



# Intramural Sports Rule Book

WHERE CHARACTER MEETS COMPETITION

## Soccer

\*The following are general rules. Any rules not specified here will be according to NFHS rules

***\*This is an 8v8 league and per 8v8 rules there will be NO offside penalties.\****

### Team:

- A team is comprised of 8 participants (7 on the field, 1 in the goal). 6 participants are required to avoid a forfeit.

### Uniform/Equipment:

- Each team must wear **uniformly colored** shirts that contrast with the opponent's shirts.
  - Numbered pennies will be available for checkout on-site.
- Shoes with metal cleats, metal tipped cleats, plastic cleats with sharp edges (i.e. baseball cleats), or any other shoes deemed unsafe by a Graduate Assistant or Supervisor may NOT be used.
- Shoes must be closed-toed. No crocs are permitted.
- Shoes with rubber, nylon, or blunt plastic cleats may be worn.
- Jewelry must be removed before a player can participate.

### Timing:

- Game time is forfeit time
- Games will consist of two 20-minute halves with a 5 minute halftime.
- There will be no overtime during pool play. This includes stoppage time. Games will stop dead at the 20 minute mark.
- Grace can be awarded to an opponent if and only if a representative of that team is signed in AND if the team awarding grace has minimum of 6 players signed in.
  - Grace is 10 minutes
  - 2 goal is instantly given to the team who grants Grace
- During the playoffs, games tied at the end of regulation will continue with one 5-minute overtime

- If the score is still tied, the game will be decided by penalty kicks.
- Mercy Rule
  - A game will be ended if by any point in the 2<sup>nd</sup> half a team is up by 10 goals. A game will also be ended if a team is up by 5 goals or more with 3 minutes or less in the 2<sup>nd</sup> half.

#### During Play:

- A regulation ball will be provided for all matches. However, if both team captains agree, a substitute ball (provided by either team) may be used instead.
  - Individual teams must provide balls to use to warm-up with.
- All substitutions must take place at the mid-field area.
  - Either team may make substitutions in the following circumstances: between periods, on a goal kick, when a goal is scored, an injury, when a player is cautioned, or player is disqualified (except for unsportsmanlike conduct penalties).
  - Only the team in possession of the ball may substitute on a throw-in or a corner kick.
    - If the team in possession substitutes, the opposing team may then also substitute.
- If the referee stops the game for an injury, the injured player may be substituted for.
- Goalkeeper Restrictions:
  - On any occasion when a player deliberately kicks the ball to his/her own goalkeeper below the knees, the goalkeeper is not permitted to touch it with his/her hands.
    - This rule also applies to the throw-in.
  - During penalty kicks, the goalkeeper may move laterally or backwards along the goal line but may not move forward until the ball is kicked.
  - Goal kicks can be taken from anywhere inside the goal box (6 yd box)

#### Common Fouls & Red/Yellow Cards:

- Any player receiving a yellow card must be substituted for and may not return until the next legal substitution opportunity.
- Slide tackles are permitted from the side and from the front **AS LONG AS CONTACT IS NOT MADE. The rule is to slide to get the ball, not slide to take out the ball handler.**
  - **Any player that performs an illegal slide tackle will receive an automatic red card.**
  - **Slide tackle from front or side WITH contact= yellow**
  - **Slide tackle from behind without contact- yellow,**
  - **Slide tackle from behind with contact-red**

#### All-University Tournament Eligibility:

- In order to be eligible to compete in the All-University Tournament, teams must:
  - Be one of the top two teams of their division
  - Obtain a cumulative sportsmanship rating of 3.0 during the regular season.
- In addition, at-large bids will be awarded at the discretion of the Championship Selection Committee.