



BUMP SOCCER

University Recreation does not provide accident insurance coverage for injuries received by Recreational Sports participants. Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. UREC Recreational Sports assumes no responsibility for injuries. However, basic First Aid will be available.

PROGRAM RULES:

ANY player that is disqualified must meet with the GA before they are allowed to play ANY Recreational sport. If a player is disqualified, he/she may NOT be replaced and the team will play short 1 player.

1. All participants must have their current valid UWG ID card with them and a 917 number in order to participate. No player will be allowed to play without his or her own valid UWG ID and 917 number.
2. Jewelry is not allowed.
3. All participants must wear full t-shirt. No cut-offs allowed.
4. Teams are required to wear same colored jerseys/shirts. Teams without their own jerseys will be required to check out jerseys from the Rec Sport checkout table. The captain's I.D. must be given to check out the bag of jerseys. Players must have a jersey before he/she can check in.
5. A player may play for ONE men's or women's team, and ONE coed team.
6. The following equipment may NOT be worn: hard hats, billed hats or visors, cleats, hooded sweatshirts, medical braces with exposed metal, any headgear with knots of any kind, or sunglasses.

PLAYERS:

A match is played by two teams, each consisting of not more than five players. A match may not start if either team consists of fewer than three players.

1. **Substitutions:**
 - a. Substitutions will be allowed during the game at any time during active play. To substitute a player, the player coming off of the field needs to stand by the sideline of the field as the new player going onto the field crosses the side-line to enter the game simultaneously. All substituted players will be checked for equipment by a referee before entering onto the field.
2. **Goalkeeper:**
 - a. During gameplay, there are five active players on the field with each team. Goalkeepers are NOT allowed. There will be a crease area in front of the goal – players can travel through the crease, but cannot stay in the crease for more than three seconds.

SAFETY & EQUIPMENT:

The referees provided during the match are for the supervision of the game, but also to ensure the safety of the players.

Excessive force bumps without the intent to gain possession of the ball OR without the intent to clear the path of the ball to the goal, can and will be penalized with a 2 min penalty based on referee's discretion.

Depending on the case, especially when these bumps are from blind spots & when safety of the opponent is endangered, referee has the authority to disqualify a player.

Bumping the opponents outside the boundary cones is NOT legal. Point of contact/bump determines what is a bump in or out of the boundary areas. A bump inside the playing field that results in an opponent falling outside that playing area is legal.

We recommend wearing knee pads for indoor bubble soccer games.

1. Equipment:
 - a. Each player must be in a "Battle Ball" prior to stepping on the field. The equipment shall be worn fully-inflated and over the shoulders with shoulder straps that are snug to ensure that the player is secured tightly inside the ball.
 - b. Players must wear tennis shoes or turf shoes, soccer cleats will not be allowed. Shin guards and kneepads are recommended but not required.
2. Jewelry, glasses and other sharp objects:
 - a. No jewelry or other sharp objects may be worn during play or in the Battle Ball. Glasses may be used, however will need to be worn with an eyewear retainer to keep them on the player at all times.
3. "On the Ground Rule:"
 - a. Players who are knocked to the ground during play must be allowed to get up before being contacted again by the opposing team. It is critical that players not be hit while on the ground and be allowed to get up. Referees will strictly enforce this rule as a players legs are vulnerable when trying to stand up and to ensure safety.
4. Whistle to Stop Play:
 - a. Referees will blow the whistle three times consecutively to either stop play, or to signal the end of a half and/or game. All players must STOP if they hear the signal. Active gameplay will be stopped by the referees to respond to player safety concerns (loose strap, Battle Balls which are not properly inflated or other unsafe condition).
5. Restart of Play:
 - a. If play is stopped by the referee, it will be resumed by one blow of the whistle to resume play.

DURATION OF THE MATCH:

The match lasts two equal halves of 12 minutes.

1. Halftime Interval
 - a. Players are entitled to an interval at half-time.
 - b. The half-time interval must not exceed 5 minutes.
 - c. The duration of the half-time interval may be altered only with the consent of the supervisor.
2. Allowance for Time Lost
 - a. Allowance is made in either half for all time lost through equipment/safety stoppage or other

THE GAME:

1. The Start and Restart of Play
 - a. At the beginning of the match, both teams will line up on the “baseline” closest to their goal. The referee will place the ball in the middle of the field and blow the whistle once to begin play. This start will occur at the beginning of the game and the second half, as well as after each goal scored.
2. The Ball in and out of Play
 - a. Referees will not stop play if a ball goes out of bounds. The ball is still “active,” unless it goes out of bounds near spectators or other obstructions which could cause a hazard to player or spectator safety. Referees will call “play on” to indicate to players that the ball is still active if out-of-bounds.
 - b. Referees will have two balls on-hand during gameplay, one ball will be actively in play. If the ball is kicked far out of bounds, a referee will roll a second ball into play either
 - i. At the point of where the ball went out or
 - ii. Into the center of the field. If a ball is introduced into the field, the referee will call “play on” to indicate a new ball was introduced into play.
3. Method of Scoring
 - a. A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring the goal.
 - b. The team scoring the greater number of goals during a match is the winner. In the regular season, if both teams score an equal number of goals, or if no goals are scored, the match is drawn.
4. Offside
 - a. Bump Soccer does not utilize an off-side rule.

SPORTSMANSHIP POLICY AND RATINGS:

The Sportsmanship Rating System is intended to be an objective scale by which teams’ attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after a Recreational Sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it.

At the conclusion of each contest, the Recreational Sports Staff present will assign each team a Sportsmanship rating based on a grading scale of “1-4”.

4 pts Good Conduct and Sportsmanship: Players cooperate fully with the officials and Recreational Sports staff. The captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner. The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers, spectators and Intramural Sports staff. *Teams who default will receive a 4-sportsmanship rating

3 pts Average Conduct and Sportsmanship: Team members complain about decisions made by the Officials and/or show minor dissent. Team members show minor disrespect to someone involved in the contest.

2 pts Below Average Conduct and Sportsmanship: Team shows verbal dissent towards officials And/or the opposing team. Captain exhibits minor self-control and little or no control over their team.

*one unsportsmanlike infraction was given to a team

1 pts Poor Conduct and Sportsmanship: Players constantly comment to the officials and/or opposing Team from the playing area or sidelines. Team captain has no self-control and no control over their team's actions.

*two unsportsmanlike infractions given to a team.

0 pts Very Poor Conduct and Sportsmanship: Team is completely uncooperative. Captain has no Control over teammates and/or themselves. *Teams who no show *3 Unsportsmanlike infractions or game forfeiture.

CANCELLATION OF ACTIVITIES:

Recreational Sports activities are subject to cancellation due to unsafe facility conditions. This may include inclement weather (rain, snow, etc.) and subsequent poor field conditions, or unforeseen circumstances, which may occur in both indoor and outdoor facilities that create unsafe playing conditions (i.e. roof leaking on basketball floor or a major injury). The Recreational Sports Staff will make all decisions regarding playability and safety of facilities. There will be an announcement on the IMLeagues.com website indicating whether any events for that day have been canceled. In addition, an email will be sent to the captains of teams scheduled to play. It is the responsibility of each team/participant to check the IMLeagues.com website.

CANCELLATION TIME:

In the event of inclement weather, the Recreational Sports office will make an official decision regarding the night's games by 4:00PM. After 4:00PM, playability of field/court conditions will be at the discretion of the Intramural Sports Staff on site.

CANCELLATION OF ACTIVITIES IN PROGRESS:

1. In cases when weather forces the halt of a contest in progress. A game is considered a full game if the game is stopped at Half time or after the start of the second half.
2. In the event of lightning or thunder, the following will occur:
 - Games in progress are stopped and canceled (unless they have reached the official game point) if the Intramural Sports Staff sees lightning or hears thunder, or if the lightning prediction system produces an alarm.
 - If the lightning prediction system has not cleared play by the start of the next game, or if the required 30-minute wait time following the last sighting of lightning or from hearing of thunder in order to clear play is not completed prior to the start of the next game, then ALL games will be canceled for the night, unless otherwise noted on the IMLeagues.com.
 - Check the IMLeagues.com website if you are unsure if games have been canceled.

RESCHEDULING OF CANCELLED GAMES:

In the case of cancelled activities, the Recreational Sports Staff will reschedule each contest for the next available date/time. Rescheduled game times will post on IMLeagues.com by 2:00PM the next business day.