

All players must be registered on the team's roster on imleagues.com prior to being eligible to participate in any games.

Team registration is free, however, if a team forfeits a game they will be required to pay a forfeit fee in order to remain in the league. For 4 v 4 Outdoor Soccer, because teams may play on back-to-back nights, a team that forfeits will have 2-business days to make a payment for their forfeit at Hornet Central. The payment form will be emailed to the captain following the forfeit.

1st team forfeit = \$15 to remain in the league


2nd team forfeit = \$25 to remain in the league

3rd team forfeit = Team removed from the league

*if a team has multiple games in one night and forfeits more than one, only one forfeit fee will be charged to remain in the league.

Absolutely no Slide Tackling

No jewelry, hats, items with knots, or hard casts will be permitted



All players must wear athletic shoes or rubber cleats. Sandals, boots, crocs or metal spikes are prohibited.

Games consist of two 15-minute halves with a running clock

Games are played 4 v 4 -

The following gender combinations are permitted for Indoor Soccer

4-non-males

3-non-males, 1-male

3-males, 1-non-male

2-non-males, 2-males

3-males, 0-non-males

3-non-males, 0-males

Three players are required to avoid a forfeit/default. The following point penalties will be enforced if a team does not have the minimum or is not ready to play at game time:

Point Penalties for being late:

1 - 2 minutes late = 1 points

3 - 4 minutes late = 2 points

5 - minutes late =

The game consists of two 15-minute halves (running clock) with up to 3-minute halftime.

During the regular season, a 2-minute overtime period will be played, if a team has more goals at the conclusion of the 2-minute period, they will be the winners. If it is still tied after the 2-minute period, the game will end in a tie.

During the postseason, there will be up to two 2-minute overtime periods played. If the score remains tied after each of the t



Any contact that in the judgment of the officials or Student Directors is deemed excessive may result in an immediate ejection.

Any player that is ejected must leave the facility immediately. If a player chooses to return to the game site the same day, he/she will be trespassing, and the proper authorities will be contacted. All ejected participants must schedule a meeting with the Director for Campus Recreation & Wellness prior to becoming eligible for participation.

Any participant missing a scheduled meeting will receive an additional game suspension.

Any rules not outlined above will be governed by the National Federation for High School Sports (NFHS) rules.