

USU Intramural Soccer Rules

Participation Warning

There are inherent risks of mental and physical injury while participating in the Intramural Sports Program. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe and fun program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of each sport as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

FIFA rules will govern play except for the following intramural sport modifications:

11v11

1. 2 teams of 11 players
2. Minimum to start is 8 players
3. Co-Rec: 5:5 ratio at all times, goaltender does not count in gender ratio
 - a. Minimum of 3 of each gender / Maximum of 5 of each gender on the field at a time

The Game

1. 20-minute halves, the clock doesn't stop and there are no timeouts
2. Sliding is allowed, but slide tackling is not
3. Teams will have a 5 minute grace period from game time to get required players there.

Eligibility

1. Current USU students, faculty and staff, spouses of students/faculty/staff members
2. Players must bring a valid picture ID to EVERY game
 - a. NO ID = NO PLAY, NO EXCEPTIONS
3. Players can only play on one single gender and one co-rec team at the same time
4. Only ONE club soccer player is eligible per roster. Current practice players count towards this limit
5. Current USU varsity soccer players are not eligible to participate in their respective or alike intramural sport, activity, or event until a period of one year has passed following completion of all activities for the Department of Athletics. After the period has passed, former intercollegiate athletes must participate at the highest level of competition offered in their respective sport.
6. Professional athletes, current or former, may not participate in their respective or alike sport, activity or event. A professional athlete is defined as a person who has been paid to participate in a sport, under contract with a professional team, included on a professional team roster, practiced with a professional team and/or compensated for tryout out for a team.

Equipment

1. The intramural program will provide game balls
 - a. Teams should bring their own balls to warm-up with
2. Teams are allowed to wear matching shirts/kits, but the intramural program does have jerseys in the instance where one team doesn't have matching shirts or both teams have the same or similar colors on
 - a. Goalkeepers must wear a color that does not conflict with either team
3. Proper footwear and attire is mandatory
4. Metal spikes, baseball, softball, or football cleats are not permitted

5. Any articles that may endanger other players are not permitted (I.e. jewelry, plaster casts, braces with exposed metal, etc.)
6. Shin guards are not mandatory but highly recommended

Scoring

1. All ties stand at the end of league games
 - a. PLAYOFFS: If tied at the end of regulation there will be a 5-minute overtime (not "sudden death"
 - b. If still tied at the game will be decided by 5 Kicks from the Mark
 - c. Kicks from the Mark will be played out only by the players on the field at the end of the game
 - i. Co-Rec: kicker ratio must be 3:2 in favor of either gender
 - d. If after 5 KFTM teams remain tied, it will go to a sudden death 1:1 kicks, no gender requirement

Substitutions

1. Unlimited subs on a dead ball if your team has possession
 - a. If the team in possession subs, the opposing team can also sub
2. Either team may sub on a goal kick
3. The official must be given notice when any substitution for the goalkeeper is made

Fouls and Misconduct

1. FIFA rules regarding fouls and misconduct will be followed except for the following modifications
 - a. Slide tackling is not permitted

Indirect Free Kick Fouls

1. Dangerous play
 - a. High kick near opponents face, playing on the ground, attempting to slide tackle
2. Pass back to own GK and ball is picked up
3. Obstruction/impeding an opponent's progress
4. Preventing GK from releasing ball

Direct Free Kick Fouls

1. Hand ball, kicking, tripping, pushing, holding, striking, charging, checking, jumping at
 - a. Includes an attempt to commit said foul
2. A Penalty Kick is awarded if any of the above infractions occur inside a team's own 18-yard box

Penalty Kicks

1. Penalty kicks are taken from the designated PK mark on the field
2. The GK must remain on the line until the ball is contacted
3. The shooter must move in one continuous motion, and the ball must move forward
4. Any rebound is a live ball
5. All players besides the GK and the kicker must be outside the 18-yard box

Caution (Yellow) Cards

1. Unsporting behavior
2. Dissent by word or action
3. Persistent infringement of the Laws of the Game
4. Delaying the restart of play

5. Failure to respect the required distance when play is restarted with a corner kick, free kick or throw in
6. Entering or re-entering the field of play without the referee's permission
7. Deliberately leaving the field of play without the referee's permission

Send Off (Red) Cards

1. Serious foul play
2. Violent conduct
3. Spitting at an opponent or any other person
4. Denying the opposing team, a goal or an obvious goal scoring opportunity by deliberately handling the ball
5. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or penalty kick
6. Using offensive, insulting or abusive language and/or gestures
7. Receiving a second caution in the same match

Overtime Rules

1. If the score is tied at the end of play, teams shall change ends and one 5-minute sudden death overtime period will be played.
2. If neither team scores during the overtime period, the winner will be decided by a series of penalty kicks.
3. Each team will receive 5 penalty kicks, to be taken by 5 different players. The 5 players must be on the field at the time that the overtime ends and cannot substitute on for the kicks.
4. Teams will alternate kicks, with the winner of a coin toss choosing to kick first or second. **The kicks must alternate in a M/F order.**
5. If, after 5 kicks, each team scores the same number of penalty kicks, the same players shall again alternate penalty kicks, in the same order, until the tie is broken by one team scoring when the other fails to score

Unified Modifications

1. Minimum of 3 players to start the game
2. Kick-ins will replace all throw-ins when the ball goes out of bounds on either sideline
3. Goal kicks will also be replaced with a throw, any member of the team can throw the ball into play, they must be inside the goalie box
4. Player dominance, no single player shall continually dominate play without involving his/her teammates. This can be dominance through continues field goal attempts and makes or continued dominance on defense (always stealing the ball/blocking opponents). While there is no exact amount, usually if teammates are not involved on 4-5 straight possessions, a warning for player dominance will occur. The player must involve teammates on the next possession or he/she will be forced out of the game
5. No team may ever have more than 3 partners on the field at one time
6. Equal involvement – all players on the active roster are expected to receive an equitable amount of playing time
7. Special Olympic athletes will be required to wear shin guards, partners are highly encouraged

Injured Player(s) Policy

If someone on your team becomes injured, please contact the Intramural Program staff at intramurals@usu.edu or 435-797-8388 24 hours before your next scheduled game to inquire about replacing the injured player on your team. Doctor or Athletic Trainers note may be required. Intramural Sports Program staff has the authority to determine if an injured player will be allowed a substitute. There are limitations when it comes to who can substitute during tournament play. If someone becomes injured during the

tournament, an eligible participant may play in their place. Once the injured individual becomes approved to play again, that substitute is then removed from the team roster.

Sportsmanship Rating System

The sportsmanship rating system is intended to be an objective scale by which teams' attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 average in order to qualify for tournament play. Teams must also receive a 3.0 in each tournament game in order to advance.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team's sportsmanship rating can do so in a few ways:

- Contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing intramurals@usu.edu the next day
- Asking the Supervisor at halftime of the game that is currently being played
- Checking online in the "Rankings" area of FusionIM

Sport Code	Description
4.0	Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and ALL campus recreation staff. Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.
3.0	Team members verbally complain about some of the decisions made by the officials and/or show minor dissensions, which may or may not merit an unsportsmanlike conduct penalty. Teams receiving one unsportsmanlike conduct penalty will receive no higher than this rating. A team defaults the contest, meaning they contact the Intramural Sports office before noon on the day they are scheduled to play to let them know they will not attend.
2.0	Team shows verbal dissent toward officials and/or the opposing team throughout the game, which may or may not result in an unsportsmanlike conduct penalty. There may be one player who consistently question calls in a rude behavior or speak negatively towards the opposing team throughout the game. A penalty may not be enforced as no one instance may warrant that, but the overall behavior may award the team this rating in sportsmanship. Team captain exhibits minor control over team/spectators, but is in control of himself/herself. Teams receiving more than one unsportsmanlike conduct penalties will receive no higher than this rating. Team is unable to produce a team at game time resulting in a forfeit.
1.0	Team continually dissents the officials and/or opposing team from the court/sidelines. There may not be an unsportsmanlike penalty enforced as no one scenario may mandate that, but if multiple players exhibit rude or negative behavior toward the staff or the opposing team, they will be awarded this rating. Team manager exhibits little or no control over team/spectators or himself/herself. Teams that have a player ejected will receive no higher than this rating. The team captain will be required to meet with a Competitive Sports Administrator
0	Team is completely uncooperative; manager has no control over team/spectators/self. Teams play with ineligible participants or withhold any information requested. Damage or destruction of any Campus Recreation facility/equipment. At least one player ejection or causing a contest to be forfeited by any reason than not having enough players will receive this rating. Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee. The team captain will be required to meet with a Competitive Sports Administrator

Teams that receive a sportsmanship rating lower than a 3.0 during any Tournament contest will automatically be disqualified from the tournament.

For full details and our entire Intramural Sports Program Manual, please visit https://www.usu.edu/campusrec/intramural_sports/homepage_intramural

Everything is at the discretion of the professional staff members in the Competitive Sports Department. If you have any questions, contact them at intramurals@usu.edu or 435-797-8388

