

University of Minnesota

Intramural Outdoor Soccer Rules

Intramural outdoor soccer will be played by the following rules. Team managers are responsible for the eligibility and conduct of all their players. Every participant is responsible for knowing the rules and regulations in the Intramural Handbook, which can be viewed at http://www.recsports.umn.edu/intramurals/IM_HANDBOOK_2007.pdf.

I. General Provisions

- A. A match shall be played by two teams, each consisting of seven players on the field. The minimum number of players to start or continue a game is 5. In Co-Rec leagues, there must be a minimum of 2 players of the same sex on the field (i.e. 2 men and 3 women, 3 men and 2 women, or 2 of each sex). The goalie can be of either gender.
- B. All students, staff and faculty **MUST** present a valid U of M identification card; non-affiliates (applicable to Co-Rec teams only) **MUST** present a valid non-affiliate card and picture I.D. to participate in any Intramural activity. There will be no exceptions to this policy. If participants do not present a valid U of M identification and/or a valid non-affiliate card they will **NOT** be allowed to participate in the Intramural activity. Penalty for attempting to use a false identification card will be suspension from the league. Suspended individuals **MUST** meet with the Intramural Director for possible reinstatement into the Program.
- C. When a player is to be replaced by a substitute, the following conditions shall be observed:
 - The referee shall be informed of the substitution before it is made.
 - S/he shall enter the field during stoppage of play, and at the half-way line.

II. Player Add Policy and Procedure

- A. All players **MUST** be officially added to the team roster by completing a roster add form. The forms are available at the Intramural Office in building 1901 room 110.
- B. The add form must be completed and returned to the Intramural Office by **12 NOON** the day of the scheduled match for the players to be eligible. For matches scheduled on Sundays, forms must be completed and returned by **12 NOON** Friday.
- C. Captains are responsible to ensure the eligibility of all players added. This includes insuring that all added players are **NOT** on another team's roster.
- D. Players not added to the roster will **NOT** be allowed to participate.

III. Players' Equipment

- A. The basic required equipment for a player shall consist of a team jersey or shirt of the same color as the rest of the team. Shoes and socks will be required at all times.
- B. A player shall not wear anything which is dangerous to another player (including, but not limited to: watches, bracelets, necklaces, rings, and baseball hats).
- C. If the referee finds that a player is wearing articles not permitted by the rules and may constitute a danger to other players, s/he shall order him/her to remove them. If s/he fails to do so, the player shall not take part in the match.

IV. Referees

- A. Two referees shall be appointed in each game. His/Her authority and the exercise of the powers granted to him/her by the rules of the game commence as soon as any member of any team arrives on site and to extend until such point as all members of all teams have left the site.
- B. His/Her power of penalizing shall extend to offenses committed when play has been temporarily suspended, when the ball is out of play, and before and after the game has ended. His/Her decision on points of fact connected with the play shall be final,

so far as the result of the game is concerned. In addition, the Site Supervisor and/or the Senior Supervisor has the authority to ask for photo identification in the case of questionable eligibility, eject players from the game and/or complex, and terminate play if s/he sees fit.

V. **Duration of the Game**

- A. Game time is forfeit time. Teams not having enough players to begin the game will receive a default if one or more of their players is present, or forfeit if no members of the team are present and no member of said team has contacted the Intramural Office prior to game time. **Teams who default/forfeit three times will be terminated from this league without refund.**
- B. The duration of the game shall be two equal halves of 23 minutes unless otherwise mutually agreed upon by the participating teams.
- C. An intermission of 5 minutes will be allowed between halves.
- D. Halves may be shortened by the Site Supervisor to make up any delays that may occur.
- E. During regular season play, games ending in a tie will remain a tie game.
- F. Tie games during playoffs will be decided according to the following rules:
 - One 7 minute sudden death overtime period will be played.
 - If the game is still tied after the overtime period, a shoot-out shall commence governed by the following:
 1. A coin flip will determine which team shoots first.
 2. Each of the 7 players on the field (goalie included) as the overtime period expires is eligible to participate in the shoot-out.
 3. Teams shall alternate kickers.
 4. Out of 5 kicks for each team, the team scoring the most goals shall be declared the winner.
 5. If the game is still tied, the teams will alternate kickers, using the same kicking rotation that was established for the first five kicks (the sixth player and seventh players of the field must attempt a shot before the kicking rotation is reset), for one penalty kick in a sudden death shoot-out. In this situation, each team will be allowed one shot. This continues until one team has scored and the other team has not.

VI. **The Start of Play**

- A. At the beginning of the game, choice of ends and the kick-off shall be decided by the toss of a coin or a game of odds and evens. The winning team shall have the option of ends or the kick-off. The game shall be started after the referee has indicated the start of play by blowing his/her whistle. The beginning of play is considered to be an indirect free kick at the center of the field of play. Every player shall be in his/her own half of the field.
- B. After a goal has been scored, the game shall be restarted in a similar fashion by the team losing the goal.
- C. When restarting after half-time, teams shall switch sides of the field and the team who did not start play in the first half will start the second half.

VII. **Boundaries**

- A. The ball is out of play under the following circumstances:
 - When it has **wholly** crossed the end or sideline, whether on the ground or in the air.
 - When the game has been stopped by the referee.
- B. The ball is in play at other times from the start of the match to the end including:
 - If it rebounds from a goal post, crossbar, or corner flag.
 - If it rebounds off the referee(s) when they are in the field of play.
 - In the event of a supposed infringement, until a decision has been made.

VIII. Scoring

- A. A goal is scored when the whole of the ball has passed over the goal line between the goal posts and under the crossbar.

IX. Mercy Ruling

- A. If a team is 7 or more goals ahead, or becomes 7 goals ahead during any time of the **second** half, the officials will call the game. The teams may use the time remaining to scrimmage (without referees) if agreed upon by both captains and the referees.
- B. If a team is 5 or more goals ahead, or becomes 5 or more goals ahead in the last five minutes of the game, the game shall be ended by the referees.

X. Off-side

- A. Off-sides is considered to be when a player of the attacking team receives a pass while past the last defender of the defending team (excluding the goalie). Note that this is applicable only **when the pass is made**. The defending team shall be awarded an indirect free kick where the off-sides occurred.

XI. Fouls and Misconduct

- A. A player who intentionally commits any of the following offenses will be penalized by the award of a direct free kick (DFK) by the opposing team:
- Kicking or attempting to kick an opponent.
 - Intentionally tripping an opponent.
 - Charging an opponent in a violent or dangerous manner.
 - Charging an opponent from behind (unless the opponent is obstructing).
 - Striking or attempting to strike an opponent or spitting at him/her.
 - Holding an opponent.
 - Pushing an opponent.
 - Handling the ball (i.e. carrying or touching the ball with his/her hand or arm). This does not apply to the goalkeeper within their allotted area.
 - Slide tackling from behind.
 - Attempting or completing a bicycle kick.
 - Deliberately diving, sliding, or intentionally falling in any direction, in any fashion (except the goalkeeper within his allotted area).
- B. A defending player who intentionally commits one of the above offenses within the penalty area shall be penalized by awarding the other team with a penalty kick (PK).
- C. Other offenses will be penalized by the award of an indirect free kick (IFK) to the opposing team, at the spot of the offense.
- D. Yellow and red cards will be given at the referees' discretion, depending on the severity of the offense committed.
- One yellow card is a formal warning.
 - Two yellow cards is equal to one red card. This constitutes a soft red card.
 - One red card results in game disqualification.
 - Substitutions will be allowed only on yellow cards and soft red cards. Any player receiving a yellow card may be asked to sub off the field for a "cool down" period. That player may return to play at the next legal substitution. If there are no subs, the team must play short until the next legal substitution.

XII. Free Kick

- A. Free kicks shall be classified under two headings:
- Direct- from which a goal can be scored directly.
 - Indirect- from which a goal cannot be scored unless the ball has been touched by at least two players.
- B. When a player is taking a DFK or IFK, all of the opposing players must be at least seven yards from the ball, until it is in play. The ball shall be in play when it has traveled the distance of its own circumference.

- C. If an opponent encroaches into the penalty area, or within seven yards of the ball before a free kick is taken, the referee shall delay the taking of the kick until the rule is complied with.
- D. The ball must be stationary when a free kick is taken, and the kicker shall not play the ball a second time consecutively.

XIII. Penalty Kick

- A. A penalty kick (PK) is a DFK taken from the penalty mark. When it is being taken, all players except the player taking the kick and the opposing goalkeeper must be behind the penalty mark.
- B. The opposing goalkeeper must stand on his/her own goal line, between the goal posts, until the ball is kicked. The goalkeeper is allowed to move laterally on the line before the ball is contacted.
- C. The player taking the PK must kick the ball forward in one fluid motion.
- D. Should that player not score, and the ball rebound off the post, the player is not allowed to touch the ball until another player of either team touches it. If the player does touch it two consecutive times, the other team will be awarded an IFK at the spot of the infraction.

XIV. Throw-ins

- A. When the ball fully crosses the sideline, the team who did not force the ball out will be awarded with an indirect throw-in. A member of that team will throw the ball with both hands over their head while keeping both feet on the ground.

XV. Goal Kick

- A. A goal kick is awarded to the defending team when the ball wholly passes over the goal line outside of the goal, having last been played by a member of the attacking team.
- B. Goal kicks are considered to be an IFK, and can be taken anywhere inside of the 6 yard goal box.

XVI. Corner Kick

- A. A corner kick is awarded to the attacking team when the ball wholly passes over the goal line outside of the goal, having last been played by a member of the defending team.
- B. Corner kicks are considered to be a DFK, taken from the nearest corner.

XVII. Sportsmanship

The Intramural Program provides opportunities to anyone who is able to perform and behave in a respectful and appropriate manner. This league has been established as an appropriate sportsmanship league. Participating teams are expected to behave in a manner that is respectful of teammates, opponents, and Intramural Program Staff members at all times. With this in mind, the following rules pertaining to sportsmanship are in effect:

- A. Teams receiving a 'D' or 'E' sportsmanship rating (the equivalent of one red card) can be eliminated from the league without refund, at the discretion of the Senior Supervisor or Program Director.
- B. Any team receiving a hard red card during playoffs can be eliminated from playoffs, regardless of the score of the game, at the discretion of the Supervisor, Senior Supervisor or Program Director.

Players/Teams who get ejected from any Intramural game, for any reason, are automatically suspended from all further Intramural participation, regardless of sport, until they are reinstated by the Intramural Program Director. Suspended players must see the appropriate Intramural Program Staff within 48 hours of the infraction. Any team that uses a suspended player will be dropped from the league.