MONTCLAIR STATE UNIVERSITY CAMPUS RECREATION

Intramural Bubble Soccer Rules

All MSU School Policies are in effect, including Student Code of Conduct.
All MSU Campus Recreation “Intramurals 101” policies are in effect.

ALL GAMES ARE TO BE PLAYED IN THE STUDENT RECREATION CENTER GYMNASIUM

ELIGIBILITY:

1. All team sports are broken down into 4 different leagues which include: Men’s, Women’s, Organization, and Open. The Organization league is open to all MSU-affiliated Clubs and Organizations who register using the $60 team fee. There will be two specific divisions for Greek Fraternities and Sororities. The Open league is a league without restriction placed on gender, gender identity, or gender expression. Each player can only join one team per league (i.e. A player is allowed to play in one Open league and one Women’s/Men’s league). In leagues with multiple divisions, such as basketball, players are permitted to play in Men’s A or Men’s B only. All individual/doubles sports will feature Men’s/Women’s/Open Singles and Doubles.

2. Team Sports: A team’s roster is formed throughout the regular season. All players participating in a game must be listed on that game’s scoresheet. The players who are listed will be entered onto that team’s roster. Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player’s name as well as his/her ID number on the scoresheet. A player must play in at least one regular season game to be eligible to participate in the playoffs. Rosters can have a maximum of 16 players.

3. Assumption of Risk, Waiver and Release from Liability Form: This must be signed and filled out by all players participating in the activity, in the main office at the time of payment, prior to the start. The waiver only needs to be completed once for the season, if players are added to the roster at any point during the season, that player(s) must fill out the waiver before participating.

4. Checking ID’s: Before a contest, event, or activity, all members of a team shall present to the scorekeeper their pictured Montclair State University ID card. The scorekeeper shall then verify the participant’s identity and so note on the scoresheet. Those players listed on the scoresheet and verified by a scorekeeper are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the scorekeeper. Should a player not be verified by a scorekeeper, that individual shall be considered an ineligible player.

5. Forgotten ID Policy: If a player forgets his or her ID, that player is ineligible to participate in the SRC activity.

6. The captain is the representative of his/her team and may address an official and/or director on matters of interpretation or to obtain essential information, if it is done in a courteous manner. Any player may address an official to request a time-out or permission to leave the playing field or court.

7. A player must play in at least one regular season game in order to be eligible to participate in playoff games.

PLAYERS:

8. A team can be comprised of a maximum of 16 players. Each team will have five (5) players and a goalie on the field at a time.

9. Teams may start the game 1 player down (4 players and a goalie).

10. Teams are strongly advised NOT to bring fans (there is very little room and visibility).

11. Players are not allowed to wear hats or jewelry of any kind.

12. Only athletic shoes with a non-marking sole are permitted

13. No studded cleats (plastic or metal) are permitted under any circumstances.

TIME:

14. The game will consist of two 20-minute halves with a 3 minute half-time. The referee has the official time and time will only stop in the event of an injury.
15. Teams will have one 30 second timeout per half.

**FORFEITS:**

16. A team not ready to play (or failing to appear) at the designated day, date, time, and location of the scheduled contest will forfeit that contest. *GAME TIME IS FORFEIT TIME!!*
17. In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.
18. If at game time neither team has the minimum number of participants required to play, the IM Sports Supervisor will call the game a double forfeit.
19. Any team that forfeits, or defaults, a total of TWO games within the season will be ineligible for the playoffs and will be removed from the league. Captains are responsible for entering time preferences and availability information for their team on IM Leagues, at the time of registration.

**GAME PLAY:**

20. Substitutions may be performed during a timeout or any stoppage of play.
21. The “touch” or out-of-bounds lines will be the black basketball court lines.
   A. Goal kicks are to be taken from the end line inside the goal box.
   B. Any ball that exits the field of play along the sidelines will be restarted by the other team via kick-in
22. There will be no offside calls.
23. All goals count as one point.
24. All contact is allowed unless a player hits an opponent directly from behind.
25. All kicks are indirect.
   A. During a free kick no defensive players are allowed within 10 feet of the ball.
26. Players must use the bubble balls correctly or risk being ejected from the game.
   A. Must wear straps correctly
   B. May not stick head out of the top of the ball
   C. Players may not take the bubble ball off unless it is during a dead ball or timeout.
   D. Must listen to all other instructions given by the official
27. Any contact made outside of the field of play will result in a yellow or red card for the player who initiated contact.
28. Improper use of bubbles (with or without resulting destruction) will result in a yellow or red card.
29. Any player who receives two yellow or one red card in a game will be ejected from the game.

**OVERTIME – PLAYOFFS ONLY:**

30. If the game is still tied following regulation play, there will be one 3-minute sudden death overtime. If play is still tied at the end of the 3-minutes, the game will go into a shootout.
   a. During a shoot-out, 3 players are selected from each team and teams will alternate taking penalty kicks.
   b. The goalkeeper must remain on the goal line until the ball is kicked.
   c. In the event of a tie, players will continue kicking in a sudden death format. Each team will have an equal chance to score.
   d. No player may kick twice until all players have kicked.
   e. If everyone kicks and the game is still tied. The bubble balls will be removed for the next round.
*All rules are subject to change at a moment’s notice and are at the discretion of the Intramural Sports Director. If any participant argues with an official or Director, they may be ejected from the game and/or the field space. If any issues occur, Campus Police may be called.