



Stevenson University Department of Campus Recreation  
Intramural Outdoor Soccer Rules

Stevenson University Intramural Outdoor Soccer will follow the current rules of FIFA (International Federation of Football Associations) and NIRSA (National Intramural and Recreational Association) unless modified to accommodate facility or program needs. Those who are subject to the rules are: team representatives (players, substitutes, coaches and spectators) and other persons affiliated with the team are subject to the rules of the game and shall be governed by the decisions of the Intramural Staff assigned to the game.

**Player Eligibility**

1. Participation is limited to all currently enrolled, fee-paying SU students, faculty members, and full-time staff.
2. In order to be eligible to participate, each eligible player MUST present his/her current, valid SU ID. Check-in takes place at designated sign-in locations at the facility, field or court (usually at the Scorekeeper's table). Individuals who are unable to provide a current, valid SU ID will not be permitted to participate. No other forms of identification will be accepted (email, class schedule, Driver's License, etc).
3. For additional information regarding player eligibility, team rosters and participant check-in refer to the SU Intramural Handbook available online at the SU Intramural Sports website and in the Intramural Sports office in Garrison Hall North - Room 106.

**Team Composition and Substitutions**

1. Players can compete on only one team regardless of league classification. In addition, a player may compete for one Co-Rec team during the same season.
2. A minimum of seven (7) players are required to register a team in the Men's or Women's Division. Co-Rec Division teams are required to have eight (8) players in order to register a team. All players must show their current, valid SU ID at the game site in order to be eligible to participate. (Co-Rec = Minimum of 4 each gender)
3. A team must have five (5) players to start a game. The minimum requirement for Co-Rec is six (6) players. Players who arrive late must check-in with the scorekeeper/s and must wait for a dead-ball situation in order to enter the game. (Co-Rec = Minimum of 3 each gender)
4. Team rosters will be formed based on the players who compete in the team's first regular season game and every subsequent regular season game. No new player's can be added after a team's last regular season game.

5. In order for a player to be eligible for playoffs, he/she must participate in at least one regular season game for that team. \*No player may participate on more than one team\*
6. Substitutions are unlimited and can be made only during a stoppage of play once the officials have acknowledged the substitution. Substitutions may occur on a goal kick, after a goal, at halftime, after an injury and before your own team's throw in. Any player ejected from the game may not be replaced. Substitutions cannot be made during corner kicks or free kicks.
7. Goalie substitutions are permitted only when the play has been declared dead. The team captain must make the official aware of goalie substitutions.
8. Any player who is injured or bleeding, has an open wound, or has an excessive amount of blood on the uniform must leave the game.

### **Equipment and Playing Field**

1. The game ball will be provided by the Intramural Sports Staff.
2. Teams are encouraged to wear their own like-colored jerseys. Scrimmage vests (pinnies) are available for checkout at the courts.
3. Individual Player Equipment must meet the following requirements:
  - a. Shirts: Shirts must be worn throughout the game. Shirts must not have arm openings that are larger than four inches. Referees will measure the arm openings with their fist. Shirts that have been altered and are missing more than the length of the sleeve will not be permitted.
  - b. Pants: Players may not wear pants or shorts that have belt loops, metal, cargo pockets or exposed drawstrings. Players may not wear towels that hang from the waist.
  - c. Headgear: Baseball caps or other rigid headwear is not permitted. Players may wear rubber or cloth elastic headbands that are used to control hair. Bandanas with knots are prohibited.
  - d. Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with slow-recovery padding.
  - e. Shoes: All players must wear shoes. Athletic/Tennis shoes are permitted. Any other type of shoe that the official deem unsafe is prohibited.
4. Jewelry is NOT allowed to be worn by any participant during the game. Jewelry consists of visible rings (wedding bands), watches, necklaces, earrings, studs (including tongue or lip rings), bracelets (metal or cloth) and any other such similar jewelry. Medical alert bracelets must be taped to the body or secured under clothing such as a sock to be worn during play. Taping of any other forms of jewelry, other than a medical bracelet, is prohibited. Players are subject to ejection for failure to remove jewelry.

### **Game Timing**

1. Game time is forfeit time. Any team that forfeits a game can jeopardize any playoff potential due to a low sportsmanship rating. Teams who forfeit more than once will be dropped from the league.
2. Games will consist of two 20-minute halves with a 3-minute halftime. Teams will switch sides after each half.

3. During the game there will be a running clock which means the clock will not stop during play, except for timeouts and injuries. After a timeout, the clock will start when the official signals the play to re-start. There will be no stoppage time added to the end of either half. Time shall be exceeded to allow a penalty kick to be taken.
4. Teams will receive one (1) time-out per game. Teams will receive only one additional time-out if overtime occurs regardless of how many overtime periods are played. All time-outs will be one (1) minute in length. Time-outs can be called during dead ball situations, except when the opposing team has been awarded a free kick.
5. Regular season games can end in a tie. Overtime will only occur during the playoffs. The rules for overtime are as follows:
  - a. Overtime will consist of one five (5) minute "golden goal" period with a running clock.
  - b. A coin toss will determine the choice of ends and kickoff.
  - c. If the game remains tied at the end of the overtime period, the game will proceed into a 3-person shootout.
  - d. Each team captain shall designate three (3) players to shoot for his/her team. The designated players must have been on the field of play (in the game) at the end of the overtime period. The goalkeeper may be one of the shooters.
  - e. The losing team from the overtime coin toss will have the option to shoot first or second.
  - f. Each penalty shot will be taken from twelve (12) yards away from the goal line.
  - g. Goalkeeper changes may occur only at the beginning of the shootout and as long as the new goalkeeper was a player on the field at the end of the overtime period.
  - h. Each team has a total of three (3) shots. Teams will alternate after each shot. Each shot shall follow the procedure for a penalty kick as outlined in "Free Kicks". In co-rec play, the order of the shooters for each team must alternate gender. Either a male or female may kick first.
  - i. If the score remains tied following the first three (3) shots by each team, a sudden victory shootout will occur in which the game is won if, after an equal number of shots, the tie is broken.
  - j. During the sudden victory shootout, teams must supply shooters different from their first three shooters. All eligible players --those on the field at the end of the overtime period -- must be a shooter in the shootout before any player may shoot again. In co-rec play, the alternating of genders must continue with the 4th shooter being the same gender as the 2nd shooter, and so on. Teams will continue to alternate shots as initially determined.

## **Scoring**

1. A goal will be awarded when the entirety of the ball crosses the goal line inside the goal posts.
2. All goals will count as one point regardless of the gender of the shooter.
3. (5-at-5 Mercy Rule) If a team is leading by 5 goals or more in the last five (5) minutes the game will end.

## Playing Rules

1. A coin toss before the beginning of the game will determine which team kicks off and which has the choice of ends. The team not receiving the ball first will have possession to begin the second half.
2. Kickoffs:
  - a. On the referee's signal, the game shall start or resume following a kick from the center of the field.
  - b. All players shall be within his/her half of the field. Opponents of the kicking team must be outside of the 8-yard center circle until the ball is kicked. A teammate of the kicker may be anywhere within his/her half of the field.
  - c. The ball must be kicked in a forward direction, one revolution, for the ball to be in play. If the ball does not complete one revolution, the same team will rekick.
  - d. The kicker shall not play the ball a second time until another player (of either team) has touched the ball. The penalty for this violation is an indirect free kick.
  - e. All kickoffs are indirect kicks.
3. Out of Bounds, Restarts and Offsides:
  - a. The ball is considered to be out of bounds after it has wholly crossed the sidelines, either on the ground or in the air.
  - b. When a ball is declared out of bounds. The team that did not touch the ball last shall be awarded a throw in.
    - i. On throw-ins the thrower must face the field of play and have both feet touching the ground out of bounds or on the touch line as the throw is made.
    - ii. The thrower must use both hands equally and shall deliver the ball from behind and over the head.
    - iii. A goal cannot be scored directly from a throw-in. An improper throw will result in the award of the throw to the other team.
  - c. A goal kick will be awarded if a ball was last touched by the offense and travels over the goal line, either on the ground or in the air.
    - i. Goal kicks will be taken anywhere inside the goal box
    - ii. The ball is not in play until it has gone outside the penalty area. In this instance, the ball must be rekick by the kicking team.
    - iii. The player taking the goal kick cannot retouch the ball until another player has touched it.
    - iv. Goal kicks are indirect kicks
  - d. A corner kick is awarded if a ball was last touched by the defense and travels over the goal line, either on the ground or in the air.
    - i. Corner kicks will be taken from the corner closest to where the ball traveled out of bounds.
    - ii. The opposing team must be 8-yards away at the time the ball is kicked.
    - iii. Corner kicks are direct kicks
    - iv. The kicker cannot retouch the ball until it is touched by another player.
  - e. Any ball striking a referee, goal post, or corner post and remaining on the field is in play.
  - f. There is no offsides in Intramural Outdoor Soccer
  - g. When restarting the game after a temporary suspension of play (injury), except on a free kick or throw-in, the team that was clearly in possession at the time of the suspension shall receive an indirect free kick from the spot the ball was at the time of the suspension. If neither team had

clear possession the official shall proceed with a drop ball at the spot where the ball was when the suspension occurred. If the ball was in the goal area at the time of stoppage, the ball will be dropped at the nearest point outside the goal area.

4. Goalkeeping:

- a. The goalkeeper has possession of the ball when he/she is touching the ball.
- b. From the moment the keeper takes control of the ball with his/her hands within his own penalty area, he/she is to be penalized if he/she takes more than five seconds without releasing the ball into play.
- c. A keeper may not, after releasing the ball into play, touch the ball again with his hands before it has been touched by another player of the same team outside the penalty area or by an opposing player either inside or outside the penalty area. If the goalkeeper plays the ball to a teammate and the teammate passes the ball back to the goalkeeper, he/she may not use his/her hands to play the pass. Penalty for violation of this rule is an indirect free kick.
- d. The goalkeeper shall not touch the ball with his/her hands via a throw-in or a deliberate kick by a teammate. Penalty is an indirect free kick.
- e. Goalkeepers are prohibited to punt or drop kick the ball.

5. Slide Tackling:

- a. There is no slide tackling in Intramural Outdoor Soccer. This rule applies to all players including the goalkeeper. Goalkeepers must lead with their knees and not feet if attempting to slide for a loose ball.
- b. A slide tackle occurs when a player leaves his/her feet and leads with his/her feet to play the ball while the ball is in the proximity of another player. A slide tackle does not require that any contact occur between players.
- c. On the first offense, a slide tackle will result in a blue card for the offending player and a direct free kick awarded to the offended team. The offending player is immediately dismissed for the remainder of the match, but can be replaced by an eligible substitute. This is a disqualification not an ejection. A player's dismissal due to a blue card will not necessarily affect the team's sportsmanship rating.
- d. On the second and subsequent offenses, a slide tackle will result in a red card for the offending player and a direct free kick awarded to the offended team. The offending player is immediately dismissed for the remainder of the match and is not permitted to be replaced by the team. This is deemed an ejection and further disciplinary action may be taken. A player's dismissal due to a red card may negatively affect the team's sportsmanship rating.
- e. At any time, if the slide tackle is deemed malicious (playing the player and not the ball and/or from behind), a red card will be issued to the offending player and a direct free kick will be awarded to the offended team. A red card is deemed an ejection and further action may be taken. Malicious play will negatively affect a team's sportsmanship rating.

**Free Kicks**

1. Free kicks awarded will be either an indirect or direct kick

- a. An indirect kick is a free kick from which a goal may not be scored unless the ball is touched by another player from either team.
- b. A direct kick is a free kick from which a goal may be scored against the offending team.
- c. The free kick may be taken by any player of the offended team on the field of play at the time of the offense.

- d. When a direct or indirect free kick is awarded, all opposing players must be at least 8-yards away from the spot where the free kick is to be taken, unless they are standing on their goal line between the goal posts.
  - e. When a player is taking a free kick from within his defensive penalty area, the ball must be kicked beyond the penalty area and all opponents must be outside the penalty area.
  - f. The ball must be stationary when a free kick is taken. The kicker shall not play the ball again until it has been touched by another player (either team).
  - g. The ball may be kicked in any direction.
  - h. All free kicks (other than a penalty kick) are eligible for a quick restart. If a restart is delayed the offending team may be issued a yellow card.
2. A penalty kick is a direct kick awarded after a serious or intentional rule infraction takes place in the goalkeepers box by the defensive team. A penalty kick can be awarded regardless of the position of the ball, if the infraction by the defending team is committed in the goalkeepers box. It is not awarded for infractions that call for an indirect free kick.
- a. The penalty kick shall be taken from anywhere on the penalty mark (12 yards from the goal line).
  - b. The penalty kick may be taken by any player of the offended team on the field of play at the time of the offense.  
(Co-Rec) The person taking the penalty kick must be of the same gender as the person who was fouled originally.
  - c. All players except the goalie must stay outside the penalty area and at least 8-yards from the penalty mark
  - d. The goalkeeper must stand on the goal line and may not move forward until the ball is kicked. The goalkeeper may move laterally.
  - e. The kicker must wait for the official to start the play. The kicker must kick the ball forward. If the ball is not put into play properly, the kick will be retaken. Any action to deceive the goalkeeper by the kicker is illegal.
  - f. Following the kick, the ball shall be deemed in play if it remains on the field of play; however, the kicker shall not play the ball a second time until it has touched another player.
  - g. For any infringement by the defending team, the kick shall be retaken if a goal has not resulted. For any infringement by the attacking team other than by the kicker, the kick shall be retaken if a goal has resulted.

## **Penalties**

1. A player who commits any of the following offenses shall be penalized by the award of an indirect free kick or direct free kick to be taken by the opposing team from the spot where the infraction occurred:
2. Indirect Kicks:
  - a. Dangerous play - In the opinion of the official, all high kicks above the waist or any attempt to make a play on the ball while kneeling or laying on the ground in a dangerous manner shall be prohibited.
  - b. Charging a player not in possession of the ball - A player shall not intentionally charge an opponent unfairly. A player shall not charge into the goalkeeper who is not in possession of the ball.
  - c. Obstruction - Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.

- d. Goalkeeper holding the ball longer than five (5) seconds after he/she receives it. Goalkeeper touching the ball with his/her hand when received by deliberate kick from a teammate.
- e. Interfering with the goalkeeper - No player of the opposing team shall interfere with a goalkeeper in possession of the ball.
- f. Delay of game - No player or team shall unnecessarily delay the playing of the game.

### 3. Direct Kicks:

- a. Kicking or striking an opponent - A player shall not intentionally attempt to kick or strike an opponent. The goalkeeper may not intentionally strike or attempt to strike an opponent by throwing the ball at the opponent. May also result in a card.
- b. Jumping at or tripping an opponent - A player shall not intentionally jump at nor intentionally trip an opponent.
- c. Charging a player in possession of the ball - A player shall not intentionally charge an opponent unfairly. Offenses include violently and/or dangerously charging a player or charging from behind.
- d. Holding, pushing, or impeding an opponent - A player shall not use his/her hands or arms to hold, push, or impede an opponent.
- e. Hand ball - A player shall be penalized for intentionally handling, carrying, striking, or propelling the ball with a hand or arm. Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball; this unintentional handling shall not be penalized.

### 4. Yellow and Red Cards:

- a. Yellow cards are considered a final warning by an official. A yellow card awards the offended team the ball. The following will result in a yellow card:
  - i. Leaving the field or coming onto the field without a referee's permission.
  - ii. Unsportsmanlike conduct.
  - iii. Persistent infringement of the rules of the game.
  - iv. Showing dissent (disagreement) toward a referee's call, including objecting by word of mouth or action.
- b. A team caution is a disciplinary action facing an entire team as a result of a violation by a player of that team and may be assessed by the official in the following instances: encroachment on free kicks, intentional hand balls by the defense, and unnecessary delay. Once a team caution has been issued, if any player from that team commits the same foul, that player will be ejected. All team cautions will be issued to that team's captain.
- c. If a player receives two yellow cards in the same game which results in a red card, that player will automatically be ejected from the game and is not permitted to be replaced by the team.
- d. Any player who receives three yellow cards in one season will immediately be suspended from the league upon the third yellow card and must meet with the Assistant Director of Intramural Sports in order to be reinstated.
- e. Red cards result in an automatic ejection from the game. The player cannot be replaced and that team will continue with one less player on the field. The following will result in a red card:
  - i. Slide tackling (if malicious or Blue Card warning for the offending team has already been issued).
  - ii. Intentionally handling the ball within his/her own penalty area during an obvious goal-scoring opportunity. If, in the opinion of the official, a player, other than the goalkeeper within his/her own goal box, denies his/her opponents a goal, or an obvious goal-scoring opportunity by intentionally handling the ball, he/she shall be sent off the field of play for serious foul play. A penalty shot or automatic goal may be awarded.

- iii. Excessive foul or abusive language.
- iv. Persistent misconduct after receiving a caution.
- v. Violent or serious foul play.
- vi. Intentionally impeding an opponent through unlawful means during an obvious goal-scoring opportunity. If a player who is moving toward his opponents' goal with an obvious opportunity to score a goal is intentionally impeded by an opponent through unlawful means. A penalty shot or automatic goal may be awarded.

### **Sportsmanship**

1. The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the intramural sports league and playoff seasons. Behavior before, during, and after an intramural sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system.
2. A team is responsible for the actions of the individual team members and spectators related to it. Additionally, SU Intramural Sports does not recognize the use of coaches. Only the team captain shall speak to the officials regarding administrative matters (ejections, disqualifications, etc). Furthermore, the team captain's efforts in assisting Intramural Staff to calm difficult situations and to restrain troubled teammates are key to controlling team conduct.
3. Sportsmanship is vital to the conduct of every Intramural contest. In order to encourage proper conduct during games, officials, administrative personnel, and supervisors shall make decisions on whether to warn, penalize or eject players or teams for poor sportsmanship. These decisions are final. The Intramural Sports administrative staff will rule on further penalties as a result of unsportsmanlike conduct.
4. Each participant should choose his or her team members carefully, as all team members will suffer the consequences of any disciplinary action taken by the Intramural Sports staff against that team for violation of the intramural rules and sportsmanship guidelines. Protests or appeals of sportsmanship ratings will not be recognized. The Intramural Sports administrative staff reserves the right to review any rating given to a team.
5. Additional information regarding team and participant sportsmanship including the rating method, factors, and scale is available in the Intramural Sports Handbook, available online at the SU Campus Recreation web site.

### **Inclement Weather**

1. The SU Intramural Sports Staff reserves the right to cancel or reschedule a game if circumstances warrant such an action. Regular season games that are cancelled due to rain or snow do not have to be rescheduled. Games postponed due to other reasons may or may not be rescheduled at the discretion of the Intramural Staff.
2. Weather conditions at the playing field will be monitored by the Campus Recreation staff with postponements and cancellations that follows departmental weather policy.

3. In case of inclement weather, the Intramural Sports staff will not make a decision regarding the playing of games until after 4:00pm.
  - a. If inclement weather occurs after the closing of the Intramural Office, decisions regarding game status will be made on the field by the Intramural Site Supervisor.
  - b. When games are cancelled due to weather, the fields will not be open for practice.