



CAMPUS RECREATION

SOCCER RULES

***Fields are 80 yds x 40 yds**

General Rules and Notes

1. Intramural Sports uses the 2017 FIFA Rules. All modifications made to rules are listed here; any rules not mentioned are referred to the 2017 FIFA Soccer rules.
2. **GAME TIME EQUALS FORFEIT TIME.**
 - A. The forfeit game score will be recorded as 5-0.
 - B. **Exception**-If one or more team members are present but don't have the minimum to start play, the team ready for play can decide to take the forfeit win or they can choose to wait up to **15 minutes past scheduled start time** for the other opposing team members. The opposing team will be penalized by the following.
 - i. **1 goal will be awarded every 5 minutes, up until 15 minutes after start time.**
Example-If the others team members show up 10 minutes after start time, the team that was ready for play would **begin the game up 2 to 0 and the half would be only 8 minutes long.** If the team is not ready for play after 15 minutes will result in a forfeit.
3. Only players on the official team roster and score sheet can participate in the game.
4. Mercy Rule: If at any point during the last 5 minutes of the game, if one team is ahead by a goal differential of 7 goals or more then the game will end.

Game Regulations

5. Games will be played with two (2) eighteen (18) minute halves with running time. There will be a three (3) minute halftime. There are no timeouts.
6. Games will be played with a maximum of seven (7) players on the field. A minimum of five (5) players is required to start.
 - A. **Co-Rec Rule:** Game is played with a maximum of seven (7) players. A maximum of four (4) players of one gender may be on the field at one point and the difference between each gender may not be greater than two (2).
7. No jewelry, hats with bills, and bandannas will be allowed when playing. **NO SHORTS WITH POCKETS!**
8. Regular season games tied at the end of a game will result in a tie. Overtime is only played during playoff games.
9. Overtime will consist of an alternating best of five shootout format.
 - A. A coin flip will be held with the winner deciding whether to shoot first or last.
 - i. Co-Rec: Each team may decide to use a male or female first. The remainder of the shoot-out will alternate genders.
 - B. Each team designates one player to play in goal

Game Play

10. Officials **ALWAYS** start play with a whistle blow.
11. Officials are part of the game/field.
12. There will be no off sides.
13. A kick-off will be used:
 - A. At the start of the match
 - B. After a goal has been scored
 - C. At the start of the second half of the match
 - D. At the start of each period of extra time, where applicable

*A goal may be scored directly from the kick-off.
14. Goalies can use their hands within the goalie box. They can kick, punt, throw, or roll the ball back into play, provided the ball is inbounds when it is touched by the goalie.
15. If a goalie touches the ball with their hands while in the penalty box after the ball has been deliberately kicked or thrown in to him/her by a teammate, then a corner kick will be awarded to the opposing team.

16. There will be no kick-ins. Balls that are played out of bounds will be restarted with a throw-in. The ball will be thrown from within a yard of the sideline at the spot where the ball exited the field. If a team kicks the ball out of bounds over their own goal line in an attempt to defend their goal, the opposing team is awarded a corner kick.
17. If a team has clear possession of the ball when play is stopped, they shall be awarded an indirect kick.
18. Substitutions can only be made on dead balls (ex. goal kick and throw-in), when prompted by the official to do so. There are unlimited substitutions.
19. Goal kicks are always taken from the goal line.
20. A kick-off (at the start of the game, after a goal, and at the start of the second half) is always a direct kick and **MUST** be started off with a whistle.
21. In cases where teams do not have their own jerseys, participants must wear solid color jerseys/t-shirts. *Goalies should wear a bright colored shirt to distinguish them from other participants.*
22. In the event of a tie in the standings, the tie break procedure will be as follows:
 - A. Goal differential
 - B. Head to Head
 - C. Goals For
 - D. Goals Against
 - E. decide by a shootout (Ball is marked 12 yards off the goal line)
23. NO WALLS may be formed.

FOULS AND MISCONDUCT

1. A player that commits any of the following offenses:
 - a. Kicks or attempts to kick an opponent
 - b. Trips an opponent (throwing or attempting to throw a player by the use of their legs or by stopping in front of a player or behind a player)
 - c. Jumps at an opponent
 - d. Charges an opponent in a violent or dangerous manner
 - e. Charges an opponent from behind unless the opponent is the charger
 - f. Strikes or attempts to strike an opponent
 - g. Holds or attempts to hold an opponent with any part of their hand
 - h. Pushes an opponent with their hands or arm
 - i. Plays in a manner considered by the referee to be dangerous
 - j. Charges unfairly (i.e. with the shoulder when the ball is not within playing distance)
 - k. Charges the goalkeeper when he/she:
 - Is holding the ball (is in the "goal box")
 - l. Handles the ball with their hands or arm (does not apply to goalie if he/she is in the goalie "box")
 - m. Slide tackles another player
 - n. Hand Ball (a ball that hits anything from the side of the shoulder, down the arm)
 - Hand balls that occur inside the 10 yard box will result in a penalty kick
 - o. High Kicking – raising the leg above the waist in an attempt to kick or play the ball when another player is in close proximity (the official will determine if the distance is safe or not)...shall be penalized by the award of a **DIRECT** free kick to be taken by opposing team at the spot of the foul.

1. A player committing any of the following:
 - a. **Obstruction** - Intentionally obstructing an opponent when not playing the ball (running between the ball and the opponent, interposing the body so as to form an obstacle to an opponent)
 - b. Impeding the progress of their opponent when two players are racing for a loose ball and one uses their arms and body to steer or shield their opponent away from the ball
 - c. When playing as goalkeepers:
 - i. Goalie takes more than 6 seconds to release the ball from their hands
 - ii. Indulging in tactics which, in the opinion of the referee, are designed to hold up the game and thus waste time, to give an advantage to their own team
 ...shall be penalized by the award of an **INDIRECT** kick to be taken by the opposing team at the spot of the foul.

2. A player shall receive at least a caution (yellow card) for:
 - a. Unsportsmanlike behavior
 - b. Dissent by word and/or by action
 - c. Persistent infringement of the Rules of the Game
 - d. Delaying the restart of play
 - e. Failure to respect the required distance when play is restarted with an indirect kick or free kick.
 - f. Entering or re-entering the field of play without the referee's permission.
 - g. Deliberately leaving the field of play without the referee's permission
 - h. Slide tackling

3. A player shall receive a red card if:

- a. In the opinion of the referee, he/she is guilty of violent conduct or serious foul play
- b. He/she uses foul or abusive language
- c. A player denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball with their hands (this does not apply to a goalkeeper handling the ball within own penalty area).
- d. He/she persists misconduct after having received a caution (yellow card)
- e. Slide tackling from behind if not making an attempt to play the ball

4. Passing back:

- a. You can only pass back to the goalie (and he/she can pick it up with their hands) when:
 - i. heading the ball back to the goalie
 - ii. chesting the ball back to the goalie

5. Slide Tackling:

- a. Is illegal. A YELLOW card or RED card will be awarded, depending on the Official's judgment.
- b. Slide tackling is the action of both feet leaving the air in the direction of a player to gain possession of the ball in which contact occurred with another player or would have occurred if the player not alter his/her speed.
- c. Goalkeepers are NOT exempt from this rule. Goalkeepers cannot slide with their feet first!

6. Penalty:

- a. A foul outside the penalty box will result in either a direct or indirect kick from the spot of the foul, depending on the infraction.
- b. ALL fouls (both direct and indirect) inside the penalty box will result in a penalty kick, except for Rule #14.

****Note Advantage clause:** The referee shall refrain from penalizing when it would be an advantage to the offended team. It is recommended that the referee raise both arms and give a verbal indication of "advantage, play on". Once play has stopped the referee may return to the previous foul and award the player a card if found necessary.

CARDS

1. Yellow: Given to any player for repetitious fouls, and/or unsportsmanlike conduct.
2. 2nd Yellow: Equal to a red card which results in being ejected from the current game and suspended from their team's next scheduled game
3. Red: Player is ejected from current game and suspended indefinitely.
4. If a team is penalized for a red card; that team cannot replace the ejected player on their roster and must play with one less player for the remainder of the game.

5. 2nd Red: Player is banned from participating in league play for that particular sport for the remainder of the quarter.