SRC Intramural Socco Rules

General Rules
1. All participants are required to sign-up in the Fitness Centre before they play their first game.
2. Team representatives including players, spectators, team managers, and coaches are ALL subject to the SRC Intramural rules and regulations.

Game Procedures
1. Players
   - Each participant must bring their CSUN ID card, with a current IM sticker on it, to all games in order to participate.
   - The game shall be played between two teams of seven (7) players including the goalie. Each team must have six (6) players on the court in order to begin the game.
   - NO ID = NO PLAY
   - NO EXCEPTIONS
   - Each team shall designate a captain to act as team spokes person and make decisions.
     ONLY THE CAPTAIN MAY SPEAK TO OFFICIALS.
   - Substitutes can only substitute after a goal, timeout or injury.
2. Clock Management
   - Games are one (1) half of twenty (20) minutes.
   - Intramural Socco games will use "running time" which means the clock will not stop, except for "timeouts".
3. Equipment
   - All teams should wear the same color t-shirts.
   - NO UNIFORM = NO PLAY (NO EXCEPTIONS).
   - No jewelry, no hats with bills, no do rags, and no bandannas will be allowed when playing.
     [EXCEPTION: head coverings worn for religious purposes.]
   - No player may wear watches, tight wrist bands, etc., while playing.

General Summary of Intramural Socco Rules:
1. Game Play
   - Played with a rubber ball.
   - Played on a volleyball court with no net.
   - Players are restricted to their side of the court.
   - If a player in the court catches a ball from the opposing team that is also in the court, the throwing player is out.
   - If a player in the court catches a ball from the opposing goalie area, no players are out or may return to their court. Play will just resume and possession is lost.
   - The goalie may not enter the court but may move freely on their side of the court.
   - The goalie cannot throw the ball from the side of the court; they must go to the end of the court.
   - A player may return to their court after getting out if themselves or the goalie strikes an opposing player from the goalie area.
   - Players are out or sent to the goalie area when:
     - Hit by the ball thrown by the opposing team below the neck.
     - Drop the ball while trying to catch it.
     - Both feet outside of the court.
   - If a player ducks and lowers her head and she gets hit in the head, she is out. You may not duck into the throw.
   - Ball is a turnover when:
- Held for more than 5 seconds.
- Ball is passed to another player other than goalie.

- After the ball hits a player, it is a dead ball.
- Person hit by the ball will take the ball with them to the goalie area and start the next play.
- Players in the goalie area may not stop on or over the goalie line. If it happens, possession will be lost and no one is out.

2. **Yellow/Red Cards**
   - Yellow & Red cards will be used, as in soccer, to control the game and guard against excessive roughness.
   - Yellow card: Player is removed from game until next goal.
   - Red card: Player is ejected from the game and will be disqualified from the next game.

*ANY RULES MAY CHANGE AT ANYTIME OF THE SEASON.*