

## Intramural 5-a-side Football

### Sports Union

University of Strathclyde Sports Union is responsible for administering the IMS tournament and as such, all decisions taken by the SU are to be abided by. The SU reserves the right to ban any participant from taking part in IMS activities for continued breach of code of conduct rules.

### General Conduct

Players should all wear footwear appropriate for astroturf. The IMS tournament is run in the spirit of good sportsmanship and this should be upheld in matches. Participants in IMS activities are representatives of Strathclyde University and as such, the conduct of players should be a credit to the University and not cause for complaint.

### Team Withdrawals

Any teams wishing to withdraw from the competition must do so 48 hours in advance of the competition, to allow the SU to make amendments to the match schedule.

### Competition Schedule

All teams will have a brief competition schedule outlined when initially entering teams (time of registration, match play, break, presentation).

Match schedules will be drawn following the deadline for team entries, and communicated to teams 1 week prior to the event.

### Results

Results should be reported to SU staff as soon as possible after the game to allow results and group standings to be updated promptly.

### Scoring System

3 points will be awarded for a win and one point for a draw. League positions are determined by the first of the following rules:

- Points per game
- Goal difference per game.
- Goals scored per game.

### The Game Rules & Format

- 10 players maximum per squad, 5 players on-side at one time.
- Teams are given two minutes to warm up prior to each match. All games will last 15 minutes with no half time.
- Team captains are responsible for keeping time, and for keeping the score. A final score must be agreed on at the end of the match.
- **No referee is allocated** – it is up to the teams playing each other to adhere to the rules and settle any dispute amicably.
- No sliding challenges.
- Teams will be given a two-minute grace period if they are late to a game, a goal will be awarded to the opposing team every minute thereafter (i.e., after 3-minutes, 1-0, 4-minutes, 2-0, and so forth).

- Each keeper must always stay in the circle. If the goalkeeper leaves the area, possession will be given to the opposing team. The keeper may not pick up the ball if passed to by his own team member.
- Attacking players may not enter the opposition box, including tackling/shooting.
- If a player steps in the opposing team's area, a goal kick will be awarded.
- Self-regulated substitutions are allowed when the team's goal keeper is in possession of the ball.