provided for the overall winners of each division within the league.

**UNIFORMS:** All players are also required to wear a jersey that meets the following standards:

- Numbers must be on the front OR back of the jersey, approximately 4 inches in height or larger and they must be clearly and easily visible
- Teams may not have team members with the same number on their jersey
- The color of the jerseys must all be the same or similar color
- Teammates may not share the same jersey during the course of the game
- Numbers may not be taped on to avoid numbers falling off during the game
- Note: goalies must have a different colored shirt than their teammates, but they are not required to have a numbered uniform. If they wish to become a position player, they must have their own jersey and may not use the jersey of the individual becoming the goalie.

**SCHEDULES:** Games in this league will only be played Sunday through Tuesday, and Thursday evenings. The schedule will consist of approximately 4-5 weeks of round-robin play,
followed by a single-elimination tournament for qualifying teams. Teams will only be officially scheduled to play in one game per week. If teams wish to participate in additional games, there will be an email sent out to all captains whenever there is an open game on the schedule.

Schedules are posted on Fridays by 2:00 p.m. on the IM Leagues website. IM Leagues also offers all participants the opportunity to receive push notification reminders for all upcoming games. Preferences for reminders can be adjusted in IM Leagues settings. In the event of technical difficulties or system breakdowns, it is still solely the responsibility of the participants to find out when they are scheduled to compete.

**AVAILABILITY:** Captains must make their teams available for a minimum of 9 out of the 18 times that games are played each week. More time slots may become available if there are more teams than game slots, in which teams would still need to keep at least 50% of their time slots available. Captains may manage and update their team’s availability each week through IM Leagues. All changes to team availability done by Wednesday at 11:59 p.m. will be honored in the next weekly schedule. Changes made after that time will not be accommodated until the following week’s schedule is released.

**PLAYOFFS:** Standings are determined by total points, then total point differential, then sportsmanship rating, then head-to-head results. 3 points are earned for a win, 3 points are earned for a forfeit win, 1 point is awarded to both teams for a tie and teams are deducted 3 points for a forfeit loss. Additionally, teams must maintain at least a 2.5 overall sportsmanship rating average during the regular season (see below) in order to be eligible for playoffs. Specifics regarding playoff qualification will be discussed at the organizational meeting, are subject to change, and are at the discretion of the Intramural and Club Sport Manager.

**INJURIES/ASSUMPTION OF RISK:** Inherent risks are associated with every recreational activity. Participants assume these risks when they agree to participate. All participants are strongly advised to secure health insurance coverage and to visit their physician for a physical examination prior to registration or participation.

Individuals who are suspected of sustaining a head injury/concussion will be removed from the contest and may not return to participation in any intramural sports activity until cleared by Student Health Services or a physician.

**COVID-19 AND PARTICIPATION IN INTRAMURAL SPORTS:** Serious cardiovascular complications may result from a return to physical activity following a positive diagnosis of COVID-19. Health care professionals have recommended that anyone who has either tested positive for COVID-19 in the past 6 months or who tests positive and intends to return to physical activity within the next 6 months gets evaluated for potential cardiac complications by an approved medical provider before returning to physical activity. Intramural Sports strongly advises that all participants adhere to this recommendation prior to returning to any physical activity, including intramural sports participation.

**SPORTSMANSHIP RATING SYSTEM:** At the conclusion of each contest, the intramural sports staff will assign a score to each team based on the behavior, actions, and attitudes exhibited during the course of play. In all cases, Intramural Sports Managers and the Intramural Sports staff may provide input which could raise or lower an assigned rating. Teams may also view their sportsmanship ratings in the league standings on IM Leagues.
Behavior before, during, and after an intramural contest will be factored into each team’s rating. It is the responsibility of the team captain to inform his/her teammates and spectators about the rating system. Ratings will be given in whole numbers on a scale of 0-4. **Teams must maintain a minimum 2.5 rating in order to qualify for post-season competition.** Teams must also maintain this rating during playoffs in order to advance. Teams will be provided more information on sportsmanship ratings during the Organizational Meeting and the information can be found in the Intramural handbook on IM Leagues.

**FORFEITS AND CANCELLATIONS:** Cancellations and forfeits are each assigned negative point values – cancellations count as -1 and forfeits count as -2. Any combination of forfeits/cancellations that amounts to a score of -3 will result in that teams’ removal from all future game schedules. Please note: teams that reach a score of -3 will not be assigned any new games, but they are still expected to play any remaining scheduled games unless they specifically request to cancel those games.

Rescheduling is not allowed. If teams wish to cancel a scheduled game, they must email the Intramural and Club Sport Manager by 5pm the day before their scheduled game. For Sunday games, the email must be sent by 5pm on Thursday. The cancellation will be counted as -1 against the team and no fine will be issued. Forfeits count as wins/losses in the official league standings. However, games in which one team is issued a forfeit but a replacement team is scheduled to avoid a total cancellation of the contest will not result in an automatic extra win being given to the opponent of the forfeiting team.

**JEWELRY:** Across all Intramural Sports, jewelry is completely prohibited. This includes, but is not limited to, earrings, bracelets, watches, wearable fitness trackers, necklaces, billed hats, and rings. Wearing jewelry while participating in Intramural Sports is a safety concern, as participants may get caught in other participants jewelry or worse. The Intramural Sports staff will kindly ask for all jewelry to be removed, including any jewelry with religious or sentimental purposes. Medical jewelry is allowed, but must be taped down and the Intramural Sports staff will not provide tape.

**LATE-ARRIVALS:** Participants are respectfully asked to make every effort to attend scheduled games, and to show up to the facility at least 5 minutes prior to the scheduled game time. The Intramural Sports staff on duty will have discretion on whether to allow/disallow teams who show up late from playing the match. Games will not be started late if more than 5 minutes has passed since the originally scheduled game time, or if, in the opinion of the event manager, the late start would cause a delay in the start of the next game/would exceed the end time of the facility reservation.

Forfeited/canceled games will NOT be rescheduled and forfeited games will count as wins/losses in the standings in accordance with the aforementioned rules regarding forfeits. Game clocks may be started at the discretion of the event manager on duty and time will not be added to the clock. Additionally, if the minimum number of players required to begin a game are
present, the game is required to start. Teams may not elect to further delay the start of a game in order to wait for additional players.
Fordham University Intramural Sports Outdoor Soccer Rules

Rule 1 – Number of Players

a) The game shall be played by two teams, each consisting of not more than 7 players (goalie and 6 out), nor less than 5 players on the field.
b) Each team must have at least 6 players to start and to continue a game.
c) Less than 6 players will result in that team forfeiting the game.

Rule 2 – Players Equipment

a) A player may not wear any equipment/padding which is dangerous to another player.
b) If a player wears such equipment that the referee considers liable to cause injury to another player, s/he will be required to remove it before play can be continued.
c) Teams are required to wear proper uniforms.
d) Refer to the section on uniforms in the registration materials to see what constitutes a legal uniform.
e) ONLY rubber-cleated shoes will be allowed.
f) **No metal spikes!**
g) Shin guards are strongly recommended, but are not required.

Rule 3 – Duration/Timing Regulations

a) The game shall consist of two equal halves of 15 minutes in length separated by a 2-minute half time.
b) The clock shall run continuously without stopping throughout the game except during team or official timeouts AND the last two minutes of the second half, when the clock will stop on every whistle and resume when the ball is returned to live play.
c) Each team will be given two 1-minute timeouts to be used at any point during regulation time.
d) During the regular season, tie games at the end of regulation will be recorded as ties.

Rule 4 – Mercy Rule and Max Point Differential

a) Automatic: Team is trailing by 10+ goals with <5’ remaining in the 2\textsuperscript{nd} half.
b) Elective: Team is trailing by 10+ goals at any point in the 2\textsuperscript{nd} half.
c) Regardless of the outcome of the game, the max point differential that will be recorded for any game is +/-10.

Rule 5 – Overtime Regulations

a) During the playoffs, in the case of a tie at the end of regulation play, one 5-minute sudden-death overtime will be played.
b) If the game is still tied at the end of the sudden-death overtime, a best-of-5 shootout (must alternate male/female or female/male) will be held.
c) The referee will flip a coin to determine which team will shoot first. All shots will be taken toward the same goal. Each team’s captain will then notify the referees which five players will be taking penalty kicks.
d) If the score is still tied after each team has taken five kicks, teams will select one additional player to attempt a penalty kick.
e) The order of kicks shall alternate for each additional round (i.e. if the home team attempts the first extra kick, they shall have the second attempt in the following round).

f) Until all team members present have attempted a penalty kick, no one shall attempt a second kick.

g) Goalies may also attempt penalty kicks.

h) During playoffs, each team will be awarded one additional 1-minute timeout.

i) Timeouts left over from regulation time do not carry over to overtime.

Rule 6 – The Start of Play

a) At the beginning of the game, choice of ends and kick-off shall be decided by the toss of a coin.

b) Teams will alternate possession and switch ends at the half.

c) Then, upon a signal by the referee a player of the kicking team shall place kick the ball from a stationary position on the ground in the center of the field.

d) The ball may be kicked in any direction, and every player on the kick-off shall be in his/her own half of the field and every player of the receiving team shall remain outside of the center circle until the ball is kicked.

e) The ball must travel the length of its own circumference, and if this distance is not attained, the ball must be kicked again.

f) A goal may not be scored directly from a kick-off. It is a live ball, if while in play the ball touches the referee or linesmen.

Rule 7 – Method of Scoring

a) A goal is scored when the whole ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been thrown, carried or propelled by hand or arm, or carried by a player of the attacking side.

b) Goals also may be scored on direct free kicks, penalty kicks, and corner kicks.

   a. If a non-goalie member of the defending team deliberately stops or deflects the ball with a hand or arm to prevent a goal, but the ball crosses the goal line between the uprights, the kick should be scored a goal and a yellow card should be issued to the player committing the infraction.

   b. If a non-goalie member of the defending team deliberately stops or deflects the ball with a hand or arm to prevent a goal within the penalty area and the kick does not result in a goal, a penalty kick shall be awarded to the offended team. Any member of the offended team may take the penalty kick. In this case, a yellow card should also be issued to the offending player.

Rule 8 – Definition of a Hand Ball

a) It is a direct kick foul (and potentially a penalty kick) if a player (other than the goalkeeper inside his own penalty area) deliberately handles the ball (meaning to deliberately touch the ball with any part of the arm from the finger tips to the top of the shoulder). However, a hand ball foul should not be called if:

   a. A player is instinctively trying to protect himself from injury or

   b. The player did not deliberately touch the ball but the ball hit his arm & he did not move the arm toward the ball (however, if the player's arms were in an unnatural position such as above his shoulders or sticking out to the sides, then he should be called for a handball).
Rule 9 – Substitutions

a) Substitutions must be signaled for by the referee and may only be made during dead ball situations or during charged team timeouts.

Rule 10 – Offside

a) There is no violation for being in an offside position in this league.
b) Players may position themselves anywhere on the field, regardless of the location of the ball or the defense.

Rule 11 – Fouls and Misconduct

a) The following offenses are penalized by a direct free kick at the point of the foul. The ball may be kicked in any direction and a goal may be scored on this kick
   a. Handling the ball with hands or arms.
   b. Holding the opponent.
   c. Placing hands or arms on an opponent in effort to reach the ball.
   d. Pushing, striking, tripping, or attempting to kick an opponent.
   e. Slide tackling an opponent.
b) The following offenses are penalized by an indirect free kick. A goal may not be scored on this kick unless the ball is touched or played by a player, other than the kicker, before going through the goal
   a. A player playing the ball a second time before it has been played by another player on the kick-off, throw-in, corner-kick, or goal-kick, if the ball has passed outside the penalty area.
   b. Substitution made when ball is not dead, or for failure of substitute to report to the referee.
   c. Interfering with goalie or impeding her/him in any manner until the goalie clears the ball.
   d. Dangerous plays (i.e. high kicks, trying to head a low ball, etc.)
c) Depending on the severity of the foul committed, players may be issued yellow cards or red cards.
   a. If a player receives two yellow cards, a red card shall be issued and they shall be immediately removed from the game. Unless otherwise warranted, a player receiving two yellow cards is not ejected from the game, but simply fouls out and may not participate for the remainder of the contest. Additionally, his/her team must finish the game short-handed. Yellow cards do not carry over from one match to the next. If a team receives a total of 5 yellow cards, the game is over and declared a forfeit.
   d) Major fouls, including aggressive slide-tackling, fouls with intent to injure, fighting, excessive and/or recurrent unsportsmanlike behavior, etc. will be penalized with red cards. For counting purposes, straight red cards are counted as two yellow cards. Straight red cards result in the immediate ejection of the player; his/her team must play short-handed for the remainder of the game.

Rule 12 – Execution of Free Kicks

a) When making a free kick, all members of the opposing team must be ten yards away, unless standing on the goal line between the uprights, until the ball is kicked.
b) The ball must be stationary when kicked and must travel the length of its own circumference.
c) If the kicker, after attempting a free kick, plays the ball before another player has touched it, an indirect free kick shall be awarded the other team.

Rule 13 – Penalty Kick

a) Penalty kicks shall be awarded for any infringement of rules by a defending player within the penalty area.
b) The penalty kick shall be taken from any spot on the penalty mark and all players except the kicker and the goalkeeper must be at least 10 yards behind the kicker.
c) The goalkeeper must stand, without moving the feet, on the goal line between the goal posts until the ball is kicked.
d) If a goal is not scored and the ball remains in play, it is a live ball and may be played as such.
e) Encroachment by the defending team is not penalized if a goal is scored.
f) If a goal is not scored on the penalty kick during which a violation on the defending team occurs, it is retaken.
g) If there is an infringement by the attacking team and the ball enters the goal, the goal does not count and the kick shall be retaken.
h) If there is an infringement by the attacking team and the ball does not go into the goal, there is no rekick.

Rule 14 – Throw In from the Touch Line

a) When the ball crosses the touch line, either on the ground or in the air, it shall be put in play by a throw-in at the point where it crossed the line by a player of the team opposite to that which last touched it with a foot.
b) Both of the throwers feet must be on the ground and the ball must be thrown with 2 hands over the head.

Rule 15 – Goal Kicks

a) When the ball crosses either end line and is last touched by the offensive team, a goal kick shall be awarded.
b) The kick must be taken from within the designated penalty area by any player.
c) Opposing players must remain outside the penalty area while the kick is being made.

Rule 16 – Corner Kicks

a) When the ball crosses either end line and is last touched by the defensive team, a corner kick is awarded.
b) The ball shall be put back into play by any player from within the quarter-circle at the nearest corner flag post to where the ball crossed the end line.
c) A goal may be scored on this kick.

Rule 17 – Privileges of the Goalkeeper

a) The goalkeeper enjoys certain privileges, not granted to other players, while in the penalty area.
b) S/he may use the hands and arms to stop a ball from scoring, hold the ball for up to ten
seconds, and may place kick, throw or punt the ball to return it to play.
c) Goalkeepers are free from interference by opponents while in possession of the ball.
d) The goalie loses these privileges when outside the penalty area.