ELIGIBILITY RULES

1. You must have an MTSU ID to participate. NO ID, NO PLAY…NO EXCEPTIONS!

2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.

3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Intramural Coordinator.

THE GAME:

1. **The Field:** The playing field will be the Indoor Arena in the Campus Recreation Center.

2. **Team:** Teams will consist of no more than 5 players on the field but may start with as few as 4, and a maximum of 10 players on the roster.

3. **Game:** The game will be (2) 12 minute halves. The clock will run continuously except during injuries.

4. **Time-outs:** There will be no timeouts.

5. **Substitutions:** Substitutions will be allowed during dead ball situations or at the discretion of the Intramural staff.

6. **Equipment:** Teams must wear proper clothing while playing and players must wear appropriate closed-toe footwear. Hats, bandanas, metal cleats or spikes, or jewelry MAY NOT be worn while playing. Any player found wearing any of the above during the game will be removed from the game and not allowed to re-enter.

7. **Mercy Rules:** 10 Goals @ anytime at the 10 minute mark in the 2nd half, and 5 goals @ 5 minute mark of the second half.
PLAYING REGULATIONS:

- **Kick-Off** – The ball will be placed in the center of the field, and teams line up along their goal line. When the whistle blows, teams may run to the ball for possession. This will occur every time a goal is scored.

- **Ball in Bubble** – If the ball lands in a bubble, play will stop and the ball retrieved. The referee will then conduct a “drop ball” with one member from each team.

- **Drop Ball** – 1 player from each team will stand 5 yards away from the ball, as the ball hits the ground each player may charge towards the ball to retrieve it.

- A goal box will be marked off in front of each goal. It will extend 4 paces/yards out and 2 paces/yards to each side of the goal posts. All players (offensive and defensive) must remain outside this area unless the ball is inside the goal box. If the defense is clearly in the goal box area before any shot on goal takes place, and then legally (without the use of the hands) deflects a shot, it will result in the following: A penalty shot on an open goal 15 paces/yards out. If a player enters the goal box unintentionally without (in the eyes of the ref) interfering with the course of play, this will not result in a penalty shot. Repeated occurrences will result in a 15-yard penalty shot. This is up to the ref’s discretion.

- There will be NO GOALKEEPERS and NO OFFSIDES during play.

- **Out of Bounds** - Anytime the ball goes over either sideline, out of bounds, a kick-in will ensue. Anytime the ball crosses an end line, a corner kick or goal kick will ensue.
  - Last touched by a defender - A corner kick. Ball is placed on nearest corner and kicked in by offensive team. Goals may be scored on corner kicks. All players must be outside the goal box until the ball enters the goal box and the defense must be at least 4 paces from the corner.
  - Last touched by attacker - A goal kick by the defense.

- **Free Kicks** - They may be granted at the discretion of the referee.

- **Contact between Bubbles** - It is illegal for you to hit a player from behind or aim your bubble at another players legs/feet. Any player caught committing these acts will be subject to penalty and allow the other team a penalty shot. You also may not go after a player who does not have the ball or knock down a player who is already on the ground trying to get up. You must follow the game and the ball, staying with the play at all times.

Bubble Ball… 6/29/17