

# Intramural Soccer Rules Fall 2017

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## 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.

## Rules of Play

### *Team and Equipment Regulations*

- Teams consist of 11 players. Teams will not be limited to a maximum amount on their roster. Additions to the roster can be made any time during league play and up to your first tournament game. Once the tournament begins you **cannot** add individuals to the team roster (unless someone is injured). **You may not remove players from the roster once they have signed up.**
- You may start and finish a game with 7 players. If for any reason a team has less than 7 players, the game shall be forfeited.
  - Co-Rec Rule: Teams must start the game with 3 males, 3 females, and the 7<sup>th</sup> can be either gender.
  - Teams may start with as many as 5 men and 5 women in the field. The goalie can be either gender.
- There will be a mercy rule of eight goals at any time in the second half of the match.
  - This means when the difference of goals between teams is eight goals or more, the game will end and the current score will be the final score.
  - There will be a mercy rule during tournament play
- Shin guards and socks that fully cover the shin guards are required.
  - It is recommended that the shin guards at least have a Velcro strap that runs around the leg.
  - They may also have an ankle brace attachment at the base of the shin guard.
- Shoes that are judged unsafe by the officials (liable to cause injury to another player) will not be allowed. **No open-toed shoes will be allowed. Shoes must be non-marking tennis shoes or non-metal cleats.**

6. Teams are encouraged to furnish their own practice balls. Game balls will be provided.
  - a. Game balls will not be permitted to use before the game, at halftime, or after the game.

### **Game Format**

1. Each game will consist of two 20 minute halves. There will be a 2-minute half time break. If there is a tie at the end of regulation play, the game is considered a tie (exception: tournament games will be determined by a shoot-out).
2. The Competitive Sports Supervisor has the authority to change playing time if a game is going longer than expected due to an injury or other circumstances.
3. Referees will be provided for each game by Campus Recreation. The student staff have jurisdiction over each contest with the authority to eject players, coaches, and/or spectators from the playing area or building for abusing the rules and/or any unsportsmanlike behavior.
4. Teams are expected to be ready to play at their scheduled time. Clock will start at game time.
5. Teams with less than 7 players will be given a 5-minute leeway. A forfeit will then be assessed to teams with less than 7 players.

### **Game Rules**

1. The game clock will be stopped for all injuries.
2. Start of play: The choice of which side to defend will be determined by a coin-toss. The team winning the toss shall have the choice of sides to begin the match.
  - a. After a goal has been scored, the game is restarted in exactly the same manner with the kickoff being taken by a player of the team that did not score the goal.
  - b. The second half of the game will begin with the teams exchanging halves of the field and the kickoff will be taken by a player of the opposite team that started the game.
  - c. A goal can be scored directly from a kickoff.
3. If there is a tie at the end of regulation play, the game is considered a tie (exception: tournament games will be determined by a shoot-out).
  - a. The referee will choose the goal at which all of the kicks will be taken.
  - b. The choice of which team will go first will be determined by a coin-toss. The team winning the toss shall have the choice of kicking first or second.
  - c. Five kicks will be taken alternately by each team by five different players. The individuals kicking must be on the field at the end of the game. You may not substitute anyone out.
    - i. The five players chosen by each team will be the only players to take shots during the entire overtime period.
  - d. If after both teams have taken five kicks and both sides have scored the same number of goals or haven't score any goals, the taking of the penalty kicks will continue in the same order until one team has scored one goal more than the other team.
  - e. The goalkeeper that was playing at the end of the game will be the goalkeeper in the shoot-out.
4. Ball In and Out of Play:
  - a. The ball is out of play when it has completely crossed the touchlines or goal lines whether on the ground or in the air. The touch and goal lines are part of the playing field.
    - i. The goal lines are those that run along the width of the field at the goal and goal box.
    - ii. The touchlines are the sidelines that run the length of the field.
  - b. The ball is in play if it bounces off one of the goal posts or crossbars into the playing field or hits the referee when they are in the field of play.
5. Throw In:

- a. When the whole ball completely crosses over the touch line, either on the ground or in the air, it can be thrown in any direction from the place it crossed the touch line by a player of the opposing team to that of the player who last touched it.
  - b. At the moment of delivering the ball, the thrower must face the field of play and part of each foot shall be either on the touch-line or on the ground outside the touch-line.
  - c. The thrower must use both hands and deliver the ball from behind and over their head.
  - d. The thrower cannot play the ball until it has been touched or played by another player.
  - e. If the ball never enters the actual playing field, the ball will be awarded to the opposing team in the form of a throw in.
6. Goal Clearance:
- a. When the whole ball completely crosses the end line (goal line), either on the ground or in the air, and having been last touched by the attacking team, the goalkeeper standing within their own penalty area shall place it in their smaller goal box (the six) and kick it back into play beyond their own penalty area.
  - b. The ball will be deemed in play as soon as it leaves the penalty area (the larger goal box/the 18).
  - c. The opposing team must remain outside the penalty area until the ball is in play.
7. Corner Kick:
- a. When the whole ball completely crosses the end line (goal line), either on the ground or in the air and having been last touched by the defensive team, a corner kick will be awarded to the attacking team.
  - b. The corner kick is placed in the corner arch which lies on the intersection of the end line (goal line) and the touch line (sideline).
  - c. Players of the opposing team cannot encroach within 10-yards of the ball until it is in play. The player taking the kick cannot play the ball a second time until it has been touched or played by another player.
  - d. A goal can be scored directly from a corner kick.
8. Goal Scoring:
- a. A goal is scored when the whole ball has passed over the goal line between the goal posts and under the cross-bar, provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player of the attacking side.
9. Penalty Kick:
- a. A penalty kick is a free kick taken from the penalty spot on the playing field. All other players with the exception of the goalkeeper and the player taking the kick should be inside the playing field, and outside the penalty area.
    - i. During a shoot-out, all other players will be at half field.
    - ii. Co-Rec Rule: The gender of the shooters must alternate, and be a minimum of 2 males and 2 females.
  - b. The opposing goalkeeper should take their position on their goal line, between the goal posts, and may not move off the line by stepping forward or lunging forward until the ball has been kicked. Lateral movement is allowed.
  - c. The player taking the kick must kick the ball forward. They cannot play the ball a second time until it has been touched or played by another player.
    - i. During a shoot-out, the ball cannot be played a second time at all.
  - d. A goal can be scored directly from a penalty kick.
10. Free Kicks:

- a. A free kick is classified under two headings: direct (from which a goal can be scored directly against the offending side) and indirect (from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before entering the goal).
  - b. All of the opposing players must be at least 10 yards from the ball until it is in play whether on the ground or in the air.
  - c. A player taking the free kick after having kicked the ball cannot touch the ball again until it has been touched by another player.
  - d. The ball must be stationary and must travel the distance of its own circumference to be considered "in-play".
11. Offside: the appropriate team will receive an indirect free kick if someone is called for being offside.
- a. A player is in an offside position when nearer to his/her opponents' goal line than the ball unless:
    - i. The player is in his/her own half of the field of play; or
    - ii. The player is not nearer to the opponent goal line than at least two opponents.
  - b. The Position of any part of the player's head, body, or feet will be the deciding factor, not the player's arms.
  - c. A player shall not be penalized for being in an offside position if the ball is received directly from a goal kick or a throw-in
  - d. It is not an offense in itself to be in an offside position
  - e. Player is offside and penalized if, at the time the ball touches or played by a teammate, the player is involved in active play and interferes with play or with an opponent or seeks to gain an advantage by being in that position. A player in an offside position receiving the ball from an opponent, who deliberately plays the ball (except from a deliberate save), is not considered to have gained an advantage.
12. Advantage:
- a. Not all fouls will be blown dead immediately by the referee, or at all.
  - b. It will be to the discretion of the referee to implement the advantage rule.
    - i. If the referee decides to implement the advantage rule, they will proclaim "advantage" at the point of the foul.
    - ii. The referee may still blow the whistle to stop play after implementing the advantage rule.
  - c. This means that if the offended team is better off if the play is not stopped, then the referee will let play continue.
    - i. It will not be any players' choice whether or not play should be continued or stopped, only the referee will have this responsibility.
  - d. When the team in possession of the ball is fouled, the entire team has three seconds to lose possession of the ball.
    - i. If possession is retained after three seconds, no foul will be called and play will continue.
    - ii. If possession is lost within three seconds of the foul taking place, then the referee will blow their whistle and take the ball back to the point of the foul and restart play with a free kick for the offended team.
    - iii. The offended team does not need to lose possession of the ball from the same illegal action that would constitute as a foul.

- e. If a player would have originally received a yellow card for a foul that the referee called an advantage for, that player will still receive a yellow card at the next dead ball.
- f. If the foul results in a red card, there will never be advantage.
  - i. The referee will stop play and issue the red card before starting play again.
- g. If the foul results in an injury, then there will be no advantage and the injured player will be attended to.
  - i. Play will resume at the point of the foul with a free kick for the offended team.

### 13. Fouls and Misconduct:

- a. Any players who intentionally commits one of the following offenses will be penalized by the award of a **direct free kick** to be taken by the opposing team from the place where the infringement occurred. Players will may also be given a yellow or red card at the discretion of the referee. Two yellow cards (equals a red card) in one game is automatically ejected from the game. Players can also receive a red card (automatic ejection) for committing any one of the following offenses:
  - i. Kicking, or tripping or attempts to trip an opponent.
  - ii. Jumps at or throws himself/herself upon an opponent.
  - iii. Holds, pushes, or charges an opponent (if done in a violent or dangerous manner the player will be carded).
  - iv. Strikes or attempts to strike an opponent or spits at them.
  - v. Intentionally slides (slide tackle) in an attempt to play the ball when it is being or attempted to be played by an opponent and causes contact with the opposing player before the ball trips the opponent due to excessive or reckless force.
    - 1. All slide tackles will constitute at least a direct kick.
    - 2. If the slide tackler does any of the following he or she will be issued a yellow card: makes contact with the opponent before the ball; slides from the back of the opponent; cleats are faced in a direction that could do harm to the opponent.
    - 3. If the slide tackler does more than one of the previous examples in the same slide tackle, the player will be issued a red card.
  - vi. Handles the ball, carries, strikes, or propels the ball with their hand or arm, except the goalkeeper in their penalty area.
  - vii. Intentionally obstructs an opponent, running between them and the ball when they're not in control of the ball.
  - viii. Should players of the defending team initially commit one of the above offenses within their penalty area, they will be penalized by a penalty kick, regardless of the position of the ball, as long as it is in play.
- b. A player committing one of the following offenses will be penalized by the award of an **indirect free kick** to the opposing team, to be taken at the spot of the infringement. Players can also be given a yellow card on repeating offenses. Two yellow cards (equals a red card) in game is automatically ejected from game. Players can also receive a red card (automatic ejection) for committing any one of the following offenses:
  - i. Playing in a manner considered by the referee to be dangerous.
    - 1. Example: high kicks (if contact is made this can also be a direct kick and cardable offense)
  - ii. Demonstrates by words or actions dissent from a decision of the referees.
  - iii. Attempts to take the ball out of the hands of the opposing goalkeeper.

- iv. Charges the goalkeeper except when the goalkeeper has passed outside the penalty area.
- v. Illegal substitution: all subs must be reported to the assistant referee on your teams' sideline and players may not enter play without the assistant referee's permission.
- vi. Delay of game: intentionally delaying the game as to gain an advantage. Players may be issued a card at the discretion of the referee.
- vii. When playing as the goalkeeper and within their own penalty area;
  - 1. Touches or controls the ball with their hands after it has been deliberately kicked to them by a team-mate.
  - 2. Following a throw in taken by a player on their own team, the ball is directly passed to the goalkeeper, who touches or controls it with their hands.
- c. A player can be ejected from the playing field if, in the opinion of the referee, they:
  - i. Are guilty of serious foul play, are guilty of violent conduct, use foul or abusive language, guilty of persisting in misconduct after being cautioned.
    - 1. Note: If play is stopped by reason of a player being ejected from the playing field for any reason of the above offenses, the game will be started with the award of an indirect free kick to the opposing team.

### **Injured Player(s) Policy**

If someone on your team becomes injured, please contact the Intramural Program staff at [intramurals@usu.edu](mailto:intramurals@usu.edu) 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.

### **Eligibility Requirements**

Eligibility to participate in the Intramural Sports Program at Utah State University is restricted to certain members of the campus community. Review the following requirements carefully to ensure you and your teammates are, and remain, eligible. For questions concerning eligibility, please call our office at 435-797-8388 or email [intramurals.usu.edu](mailto:intramurals.usu.edu).

- Students: If you are enrolled at Utah State University with at least one (1) credit, paying the Campus Recreation fee, or are doing research and possess a current student activity card or proof of enrollment.
- Faculty and Staff: If you are currently employed by any department of Utah State University you can pay the Campus Recreation fee for \$35.61 at the Registrar's Office.
- Spouses of Students/Faculty/Staff: You can purchase a spouse pass at the Registrar's Office that will give you access to participate for \$40.
- Intercollegiate/Club Sport Athletes: You can only have two or three Intercollegiate or Club Sport athletes (depending on the sport) on an Intramural team that at one point were on the team roster during that current school year. See tables below for Intercollegiate and Club Sport Athletes on eligibility for Intramural Sports.

Intercollegiate/Club Sports Athletes

USU Sport	Club Sport	Intramural Sport	# of Participants you can have on IM Team
Soccer	Soccer	Futsal	2
Soccer	Soccer	Soccer	3

### Adding Players

Team captains are responsible for monitoring participants who join their team. If players are not on the team roster before 4pm of your scheduled game day, those players will need to get permission from the Competitive Sports Supervisor on duty. The cut off for adding players to rosters is one day after the season ends.

### 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 ("B") average in order to qualify for tournament play. Teams must also maintain a 3.0 ("B") average during tournament play.** 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 should do so the business day following the contest by contacting the Assistant Director of Competitive Sports or Graduate Assistant of Competitive Sports by emailing [intramurals@usu.edu](mailto:intramurals@usu.edu)

The sportsmanship rating system is based on the following criteria, **but not limited to:**

#### 4.0 = Excellent Conduct and Sportsmanship (A)

- 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 = Good Conduct and Sportsmanship (B)

- 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 unsportsmanshiplike conduct penalty.
- Teams receiving one unsportsmanshiplike conduct penalty will receive no higher than a "B" rating.
- A team defaults the contest

#### 2.0 = Average Conduct and Sportsmanship (C)

- Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanshiplike conduct penalty.
- Team captain exhibits minor control over team/spectators, but is in control of himself/herself.
- Teams receiving more than one unsportsmanshiplike conduct penalties will receive no higher than a "2.0" rating.

- Team is unable to produce a team at game time resulting in a forfeit.

### **1.0 = Below Average Conduct and Sportsmanship (D)**

- Team continually dissents the officials and/or opposing team from the court/sidelines.
- Team manager exhibits little or no control over team/spectators or himself/herself.
- Teams that have a player ejected will receive no higher than a "D" rating.

### **0.0 = Poor Conduct and Sportsmanship (F)**

- 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.
- Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
- Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

**Teams receiving a "0.0" rating during tournament will not be allowed to advance.**

**Teams receiving a "1.0" rating during tournament must have their team captain meet with the Assistant Director of Competitive Sports before their next scheduled contest.**

**Teams that do not maintain a 3.0 Average during Tournament play will be required to meet with the Assistant Director of Competitive Sports before their next scheduled contest.**

**For full details and our entire Intramural Sports Program Manual, please visit [https://www.usu.edu/campusrec/intramural\\_sports/homepage\\_intramural](https://www.usu.edu/campusrec/intramural_sports/homepage_intramural)**

**Everything is at the discretion of the Assistant Director of Competitive Sports and the Graduate Assistant of Competitive Sports. If you have any questions, contact them at [intramurals@usu.edu](mailto:intramurals@usu.edu) or 435-797-0552.**