

Intramural Sports

RULE ONE: THE GAME, FIELD, PLAYERS

Section One: General Provisions

A. Eligibility

- a. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation's Intramural Sports Participant Handbook.
- b. Participants must be listed on their respective team rosters prior to participating and an LSU Tiger Card must be shown prior to entering a contest.
- c. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and sibbe removal from the leagues.

B. Players

- a. The game shall be plad between two teams offive (5) players each on the court.
- b. A team may begin a game with mainimum of three (3) players If a team is not represented with at least three (Staff from their moment of arrival to their time of departure.
 - d. CoRecteams must havenyvariation of 2:1 ratio of men to women when playing with thre (3) players.
 - e. Only two club or former college soccelayers (one (1) year removed) are allowed per te

C. Sportsmanship Rating

a. The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike mannelin order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 over the regular seas@uring playoffs, a sportsmanship score of at least (3) each game will guarantee advancement for the wir team. A winning team with sportsmanship o20will be reviewed by the staff to determine they advance. Following the game, officials evaluate issue sportsmanship points all teams. The breakdown of points is as follows:

4 (Exceptiona)

A sportsmanship of 4 will be given for an Exceptionacontest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.

3 (Normal)

A sportsmanship of 3 will be given for a contest that runs normally his instance, playerand spectators were respectful and courteous towards the opposition of the contest of the contest in the lowest rating a team may receive if there were no unsportsmanlike penalties fouls called. Defaulted games will result in the Defaulting team gaining a 2 in sportsmanship for that contest.

1 (Difficult/Harassment)



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A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The teamconstantlyshowcase divestionable activity and showed no respect for the opposition and/or all UREC staff The ejection of a player will result in that player's teagaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties will receive a maximum of 1 in sportsmanship for that contest.

0 (Unacceptable)

A sportsmanship of 0 reflectsactivity that is completely unacceptable or any UREC participant (s). Teams exhibited that actions of disrespect towards the opposition and/or all UREG taff. Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions like receive a 0 in sportsmanship for that contest. For feite (thon-appearance) games will resums



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- ii. Direction of attack
- b. The losers of the toss will be given the remaining choice.
- I. Kickoff

c.





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- 1. Corner Kick must be taken one step from the wælt er below where the goal box meets the wall
- ii. by the offensive team, it will result in a gotatck (indirect) for the defending eam.
 - 1. May be taken anywhere inside the goals box (ball must leave box before another play touches results in rekick)

RULE FIVE: FOULS AND MISCONDUCT

Section One: Fouls

- Y. Kicking, Striking, Tripping, and Jumping
 - a. A player shall not intentionally attempt to or kick, strike, or jump at an opponent.
 - b. A player shall not intentionally trip an opponent. This includes tripping or attempting to trip an opponent by use of the legs, or by stopping in front or behind an opponent in such a manner as to cause a fall or loss of balance.
 - c. NO SLIDE TACKLES ARE ALLOWED de tackles will result in an automatic yellow card and a sportsmanship deduction for the offending player's team.
 - d. SLIDE TACKLES WITH CONTACT WILL RESULT IN AUTOMATIC RED CARD AND AN EJECTION



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CC.Red Cards

- b. Players, coaches, or any other personnel representing a team may be given a red card for the following:
 - i. Exhibiting violent conduct or committing a dangerous foul that is malicious in nature
 - ii. Using foul o3 0 Td (x6 TD [(n)-0.70.003 981g(m)0.5 Bli10.8 (g)2.1 (a (n)H7e)-5 (d)]TJ.3 (o3