

National Federation Soccer Rules will govern play, subject to restrictions and exceptions laid down in the following rules:

Basic Policies

Rescheduling: All requests to reschedule must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. When rescheduling, both captains (or their representative) must come into the office to complete the rescheduling request form. Captain contact information is available online for your convenience in rescheduling.

Cancellation: Any team knowing in advance that they will be unable to play in a scheduled match may request to cancel and take a loss. All cancellation requests must be completed prior to 3:00pm the day of the game, or Friday for Sunday games. The Intramural Sports Office **must** be contacted when cancelling a game to avoid the forfeit charge.

Forfeit: GAME TIME IS FORFEIT TIME! A team must report to the game site and be “ready to play” with the minimum number of players to avoid a forfeit. “Ready to play” means checked in with the proper game equipment and on the field/court ready to begin play at the scheduled game time. It is advised that teams show up 15 minutes prior to their scheduled start time. The Intramural Sports Staff will be responsible for calling a forfeit. A \$20 charge will be assessed to the captain of the forfeiting team and teams will be dropped from the league after two no-show forfeits.

Protests: Rule interpretation protests must be declared immediately after the play in question. Team captains must announce this to the official/supervisor and the Protest Form must be filed to the Intramural Sports Department no later than 12:00pm the following business day. Rulings involving official’s judgment may NOT be protested. Player eligibility protests must also be filed before 12:00pm the following business day of the game in question.

Sportsmanship: Teams/Participants must receive an average 2.75 sportsmanship rating during league play to be eligible for playoffs. (A=4; B=3, C=2; D=1; E=0) Ratings will be given by officials for officiated sports and supervisors for self-officiated sports.

Conduct: All participants are expected to play according to the rules of the Division, Intramural Sports, and University Regulations. The staff of the Division of Recreational Sports reserves the right to penalize individual participants and/or teams for fighting or other unsportsmanlike conduct. Any individual or team that has or is consuming alcohol is subject to an automatic forfeiture. Since the use of alcohol is unsportsmanlike conduct, the Intramural Supervisors and Officials have the right to eject the player(s) or team and may forfeit the contest to the opponent. In addition, cases involving physical abuse of or between participants and/or spectators may be referred to the Office of the Dean of Students for possible action.

Inclement Weather: During league play and/or playoff games, a game “under play” may be called due to inclement weather or mechanical failure of the lights. Situations that would warrant calling games due to inclement weather would be lightning and thunder, tornado warnings and conditions that would be deemed injurious to participants’ continued play. The Intramural Supervisor will have the responsibility for calling games due to inclement weather or light failure. Games that are called prior to starting by the supervisor will be re-scheduled (if time permits) by the Intramural Staff. These games will be re-scheduled by the Intramural Staff the next regular office day and notices of the re-scheduled games will be posted. Participants should call the Weather Hotline (494.3131) for updated game information.

Scorecard: Prior to each game, all players must sign in on the official scorecard. The game officials will then verify each player’s identity by checking the players ID. All participants must display their valid Purdue University ID in order to participate. **NO ID, NO PLAY! (NO EXCEPTIONS)** An individual whose name appears on the official scorecard will be considered as having played in the contest. Late arriving players must have their name added to the scorecard upon arrival by an official before they may participate.

Eligibility: A participant may play for only one team. They may play on two teams if one of the teams is a Co-Rec team. For more eligibility policies please see the link below to the Intramural Sports Handbook.

More Policy Information: For additional information please review the Intramural Sports Handbook online at: www.purdue.edu/recsports/programs/imsports

Equipment

Shoes: Each player must wear athletic shoes. They must be made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic) which covers the foot attached to a composition bottom. Shoes with metal cleats are not permitted.

Jerseys: For all Outdoor 3v3 Soccer games, it is required that teams wear uniformly colored jerseys in order to help distinguish one team from another. Jerseys may be checked out from the Intramural Sports staff at the field.

Other: Shinguards are highly recommended, but not required.

Illegal Equipment: Absolutely NO JEWELRY, hats, metal barrettes, or anything that would be injurious to participants is illegal to wear.

Game Regulations

Players: An official team shall consist of three (3) players on the field with unlimited substitutes. A minimum of two (2) players must be present to start the game to avoid a forfeit.

Game Length: A regulation game shall consist of two 12-minute halves. The clock does not stop and there are no timeouts permitted except those called by the Officials for injuries. There is a three-minute rest period between halves. Teams will switch ends at half time.

Officials: The Intramural Staff will assign officials for each scheduled game. All games conducted by the Division of Recreational Sports must be played under the supervision of the Intramural Supervisor employed by the Division. No game may be played without its being scheduled through the Intramural Sports Office. An Intramural Official will keep the scorecard.

Playing Area: Games will be played on the Gold Fields with specific fields assigned at the game site.

Overtime: During league play, there are no overtime periods. During the playoffs, overtime periods shall consist of a five-minute "golden goal" overtime period. The first team to score in overtime is the winner. If no team has scored in the five-minute overtime, the winner shall be decided by a shootout. The three (3) players from each team remaining on the field at the end of the overtime period, will enter a rotation of penalty kicks alternating teams with each kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks, the same three (3) players will alternate in the same order in a sudden death penalty kick format until one team scores unanswered. Only players on the field are eligible to participate in the shootout.

Official Game: In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime, it is considered a cancelled game and will not be counted toward playoff qualification. Cancelled games will only be made up if space and time permits.

Sport Specific Rules

Scoring: A goal is scored when the entire ball has passed completely over the goal line, between the goal post and under the crossbar, provided no infraction of the rules occurred in the accomplishment of the goal. **A goal may only be scored from a touch within a team's offensive half of the field.** The clock is not stopped after a goal is scored. A goal cannot be scored directly from the kick-off.

Substitution: Teams may substitute with knowledge and consent of the referee on any ball leaving the field of play.

Goalkeeper Privileges: There are no goalkeepers in 3v3 Soccer. Players are not allowed in the Goal Box (see Interpretations).

Offside: The offside rule is not in effect.

Slide Tackling: Slide tackling is not permitted. Playing the ball while on the ground is not permitted with other players within striking distance. This is considered "dangerous play" and will be called at the discretion of the referee. Slide tackling infractions will result in an automatic yellow card.

Interpretations

Goal Box: The goal box, 10 feet wide by six (6) feet long, is directly in front of the goal. The goals are four (4) feet high by eight (8) feet wide. There is no ball contact allowed within the goal box, however, any player may pass through the goal box. If the ball comes to rest in the goal box, a goal kick is awarded regardless of who touched the ball last. The ball may be played as long as the entire ball has not entered the goal box. If the ball is on the line, it is still playable. A free kick will be awarded if the ball is touched by a defensive player inside the goal box after it is last played by a teammate. This free kick shall be taken from the part of the goal-area line which runs parallel to the goal line at the point nearest to where the infraction occurred. The kick will take place 5 yards outside the goal box. A goal will be awarded if the ball is touched by a defensive player inside the goal box after it was last played by the offense. A goal kick will be awarded if the ball is touched by an offensive player inside the goal box.

Five Yard Rule: In all dead-ball situations, defending players must stand at least five (5) yards away from the ball. If the defensive player's goal is closer than five (5) yards, the ball shall be played five (5) yards from the goal, in line with the place of the penalty.

Kick-Ins: The ball shall be kicked into play from the sidelines, instead of thrown in. The ball is considered in play when the ball is touched with a foot and moves forward.

Indirect Kicks: All dead-ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner/penalty kicks.

Goal Kicks: A goal kick is an indirect free kick. The ball must travel outside the penalty area before it may be played by anyone of either team. Infraction results in a re-kick. They may be taken from any point on the end line.

Penalty Kicks: Shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction. It is a direct kick taken from the middle of the half-field line with all players behind the half-field line. After the kick, the offensive team cannot touch the ball again until the defensive team has touched it. On a penalty kick the ball must travel forward.

Corner Kicks: A corner kick is a direct free kick. A member of the attacking team takes a corner kick when the ball passes completely over the goal line. Opposing team members shall not approach within five (5) yards of the ball until the ball is in play and has been played forward from a stationary position. A goal can be scored directly from a corner kick.

Conduct: A yellow/red card system will be used to control player, coach and bench personnel in unsportsmanlike conduct and improper behavior (persistent infringement of any rules of the

game). Any player receiving two yellow cards during one game or a red card will be ejected and must leave the playing facility. Ejected participants will be marked ineligible for all Intramural Sport activities until they have completed the reinstatement process. Yellow/Red cards may be issued for the following:

Yellow Card

- a) Persistently infringes upon any of the rules of the game.
- b) Shows dissent by word of mouth or action to decisions given by the referee.
- c) Is guilty of any incidental vulgar or profane language
- d) Is guilty of unsporting conduct.
- e) **Slide Tackling**

Red Card

- a) Is guilty of violent conduct or serious foul play;
- b) Is abusive in language or gesture toward a player or official.
- c) Persists in misconduct after receiving a caution.

Co-Rec Modifications

Players: The number of players will be three (3) (two (2) males and one (1) female or *visa versa*). If a team has two (2) players they must play one (1) male and one (1) female.

Overtime Penalty Kick Procedures: Shooters must alternate male/female (female/male). No player may shoot twice until all other eligible players for their gender have attempted a shot.