

IM BUBBLE SOCCER RULES

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Rule 1: Facility & Equipment

Article 1. Facility- Intramural Sports Fields: Ferris Drive, big Rapids, MI (across from Department of Public Safety and Cramer Hall)

- a) Ferris State Intramural Sports has a zero tolerance policy for alcohol, tobacco, or any other drug at intramural events. Furthermore, Intramural Sports staff reserves the right to remove participants or fans suspected to be under the influence of drugs or alcohol. The removal process may involve the assistance of authorities such as Ferris State DPS or a member of the Big Rapids Police Department.
- b) Pets: Due to health and safety concerns, pets are not allowed at the Intramural Sports Fields. This include both formal intramural competitions/events and informal recreational activities.

Article 2. Equipment

- a) Athletic shoes or rubber cleats are recommended. Cleats with any type of metal spikes are not allowed.
- b) All jewelry is required to be taken off before entering the bubbles. Jewelry cannot be taped. It must be removed completely.
- c) Shin guards are not allowed due to chance of damaging the bubbles.
- d) All items must be removed from pockets/clothing to reduce damage to bubbles.
- e) Bubbles and soccer balls will be provided by the intramural department and must be used by the teams.

Rule 2: Eligibility and Game

Article 1. Eligibility

- a) Ferris State students, staff, and faculty are allowed to participate in Intramural Sports.
- b) NO ID, NO PLAY, NO EXCEPTIONS! All players must present their own personal FSU ID card before every game in order to participate.
- c) If you are caught trying to use someone else's ID, your team will forfeit that game, and the other student will need to come to the UREC office the following day to retrieve his/her ID.

Article 2. Game

- a) Bubble soccer is played similar to the regular rules of soccer. The following modifications are provided.
- b) Each game will consist of four 6 minutes quarters with a 3 minute break in between each quarter. The clock will run continuously except during timeouts, injuries, or goals scored.
- c) Substitutions may only occur between quarters. If someone is injured, a sub will replace the injured person.
- d) Each team will be given 1 timeout per quarter.
- e) Kickoffs: The ball is placed in the center of the field. Teams line up 10 yards from the centerline. When the whistle blows, teams may run to the ball for possession. Kickoffs occur at the start of each quarter and after each goal scored



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- f) If a ball goes into a bubble, the ball will become dead and a face-off will occur.
- g) Face-off: One player from each team will stand 5 feet away from the ball. When the official blows the whistle, they both go for the ball.
- h) If the ball goes out of play, as deemed by the official, the opposing team will have a kick in where the ball went out of play.

Rule 3: Safety Concerns and Free Kicks

Article 1. Player Safety

- a) Bumping into another bubble can only be done with the front half of the bubble.
- b) You can only bump another player from the front or side. You cannot run up to another player from behind and bump them even if you use the front part of your bubble.
- c) Players may not leave their feet to launch themselves at the opponent.
- d) Players who are knocked to the ground during play must be allowed to get up before being contacted again by an opposing player.

Article 2. Free Kicks

- a) Free kicks may be awarded for any violation listed under player safety
- b) Free kicks may also be awarded for any of the following violations:
 - i. Kicking an opponent
 - ii. Tripping an opponent
 - iii. Slide tackling of any kind
- c) Yellow and Red cards can be given for any violations depending on the officials decision

Rule 4: Captain Responsibilities

Article 1. Captain Responsibilities

- a) The captain must maintain control of their team's sportsmanship. Your team will be graded each game and must maintain a 2.75 average to make the playoffs. The Captain is also in charge of the fans that come to support their team. The fans sportsmanship can also have an effect on your team's sportsmanship rating.
- b) GAMETIME IS FORFEIT TIME! If your team does not show up on time for your scheduled game, your team will receive a forfeit and 3 sportsmanship rating. If at least one member of the team shows up before the scheduled start time, a 5-minute grace will be added to the forfeit time.
- c) If your team forfeits, a \$25.00 fee will be issued to the Captain and he/she will need to be pay by 3pm prior to the next game. Failure to do so will result in a second forfeit.

Article 2. Appeal Play/Protest

- a) Protests will not be received or considered if they are based solely on decision involving the accuracy of judgement on the part of an umpire.
- b) The appeal must be made before the next legal play. The following may be appealed/protested:
 - a. Misinterpretation of a playing rule.
 - b. Failure of an umpire to apply the correct rule to a given violation.
 - c. Failure of an umpire to impose correct penalty for a given violation.

*** Written protests may be filed in the Intramural Office anytime between the initial time of the incident to the following day by 3 pm. (See desired articles under Rule 3: Intramural Basketball Specifics for rule clarification).***

