



# SOCCKER RULES

## MEN'S, WOMEN'S & CO-REC

### Mission Statement

To Serve, Educate and Promote Wellness

### Vision Statement

We are a service-oriented department dedicated to excellent fitness, and recreation programs that enhance the university experience.

#### I. Eligibility

1. All participants are subject to the eligibility rules which are listed in the Intramural Sports Handbook.
2. Students with current U of A ID cards are eligible to participate.
3. Faculty/Staff with current SRC Membership or an Intramural Participation Card are eligible to participate.
4. NO ID, NO PLAY, NO EXCEPTIONS!

#### II. The Game, Players, and Equipment

1. Nine players constitute a team, however, a team may play with a minimum of seven players.
2. Each team must designate a team captain, who is the only person permitted to discuss rule interpretations with the officials.
3. **PLAYERS MAY WEAR CLEATS PROVIDED THEY HAVE MOLDED, ALL RUBBER SOLES. METAL, HARD PLASTIC, OR SCREW-IN CLEATS OF ANY KIND ARE NOT ALLOWED.**
4. It is recommended that players wear shinguards designed for soccer use.
5. **TEAMS MUST WEAR SAME-COLORED SHIRTS WITH "PERMANENT" NUMBERS FOR EACH PLAYER. NO TAPED ON NUMBERS ARE ALLOWED. "NO PERMANENT NUMBER, NO PLAY". NO EXCEPTIONS**
6. Goalies' jerseys must be distinct from teammates and opponents shirts.
7. Either team may substitute players on their own throw-in, on a goal kick, after a goal has been scored, at half-time, in the event of an injury, and when a player is cautioned.
8. The substitute and the teammate must enter and leave the field at the same location and the substitute may not enter the field until their teammate has left the game.
9. Substitutes must be beckoned onto the field by an official prior to entering the game.
10. Teams may not excessively delay the game when substituting players.
11. The officials must be notified of a change in goalie.  
**PENALTY:** # 8 - 11, Caution the player and award indirect free kick.
12. The officials should not call a penalty when they feel that by doing so would give an advantage to the offending team. When the officials see a foul that is not to be penalized, they should call out "Play On" and indicate that the foul was observed.

#### III. Time Factors

1. The game consists of two 25-minute halves of running time. A half ends when the official blows the whistle. Half-time shall not exceed five minutes. There are no time-outs and the clock will only stop for player injury at the discretion of the officials.

2. The team winning the coin toss will have the choice of ends of the field or the kickoff.
3. To start play - At the official's whistle the ball is kicked into the opponent's half of the field. Every player of the opposing team must be at least 10 yards from the ball until it is kicked. A goal may not be scored directly from the kickoff. The kicker may not play the ball again until it has been touched by another player. The ball must travel the distance of its own circumference (or re-kick).
4. To restart after suspension of play, when one team is clearly in possession of the ball - restart with indirect free kick from spot of suspension of play. When there is not clear possession - drop ball at spot of stoppage. If play was stopped in the penalty area - drop ball at nearest spot outside penalty area.
5. The ball is out-of-play under the following circumstances:
  - A. When it has completely crossed a touch line, whether on the ground or in the air. Even if the ball has landed within the field after being beyond the line in mid-air, it is still out-of-bounds.
  - B. When the official has stopped play.
6. Tie games will go into overtime (see overtime section of rules).

#### IV. Scoring

1. For a goal to be scored the ball must pass completely over the goal line between the posts and under the crossbar. (It is the position of the ball that counts - on the line is not over the line.)
2. It is a legal goal if the ball passes completely over the goal line even when in possession of the goalie.
3. It is not a goal if a player kicks the ball into either goal from an indirect free kick - award the opposing team a corner kick or goal kick accordingly.

#### V. Violations

1. A player shall be penalized for holding, pushing, kicking, tripping, spitting, or attempting to strike, kick, or trip. **PENALTY:** Direct Free Kick. If it is considered to be a misconduct, a caution will be issued. If it is considered serious foul play or violent conduct, the player will be ejected.
2. A player shall be penalized for charging an opponent in a violent or dangerous manner. (A fair charge consists of a nudge or contact with the near shoulder when both players are in an upright position within playing distance of the ball with at least one foot on the ground and the arms held close to the body.) **PENALTY:** Direct Free Kick.
3. For a slide tackle to be permissible, the foot or feet shall be on or near the ground, the tackle shall be for the ball and not the opponent, the ball shall be played first, and it shall be judged as not dangerous or violent. A slide tackle may never come from behind a player. **PENALTY:** Direct Free Kick and Yellow Card.
4. Players shall be penalized if they intentionally handle the ball; that is, carry, strike, or propel it with hands or arms. **PENALTY:** Direct Free Kick. Unintentional handling (the ball touching the hands or arms) shall not be penalized even though the offending player or team gains an advantage by such unintentional handling.
5. The officials will eject without previous caution any player who violently fouls the goalie who is in possession of the ball in his/her own penalty area. **PENALTY:** Direct Free Kick.
6. A player shall be penalized for kicking or attempting to kick the ball when it is in possession of the goalie. **PENALTY:** Indirect Free Kick.
7. A player shall be penalized for obstructing an opponent when not playing the ball; that is, running between an opponent and the ball or using his/her body to form an obstacle to an opponent, or jumping into a player **PENALTY:** Indirect Free Kick.
8. A player shall be penalized for engaging in play that is of a dangerous nature or likely to cause injury. Examples are:

- A. Raising the foot to the level that may endanger an opponent when the opponent is in a normal stance.
- B. "Hitching" or double kicking which may endanger an opponent.
- C. Lowering the head to a position level with, or below, the waist in an effort to head the ball in the presence of an oncoming player.
- D. A player other than the goalie covering the ball while sitting, kneeling, or lying on the ground. (A player may play the ball while on the ground provided they do not create a danger to themselves or others.)

**PENALTY:** Indirect Free Kick.

## **VI. Misconduct/ Conduct of Players, Coaches and Others**

1. The Intramural Sports Officials and Sports Assistants have the discretionary power to stop, suspend, or forfeit the game due to the conduct of participants or spectators, or for any reason deemed necessary.
2. Participants and spectators are expected to behave in a responsible, sportsmanlike manner.
3. Individuals shall be cautioned if they:
  - A. Persistently infringe upon any rule.
  - B. Show dissent by word or action to decisions of the officials.
  - C. Are guilty of unsportsmanlike conduct.
  - D. Are guilty of any incidental vulgar or profane language.
  - E. Are guilty of slide tackling from behind.
  - F. Intentionally handling the ball by a player other than the goal keeper in order to prevent a goal.
- PENALTY:** Indirect Free Kick.
4. The officials shall eject from the game any player (who may not be replaced), or any spectator from the field, if that individual:
  - A. Is guilty of violent conduct or serious foul play. (The commission of any direct free kick foul in a manner judged to merit immediate ejection without prior caution is defined as serious foul play. Any other act judged as violent is defined as violent conduct.)
  - B. Is abusive in language or gesture.
  - C. Persists in misconduct after receiving a caution.
- PENALTY:** Indirect free kick; or direct free kick in case of serious foul play (penalty kick if appropriate).
5. Players are not permitted to use profane or vulgar language. If incidental and not directed at anyone, they shall be cautioned. If abusive or directed at any person, they shall be ejected.
6. Individuals may be cautioned or ejected for committing unsportsmanlike or violent conduct toward the opponents, the officials, their own team, or spectators.
7. Players who are ejected from a game must leave the field area or their team will forfeit the game. Ejected players must also submit a letter of reinstatement and meet with the Intramural Conduct Board before they will be eligible to resume play.
8. Any player who is ejected from two games will be suspended for the remainder of the season.
9. Any player who receives four yellow caution cards during the season will be suspended for the remainder of the season.
10. If any team receives three yellow caution cards in a single game, they will forfeit the game upon receiving a fourth.
11. If a team has four players ejected during the season, the team will be suspended from play for the remainder of the season.
12. If a team receives nine yellow caution cards during the season, they will be suspended from play for the remainder of the season.
13. Spectators may be issued yellow caution and red ejection cards and these will count against a team's total.

14. Alcoholic beverages will not be tolerated. Players listed on the scoresheet who are detected having consumed alcohol prior to or during an intramural game will be ejected. NO WARNING OR EXCEPTIONS!!

## VII. Offside

1. A player shall be declared offside and penalized for being in an offside position only if at the moment the ball is played, the player is:
  - A. Interfering with play or with an opponent.
  - B. Seeking to gain an advantage by being in that position.**PENALTY:** Indirect Free Kick.
2. A player shall not be declared offside under the following situations:
  - A. If the player receives the ball directly from a goal kick, corner kick, throw-in, or drop ball.
  - B. If the player is not involved in the play or not seeking to gain an advantage.

## VIII. Goalie Privileges

1. Within his/her own penalty area, the goalie has certain privileges that are not given to any other player. These include:
  - A. Handling - The goalie may catch, carry, strike, or propel the ball with hands and arms.
  - B. Immunity - The goalie may not be charged, interfered with or impeded in any manner by an opponent while in possession of the ball. Possession includes throwing the ball out, and dropping the ball to be kicked. **PENALTY:** Indirect Free Kick.
2. The goalie also has certain violations that do not apply to other players. These are:
  - A. Steps by goalie - From the moment the goalie takes control of the ball with the hands within the penalty area, the goalie shall be penalized if more than four steps are taken without intent of releasing the ball; or, having released it into play before, during, or after the four steps, the goalie touches it again with the hands, before it has been touched by a teammate outside of the penalty area or by an opposing player either inside or outside of the penalty area. **PENALTY:** Indirect Free Kick.
  - B. The goalie must not deliberately delay getting rid of the ball when it is in his/her possession. **PENALTY:** Indirect Free Kick.
  - C. The goalie may not intentionally strike the opponents by throwing the ball at them or pushing them with the ball. **PENALTY:** If foul occurred in penalty area = Penalty Kick.
  - D. The goalie may not handle a ball which is passed directly to him/her by his/her own teammate. Exception: If it is passed from of the teammates head. **PENALTY:** Indirect free kick
3. Outside the penalty area the goalie has no more privileges than any other player.

## IX. Free Kicks

1. A direct free kick is one on which a goal may be scored directly from the kick .
2. An indirect free kick is one from which a goal may not be scored unless the ball has been touched by a player other than the kicker before entering the goal.
3. When a free kick is being taken, a player of the opposing team shall not approach within 10 yards of the ball until it is in play, unless the player is standing on his/her own goal line between the posts. The kick shall be retaken if a player is within 10 yards of the ball and interferes with the kick. If a player tries to slow the game down by not getting 10 yards from the ball, the player shall be cautioned. If the individual repeats the infraction, that player may be ejected.

4. As soon as the ball is in position, the official shall signal. The ball may be kicked in any direction. The ball shall be stationary when the kick is taken and is not in play until it has traveled the distance of its own circumference. The kicker may not play the ball a second time until it has been touched by another player.
5. When a free kick is awarded to the defending team in the penalty area, the ball is not in play until kicked a distance equal to its own circumference and enters the field of play beyond the penalty area. The goalie may not receive the ball into his/her hand from a free kick in the penalty area in order to thereafter kick the ball into play, or the kick shall be retaken. All opponents shall be outside the penalty area and at least 10 yards from the ball or the kick shall be retaken.
6. Offenses for which a direct free kick shall be awarded are:
  - A. Handling the ball.
  - B. Holding, pushing, striking or attempting to strike, kicking or attempting to kick, tripping or attempting to trip an opponent.
  - C. Using the knee on an opponent.
  - D. Charging an opponent violently or dangerously.
  - E. Handling by the goalie outside the penalty area.
  - F. Fouling the goalie while in possession of the ball.
  - G. Goalie intentionally striking or attempting to strike an opponent with the ball.
  - H. Spitting at an opponent.

All direct free kicks awarded to the offensive team in the penalty area are penalty kicks.
7. Offenses for which an indirect free kick shall be awarded are:
  - A. A player playing the ball a second time before it has been touched by another player at the kickoff, on a throw-in, on a free kick, on a corner kick, or on a penalty kick.
  - B. A goalie carrying the ball more than four steps.
  - C. A goalie delays getting rid of the ball.
  - D. Substitutes entering at improper location or without being beckoned by an official.
  - E. Dissenting by word or action with officials.
  - F. Unsportsmanlike conduct.
  - G. Dangerous play.
  - H. Offside.
  - I. Charging illegally (not violently or dangerously).
  - J. Interfering with the goalie or impeding the goalie in any manner.
  - K. Kicking or attempting to kick the ball when it is in the goalie's possession.
  - L. Obstruction.

## **X. Penalty Kick**

1. A penalty kick is awarded for any infringement of the rules by the defending team within the penalty area that is penalized by a direct free kick.
2. The penalty kick is taken from the penalty line. All players other than the kicker and goalie must be outside the penalty area at least 10 yards from the penalty line. The goalie must stand without moving his/her feet on the goal line until the ball is kicked. On the official's whistle, the kicker must kick the ball forward at least the distance of its own circumference. The kicker may not play the ball a second time until it has been touched by another player. **PENALTY:** If the ball is not put into play properly, the kick shall be retaken. If the ball is kicked a second time before it has been touched by another player, an indirect free kick will be awarded to the opposing team. If the goalie moves after the whistle and prior to the kick, the kick shall be retaken if a goal was not scored.

## **XI. Goal Kick**

1. A goal kick is taken by a member of the defending team when the ball passes completely over the end line having last been touched by the attacking team.
2. The ball is placed on the ground within that half of the goal area nearest to where it crossed the end line and is kicked in any direction from that point. The ball shall be kicked into the field of play beyond the penalty area or the kick shall be retaken. A goal may not be scored from a goal kick. The opposing team must remain outside the penalty area until the ball leaves the penalty area or the kick shall be retaken. The kicker may not play the ball a second time until it has been touched by another player outside the penalty area.

## **XII. Corner Kick**

1. A corner kick is taken by a member of the attacking team when the ball passes completely over the end line having last been touched by the defending team.
2. The corner kick is taken from anywhere within the corner circle. A goal may be scored directly from a corner kick. The opposing team must remain 10 yards from the ball until it has traveled the distance of its own circumference, or the kick shall be retaken. The kicker may not play the ball a second time until it has been touched by another player.

## **XIII. Throw-In**

1. A throw-in is taken to put the ball back into play after it has passed completely over a side line.
2. The thrower, at the moment of delivering the ball, shall face the field of play and part of each foot must be on the ground outside the playing field. The thrower shall use both hands equally and shall deliver the ball from behind and over the head. The throw-in must be made at the point the ball went out-of-bounds. A goal may not be scored directly from a throw-in. If the ball is improperly thrown-in, the opposing team is awarded a throw-in. The thrower shall not play the ball until it has been touched by another player on the field.
3. On a throw-in which enters the goal: If the opposing goal - award a goal kick. If own goal - award a corner kick.

## **\*\*XIV. Overtime**

1. **\* If the game is tied at the end of regulation play, an additional five minute period will be played.**
2. Teams will defend the same goals as in the second half.
3. If the score is still tied after the overtime period, a five shot penalty kick shoot-out will be employed.
4. The shoot-out is conducted in the following manner:
  - A. A coin toss determines which team shoots first.
  - B. Only players who play in the game are eligible to take penalty kicks in the shoot-out.
  - C. Only the goalies and players taking the penalty kicks may be on the field during the shoot-out.
  - D. A team must use the same goalie throughout the shoot-out. Unless the goalie is visibly injured during the shoot-out. In this case he/she may be replaced.
  - E. Teams will alternate shooters until the five players from each team have taken a shot on goal.
  - F. Each kick will be taken by a different player.
5. If the score is still tied teams will then enter into a "Sudden Win" Shoot-out.
  - A. A coin toss determines which team shoots first.

- B. Only players and goalies who participated in the shoot-out are allowed to participate in the "Sudden Win" Shoot-out.
- C. Teams will alternate shooters in an attempt to match kick for kick.
- D. The first team to gain an advantage will be declared the winner.
- E. EXAMPLE: If shooter "A" scores and shooter "B" does not, then "A"s team is declared the winner. If shooter "A" does not score and shooter "B" does score, then "B"s team is declared the winner.

## **CO-REC MODIFICATIONS**

1. Each team will consist of nine players one of whom shall be the goal keeper. The teams consist of four men and four women plus a goalie, who can be either gender. A team must have at least three men, three women and a goalie to begin or continue a soccer game. There must be equal numbers of men and women on the field at all times for a team (exception: goalie).
2. Substitutions must be female for female and male for male (exception: goalie).
3. A female scores equals 2 points. A male scores equals 1 point (this includes overtime shoot outs).
4. The last offensive player to touch the ball shall be the player credited with the score. EXAMPLE: Male player "A-1" shoots the ball. The ball touches female player "A-2", and then deflects into the goal by the male goalkeeper "B-1". RULING: This is a 2 point goal for team "A". The last offensive player to touch the ball was a female player "A-2".

### **◆◆◆ADDITIONAL INFORMATION**

- ◆1. No animals in indoor/outdoor facilities. (Exception: Assisted living animals)
- ◆2. Forfeit Policy:
  - If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
  - The Sport Assistant will declare a forfeit and award a "win" to the team that is ready to play with the correct number of players after they have properly entered their team on the scorecard.
  - If neither team is ready to play with the minimum number of players after the 10-minute forfeit period then both teams will receive a forfeit.
  - A team that does not have the minimum number of players after the 10-minute forfeit period shall forfeit the game. Example: game time is at 6pm, the game will be declared a forfeit at 6:10pm. In all cases the game must remain within the time period allotted, this means that the game clock will start at the time the game is scheduled to be played so that the 10 minutes will be deducted from normal playing time.
  - A team must start and continue the game with the minimum number of players as stated in the rules for that sport or a forfeit will be declared.
  - A team may receive a forfeit due to improper team attire.

- Teams found to have ineligible players in the game or on the game roster may forfeit that game, depending upon time of discovery and the player's effect on the game's outcome.
- Any Intramural Staff may assess forfeits for the use of an ineligible player or for player/spectator misconduct.
- Forfeited games will not be rescheduled.
- If a team forfeits ONCE the first team on the waiting list may replace it (without a refund). If there is no waiting list, the team may continue to play by paying a \$20.00 Re-entry fee at the Intramural Office within 48 hour of the forfeit.
- If a team forfeits or defaults twice (in league) it is dropped without notice.
- A contest completed prior to a team being dropped from the league is official. A contest not played is recorded as a "win" for the opposing team.
- A team will receive a forfeit if a game cannot be continued due to misconduct. The team will also be assessed the re-entry fee.

\*3. Forfeit Penalties:

- Lose right to protest the game
- All choices will go to the opposing team
- Start the game with a 1 goal deficit

\*4. Default Policies:

- As a courtesy to their opponents and to avoid a forfeit, a team may request to receive default for any game they will be unable to attend. In order to do so they must notify the Intramural Office at 621-8723 during normal business hours at least 24 hours prior to that game (Sunday games notification deadline is Friday at 4pm).
- Default is recorded as a loss but does not require a fee payment.

\*5. ID Policy:

Why must a participant have an ID for each and every game? This is an often-asked question during the early part of the activity season. The answer is quite simple. During any and all transactions with the university you student ID officially recognizes you. This is what defines your status as a member of the student body or the campus community. The Department of Campus Recreation, Intramural Sports Program wants to provide the very best services to "OUR" participants. If outside people participate in the program, they are putting participants and the university at risk. The other reason is: if an outside person is allowed to participate, these ineligible individuals would be, in essence, taking the opportunity to participate away from an eligible participant who we are here to serve. Before each game players must present their Cat Card ID so that they may be signed in on the scorecard. Only the names of those players present will be placed on the game score card. Any player arriving after that game has started must present their Cat Card ID to the game official and have their name added to the game score card before entering the game. **NO ID, NO PLAY, NO EXCEPTIONS!**