

## Outdoor Soccer Rules Spring 2010

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

### Equipment

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

**Jerseys:** For all Outdoor Soccer games, it is required that teams wear uniformly colored jerseys in order to help distinguish one team from another. Goalkeepers must wear a distinguishing color different from their teammates. Jerseys may be checked out from the Intramural Sports staff at the field.

**Other:** A size 5 regulation ball will be provided for the game by Intramural Sports staff. 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 nine (9) players on the field with unlimited substitutes. A minimum of seven (7) players must be present to start, and continue the game to avoid a forfeit.

**Game Length:** A regulation game shall consist of two 20-minute halves. The clock does not stop and there are no time outs permitted except those called by the Officials for injuries. There is a five-minute rest period between halves. Teams will switch ends at half time.

**Mercy Rule:** If, at any time, during the final five (5) minutes of the second half a team is ahead by five (5) or more goals the game shall be ended.

**Overtime:** During league play, there are no overtime periods. During the playoffs in case of a tie at the end of regulation play, one sudden death five-minute overtime period will be played. If at the end of the overtime period the score is still tied, alternating penalty kicks will be taken. Five kicks will be taken alternately by each team. The team scoring the greater number of penalty kicks will be the winner. If the score remains tied after the first series of penalty kicks, additional rounds of one (1) kick will be played. Both teams will take alternating kicks until a team misses. **NOTE:** The referee shall choose the goal at which the kicks are taken from and a coin toss will determine the order. The team winning the toss shall have the option of choosing to kick first or second.

**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 Office. An Intramural Official will keep the scorecard.

**Playing Area:** All Outdoor Soccer games will be played on the Gold Fields at assigned fields.

**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 whole of the 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. The clock is not stopped after a goal is scored. After a goal is scored, play is resumed the same way as in starting a game by the side against which the goal was scored.

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

**Goalkeeper Privileges:** Within his/her own penalty area a goalkeeper may carry, strike or propel the ball with the hands or arms and may not be charged, interfered with or impeded in any manner while in possession of the ball. The goalkeeper's privileges do not apply outside the penalty area. A goalkeeper must release the ball within six (6) seconds after obtaining possession.

**Offside:** A player is judged to be offside if he/she is nearer to his/her opponent's goal line than two defenders are at the moment the ball is played to him/her. This player does not have to receive the ball to be offside. A player is not penalized for being offside if at least two of his/her opponents are as near to their own goal line than he is at the time of the pass. In order to be judged offside, a player must be involved in the play (clarification: involved means "actively participating in play or seeking to gain an advantage by being in an offside position". It is possible to be in an offside position, and not be penalized for offside.)

**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.

**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 nine (9) (five (5) males and four (4) females or *visa versa*). If a team has eight (8) players they may have a combination of four (4) males and four (4) females; or five (5) males and three (3) females and *visa versa*. A team may play with as few as seven (7) (four (4) males and three (3) females and *visa versa*).

**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

#### **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 if they continued to 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](http://www.purdue.edu/recsports/programs/imsports)

