



Intramural Soccer Rules

I. THE TEAM:

A. Players

1. A team shall consist of seven (7) players; eight (8) players in Co-Rec. Co-Rec shall consist of 4 males/4 females, any of which may play at the goalie position.
2. A team must have six (6) players to start or continue play, seven (7) for the co-rec game. Any combination of 3/2 in co-rec.
3. Players **Must Have a valid Tarleton ID** in order to play or enter the Recreation Sports Center.
4. All players must sign a team waiver/roster form prior to participating in any intramural activity.

B. Substitutes

1. Substitutes must be recognized by the referee and must enter the field only after another player has left the field of play. (See VII. D,E,F)

C. Managers

1. Each team shall have a manager, the manager will be held responsible for the actions of his/her team.
2. The manager is responsible for making sure all players' names appear on the score sheet prior to the game. He/she should sign for players who will arrive to the game late.

II. TEAM ROSTER:

- A. Players must be listed on the roster in order to play. Additions to the roster must be made by 5:00 p.m. the day of play and prior to play-offs.
- B. A player may not change teams once he/she has played for a team.
- C. A student playing for more than one team will forfeit all eligibility to participate. The team will forfeit all games in which this individual participated.

III. UNIFORMS:

- A. Teams must have matching uniforms with the exception of the goalie. (IM jerseys will be available for teams without matching uniforms)
- B. Goalies cannot have the same color jersey as his/her team or the opposing team.
- C. **Shin guards are not mandatory. They are highly recommended** for the players' safety. If the player does wear shin guards, they need to be completely covered by socks.
- D. **NO METAL CLEATS.** It is suggested that players wear soccer style cleats, football cleats are not recommended
- E. No jewelry, caps, or bandannas will be worn.

IV. BLOOD RULE:

Players who sustain injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped, the wound is covered, and all soiled articles of clothing are replaced.

V. TIMING THE GAME:

All soccer games will consist of two (2) twenty minute halves with a running clock.

- A. Mercy Rule: If a team is up by five (5) or more goals with two (2) minutes left in the game the game will be over. If a team is up by twelve (12) or more goals at any point in the second half the game will be over.

VI. START OF PLAY:

- A. At the referees signal, the game shall be started by a player taking a place kick into his/her opponent's half of the field of play (a forward pass). All players shall be in their teams half of the field and all players of the team opposing that of the kicker shall be at least 10 yards from the ball until it is kicked.
- B. The kicker may not play the ball again on the kickoff until it has been touched or played by another player on either team. **Penalty:** Indirect free kick at the spot of the foul.
- C. After a goal is scored, the team scored against shall restart play by a kickoff.

VII. THE GAME:

- A. The field will be modified to a size of 40 x 100 yards.
- B. The start of the game will be decided by a coin flip. The referee will decide which team will make the call. The winner of the coin toss will decide to kickoff or which side to defend. Between halves, each team shall exchange and alternate the kickoff.
- C. Each game shall consist of two (2) twenty minute halves with a running clock. The clock will only be stopped in the case of an injury. The sideline supervisor will be responsible for keeping official game time and score.
- D. Substitutes must be recognized by the referee and must enter the field only after another player has left the field of play.
- E. Substitutions will be permitted after a score and at any goal kick. A team may also make a substitution during its own throw-ins and corner kicks and for an injured player.
- F. A substitute must enter for a player that has been cautioned (received a yellow card). The cautioned player may re-enter the field of play on the next legal opportunity.
- G. The goalkeeper may change positions with a player on the field during a stoppage of play or a substitution, provided the uniforms are legal and the official is notified prior to the change.
- H. **All free kicks are indirect.** They must be touched by any player before it can be scored. Any free kick directly put in the goal is not a goal; a "goal kick" is awarded.
- I. For the indirect free kick, the ball must be touched before it is scored. Therefore, on set plays the ball does not have to move, just be touched by a teammate.

- J. Player must be 10 yards from the free kick. The only exception is if the free kick is within 10 yards of the goal line. In this case, the players must stand on the goal line.
- K. No offsides.**
- L. The ball is not out of play until it completely crosses the line. Also, it is not a goal unless the ball completely crosses the goal line. Both are at the referees' discretion because there are no linesmen.
- M. There are no goal kicks. Once the goalie has possession of the ball in his hand he can start play by either kicking the ball or throwing the ball. The goalie cannot start play until he is on the field.
- N. Throw-ins: Both feet must be on the ground, the use of both hands, and the delivery is from behind and over the head. Failure to do a proper throw-in will result in a throw-in awarded to the opposing team.
- O. Throw-ins cannot be directly thrown in to the goalkeeper. However, he can play the ball like a normal player (without the use of his hands). Violation will result in an indirect free kick.
- P. The referee will stop time for injuries and any other necessary means if reasonable.
- Q. Stoppage of play for an injury is restarted by a drop ball, unless play is stopped already, i.e. goal kick, throw-in, etc. If play is stopped already, it resumes as before.
- R. The ball must hit the ground in a drop ball before it is kicked.

VIII. TIE BREAKER:

In the event that a score remains tied at the end of regulation play, the tie will be broken by a shootout consisting of a series of penalty kicks. The shoot-out will proceed as follows:

- A.** The referee shall choose the goal at which all of the penalty kicks shall be taken.
- B.** Each captain will select any five players, including the goalkeeper, on or off the field (except those who may have been disqualified) to take the penalty kicks. In Co-Rec play, the five players shall consist of 3 men and 2 women or 2 men and 3 women.
- C.** The winner of a coin toss shall have the option of kicking first or second.
- D.** Teams will alternate kickers. There is no follow-up on the kick.
- E.** Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
- F.** If the score remains tied after each team has had 5 penalty kicks, each team will select five different players (other than those who have already kicked) to take kicks in a sudden death situation. Each team will alternate kicks until one team scores and the other team does not score, thus ending the game without more kicks being taken.
- G.** If the score still remains tied, the sudden death kicks will continue with each team selecting five new players to take the next set of alternating kicks. No player may take an additional kick until all players on a team have kicked.

IX. SCORING:

- A. A goal is scored when the entire ball passes legally beyond the goal line between the goal posts and under the cross bar, provided that it has not been carried, thrown, or propelled by the hand or arm. A ball on the goal line is not considered to have crossed the goal line.
- B. In Co-Rec play, a goal scored by a female counts for **2 points**. This rule is also in effect during an overtime shootout.
- C. If a defending player other than the goalkeeper, intentionally stops the ball with his/her hands or arms to prevent a goal from scoring, then the goal is awarded and no penalty kick is awarded.

X. GOALKEEPER PLAY:

- A. The referee shall remove any player without caution who intentionally charges and contacts the goalkeeper.
- B. The goalkeeper may not take more than six (6) seconds while in clear possession of the ball with the hands. A goalkeeper shall release the ball into play within six (6) seconds after taking possession/control.
- C. A goalkeeper in possession of the ball must not be interfered with or impeded in any manner by the opponent.
- D. On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch the ball with his/her hands.
- E. A goalkeeper may not touch the ball with his/her hands when receiving it directly from a throw-in by an opponent.

XI. CO-REC RULES:

Co-Rec is to be played with the same rules as Men's and Women's soccer; however, the following exception will be noted:

- A. A male cannot shoot the ball within the goal box area. Violation of this rule gives the opposing team a free kick.
- B. A female goal will be awarded 2 points; this rule will be in effect during a tie-breaker as well.

XII. FOULS & MISCONDUCTS

1. A player shall be penalized if he/she:

- A. Handles the ball with his/her hands or arms. This does not apply to the goalkeeper within his/her own penalty area, provided he/she releases the ball within the prescribed six seconds.
- B. Trips an opponent, including throwing or attempting to throw an opponent by the use of the legs.
- C. Pushes or holds an opponent with the hand or with any part of the arm or body.
- D. Plays dangerously (kicks, strikes, attempts to kick or strike, jumps at an opponent, charges in a violent or dangerous manner, kicks dangerously high in front of opponent).
- E. Illegally obstructs an opponent by interfering with an opponent's movement without the ball.

2. A penalty shall also be assessed should two or more defensive players simultaneously make contact with the player who has control of the ball.
3. A player or coach will be cautioned (yellow card) for the following:
 - A. Entering the field of play without the permission of an official.
 - B. Persistent infringement of any of the rules of the game.
 - C. Verbal objection or action indicating dissent toward the official.
 - D. Use of vulgar or profane language.
 - E. Unsportsmanlike conduct, which will be at the discretion of the official.
4. A player or coach will be disqualified (red card) for the following: (a player that has been ejected for 1 red card or 2 yellows, can be replaced with another player)
 - A. Exhibiting violent conduct or committing serious foul play including, but not limited to, deliberately handling a ball to prevent it from going into the goal or committing a foul against an opponent who is moving toward his/her goal with an obvious opportunity to score.
 - B. Using foul or abusive language.
 - C. Fighting.
5. A disqualified player cannot be replaced except when that player has been disqualified (yellow and red card) for a second yellow card.
6. On a penalty that would result in an indirect free kick, where the offended player has an advantage, the foul will not be called. (Example: a player that has a clear path to the goal)

XIII. PENALTY KICKS:

- A. A penalty kick shall be awarded when a foul, which ordinarily would result in the awarding of an indirect free kick, occurs within the offending team's penalty area.
- B. All players except the kicker and the opposing goalkeeper shall be within the field of play but outside the penalty area and at least 10 yards from and behind the penalty mark until the ball is kicked.

XIV. CORNER KICKS:

- A. A corner kick shall be awarded to the attacking team when the entire ball passes over the goal line, excluding that area between the goal posts and under the crossbar, either in the air or on the ground, having last been touched or played by the defending team.
- B. Players of the defending team shall be at least 10 yards from the ball until it has been kicked.
- C. The ball shall be kicked from the ground within the quarter circle, including on the lines, nearest where the ball left the field of play.
- D. After the corner kick, the ball may be played by any player except the one who executed the kick.

XV. DISCIPLINARY ACTIONS:

- An official cannot successfully perform their duties if a player/spectator is constantly exhibiting unsportsmanlike conduct. The following actions could result in an ejection:
- A. Persistently addressing the officials in regard to decisions.
 - B. Making derogatory remarks about or to the officials.

- C. Committing acts which are derogatory to officials or which tend to influence their decisions.
- D. Making personal or derogatory comments about or to an opponent.
- E. Disruptive coaching during the game from anyone outside the court.
- F. Fighting.
- G. Cussing.

*****IF ANY INDIVIDUAL IS EJECTED FROM AN EVENT, THEY MUST REPORT TO THE ASSISTANT DIRECTOR OF RECREATIONAL SPORTS THE FOLLOWING AFTERNOON AFTER 2:00 P.M., BY APPOINTMENT ONLY*****