

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 by team captain's 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

The league will be run under SFA rules and regulations for the most part. The only difference is there is no substitution restriction and rolling substitutions are permitted.

- A maximum of **TWO** 1st **OR** 2nd BUCS team players are allowed on the pitch at any one time.
- 12 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 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.

- 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).
- Pass backs **ARE** permitted.
- Each keeper must always stay in the circle. If the goalkeeper leaves the area the opposition will be awarded an in-direct free kick outside the circle.
- 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.