

RULES AND REGULATIONS

INTRAMURAL SOCCER

GENERAL INFORMATION

All games will be played in the Auxiliary Gym.

Jewelry, headwear, and braces of unyielding material are prohibited.

Teams must wear contrasting colors. Individual team jerseys are permissible provided the jerseys are the same color and contrast the other team. The Intramural Office will provide scrimmage vests. All players are required to have numbers.

The entry fee for Intramural Soccer is \$10.

Forfeit fee for Intramural Soccer is \$15.

PLAYING THE GAME

STARTING PLAY: The official at the team captains' meeting will flip a coin to start play. The representative winning the flip will decide which goal they wish to defend, and which team gets first possession of the ball.

PERIODS & TIME FACTORS: A game consists of two halves, each being fifteen minutes, with a four-minute half-time. The clock runs from the whistle for first kick-off and runs the entirety of the game. It may be stopped for injuries. The referee may allot a specific amount of time at the end of each half (stoppage time) to account for any time wasted by the teams.

TIME OUTS: No time outs will be given.

NUMBER OF PLAYERS: The minimum number of players for Intramural Soccer is three; the maximum number of players on the playing field, per team is five. This number includes the goalkeeper.

SUBSTITUTIONS: Substitutions can only be made: 1) after a goal and before the kick-off, 2) before the beginning of a period of play, 3) to replace injured players, 4) when the ball is out of play.

SCORING: A goal will be awarded when the ball passes over the goal line between the goalposts providing there were no infractions to the law prior to the goal.

OVERTIME: A two minute overtime period will be played in the event of a tie game. If a second overtime is necessary, each team will designate five players to participate in a Penalty Kick shootout. If a team is playing with four players, each player is allowed one kick during the shootout. Teams will alternately take Penalty Kicks from the top of the Penalty Arch, with the team scoring the best-out-of-five being awarded the win. If still tied after five kicks from each team, the teams start again in sudden death Penalty Kicks.

GAME SPECIFICS:

-Field of Play: The playing field used will be the inbounds area of a basketball court, with the 3-point arch acting as the Penalty Arch.

-Kick-Off: A kick-off starts play each period and after each goal. The team being scored upon will restart play with the kick-off. The opposing team must be outside the center circle during kick-off. The ball is in play as soon as it has moved after the referee's whistle.

-The Restart: If the ball passes out of bounds across the touchline, play will be restarted with a kick-in from the point nearest to where the ball left play on the touchline and awarded to the opponent of the player who last touched the ball. Balls that leave the field across the goal line will be: 1) Restarted by a goal kick if played out-of-bounds by the attacking team, 2) Restarted by corner kick if played out-of-bounds by the defending team. If play is stopped by the referee and no free kick awarded, play will be restarted with a dropped ball at its location when play stopped.

-Goalkeepers: Each team must have a goalkeeper who is outfitted in a uniform distinct from all other players on the field. The goalkeeper may use their hands to gather the ball within his own Penalty Arch unless played to them by their own teammate. When the goalkeeper has collected the ball, they are allotted six seconds for the ball to leave their hands. A ball intentionally dropped may not be picked back up to restart the count. No player is allowed to interfere with the goalkeeper in order to impede them from distributing the ball.

-Free Kicks: Free Kicks awarded for infractions and must: 1) Be taken from the point of the foul, 2) The ball must be stationary when the kick is taken, 3) The kicker may not touch the ball a second time until it has touched another player. All opposing players must be a minimum of 3 yards from a Free Kick until it has been kicked or moved. All Free Kicks are considered Direct.

A Free Kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referee to be careless, reckless or using excessive force:

- kicks or attempts to kick an opponent
- trips or attempts to trip an opponent
- jumps at an opponent
- charges an opponent
- strikes or attempts to strike an opponent
- pushes an opponent

A Free Kick is also awarded to the opposing team if a player commits any of the following offences:

- tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- holds an opponent
- spits at an opponent
- handles the ball deliberately (except for the goalkeeper within his own penalty area)
- causes the ball to strike the ceiling at any point
- plays in a dangerous manner
- impedes the progress of an opponent
- slide tackles
- prevents the goalkeeper from releasing the ball from his hands
- commits any other offence for which play is stopped to caution or dismiss a player

A Free Kick is also awarded to the awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offences:

- takes more than six seconds while controlling the ball with his hands before releasing it from his possession
- touches the ball again with his hands after it has been released from his possession and has not touched any other player
- touches the ball with his hands after it has been deliberately kicked to him by a team-mate
- touches the ball with his hands after he has received it directly from a kick-in taken by a team-mate

-Penalty Kick: A penalty kick if any of the above fouls is committed by a player in his own penalty area regardless of where the foul occurred as long as the ball is in play. Penalty will be taken from the top of the Penalty Arch.

-Goal Kick: Goal kicks may be taken from anywhere within the Penalty Arch. The ball must leave the Penalty Arch to be in play. Opponents must remain outside the Penalty Arch until the ball is in play.

-Corner Kicks: Corner kicks are to be taken at the corner nearest to where the ball went out over the goal line. Opponents must remain at least 3 yards away from the corner kick.

-Offside: No Offside will be awarded in 5v5 play

-Cautions and Sending-Off:

-Caution: A player is cautioned and shown the yellow card if he commits any of the following seven offences:

1. Is guilty of unsporting behavior
2. Shows dissent by word or action
3. Persistently commits fouls
4. Delays the restart of play
5. Fails to respect the required distance when play is restarted with a corner kick or free kick
6. Enters or re-enters the field of play without the referee's permission
7. Deliberately leaves the field of play without the referee's permission

-Sending-Off: Players who are sent off must make an appointment with the Coordinator of Student Leadership & Intramurals to further discuss the matter and will not be allowed to play in the next scheduled game (minimum suspension). A player is sent off and shown the red card if he commits any of the following seven offences:

1. Is guilty of serious foul play
2. Is guilty of violent conduct
3. Spits at an opponent or any other person
4. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
5. Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
6. Uses offensive or insulting or abusive language and/or gestures
7. Receives a second caution in the same match

CO-REC RULES:

NUMBER OF PLAYERS: The game shall be played by two teams consisting of five players (the number of males is not to exceed 3). A team playing with four players must have an equal number of males and females on each team (2 males, 2 females). Teams may play with three players if necessary (the number of males is not to exceed 2). A game may not start or continue with fewer than these numbers.

SUBSTITUTIONS: Substitutions must be made female for female and male for male.