SECTION 1. LEAGUE FORMAT

I. League Overview
   A. The league will consist of three (3) regular season matches.
   B. Participants will be able to choose which day of the week and what time they play their regular season games by selecting a division within their desired league via scheduling on IM Leagues.

II. Playoff Format
   A. Following league play, a single elimination tournament will be played.
   B. Team ranking will be based on season performance and sportsmanship ratings.

III. Rosters
   A. Teams will be allowed to add additional players to their rosters during the season and through the end of the semi-final games in the playoffs.
   B. Teams will be allowed a maximum of 20 players.

IV. Location
   A. Games will be played on the Gold Fields.
   B. Teams will have a designated field assignment.
      i. This assignment can be found online.
      ii. Please contact the Intramural Supervisor if you need assistance locating your playing location.

V. Supervision
   A. Officials will be assigned for all scheduled games. They will be responsible for officiating the game and providing sportsmanship ratings.
   B. An Intramural Supervisor will provide oversight and aid with the operation of the sport.
      i. ALL PARTICIPANTS MUST PRESENT THEIR ID IN ORDER TO PARTICIPATE.
      ii. GAME TIME IS FORFEIT TIME!
         a. All participants must be signed in and “ready to play” with the minimum number of players to avoid a forfeit.
         b. “Ready to play” includes having the proper game equipment and being at the field ready to begin at the scheduled time.
      iii. Please alert the Intramural Supervisor if assistance is needed.

VI. Alcohol and Drugs
   A. The Division of Recreational Sports Facility Policy clearly states that:
      i. Alcohol, tobacco products, illegal drugs, firearms, and other weapons are strictly prohibited in DRS facilities.
      ii. Use of the facilities under the influence of alcohol or drugs is also prohibited.
   B. The Intramural Staff will strictly enforce these policies.

SECTION 2. THE GAME

I. Brief Overview
   A. Each team will be made up of nine (9) players on the field.
      i. Eight (8) players will play field positions.
      ii. One (1) player will be the designated goalkeeper.
iii. All substitutes must remain in the team boxes along the sidelines.
B. Slide tackling is not permitted at any time (see Section 10).
C. Offside positioning will be enforced (see Section 11).
D. A regulation game will consist of two (2) 20 minute halves.
E. It is required that teams wear uniformly colored shirts to help distinguish one team from another.
F. Shin guards are highly recommended but not required.

II. The Field
A. The playing field has the dimensions of 60 yards wide by 90 yards long.
B. The goal box, located directly in front of the goal, will be 20 yards wide by six (6) yards long.
C. The goals are eight (8) feet high by 24 feet wide.

III. Beginning Play
A. The Intramural Supervisor and officials will assist teams with field assignments.
B. Captains’ Meeting
   i. Prior to the start of play, each team’s captain will be required to meet with the officials.
   ii. Follow the official’s instructions and ask any desired rule clarifications at this meeting.
C. Coin Toss
   i. Either a coin toss or even/odds game will determine the first choice.
   ii. The visiting team captain will be designated to make the call.
   iii. The captain winning the toss/game shall choose one of the following options:
      a. Choose to kick-off in the first or second half.
         a. If this option is chosen, the remaining captain will choose which side of play to defend in the first half.
      b. Choose which side of play to defend in the first half.
         a. If this option is chosen, the remaining captain will choose between kicking-off in the first or second half.
   iv. Upon completion of the toss/game, each team will assume their respective sides and play will begin with a kick-off from midfield.

SECTION 3. EQUIPMENT

I. Equipment Provided
   A. A regulation outdoor soccer ball will be provided for play.
   B. Players may use their own outdoor balls if both captains and the officials agree prior to play.

II. Illegal and Required Equipment
   A. Shoes
      i. Players must wear athletic shoes.
      ii. Shoes must be made up of soft, pliable upper material (molded plastics, canvas, leather, or synthetic) which covers the foot attached to a composition bottom.
      iii. Shoes with rubber cleats are acceptable; no metal cleats or toe cleats of any kind are permitted. Cleats that are modified or altered to fit the requirements are also not permitted.
   B. Attire
      i. It is required that teams wear uniformly colored shirts to help distinguish one team from another.
         a. Jerseys may be rented from the TREC for $1/jersey.
      ii. Goalkeepers must wear a distinguishing colored shirt that differs from the color worn by their teammates. Goalkeeper pennies will not be provided by Intramural Staff.
         a. Jerseys may be rented from the TREC for $1/jersey.
      iii. Players must wear athletic shorts or pants and shirts.
      iv. Jeans are not permitted.
v. No jewelry, baseball hats, wristbands, watches, rings, or anything that would be considered potentially harmful may be worn.

III. Recommended Equipment
A. Shin guards are highly recommended but not required.

SECTION 4. PLAYERS

I. Team Composition
A. Each team will be made up of nine (9) players on the field.
   i. Eight (8) players will play field positions.
   ii. One (1) player will be the designated goalkeeper.
      a. All teams are required to have a goalkeeper to play.
B. Teams are permitted a maximum of 20 players on their roster.
C. (Co-Rec Modification) Teams with nine (9) players must have five (5) males and four (4) females or four (4) males and five (5) females.
D. (Co-Rec Modification) Teams with eight (8) may have any of the following:
   i. Four (4) males and four (4) females
   ii. Five (5) males and three (3) females
   iii. Three (3) males and five (5) females

II. Minimum Team Requirements
A. Games may be started with a minimum of seven (7) players.
B. (Co-Rec Modification) Teams with only seven (7) players must have four (4) males and three (3) females or three (3) males and four (4) females.

III. Club Sports Players
A. A maximum of two (2) club sports participants are permitted to be on each team’s roster.

IV. Substitutions
A. Teams may substitute after scored goals, on throw-ins, goal kicks, corner kicks, and other stoppages of play when the referee allows it.
B. A player wishing to enter into the game as a substitute must report to the center field line, and wait for the approval of the referee to enter the field of play.
C. Players arriving late must first sign-in with the Intramural Supervisor before entering play.

SECTION 5. TIMING

I. Periods
A. A regulation game will consist of two (2) 20 minute halves.
B. The clock will not stop and will be managed by the officials.
C. Halftimes will be a maximum of five (5) minutes long and teams will switch sides at the start of the second half.

II. Time Outs
A. Teams will not receive any time-outs.
B. Injury time outs may be determined only by the officials and/or Intramural Supervisor.

III. Overtime
A. During league play, there are no overtime periods and games will result in a tie.
B. During the playoffs, a five (5) minute overtime period will be played until the first team scores (the “golden goal”).
C. If no goal is achieved in this five (5) minute period, a shootout, taken from the penalty kick location, will occur with the following rules:
   i. One (1) goalie for each team will be selected for the shootout.
ii. Only five (5) field players.

iii. The five (5) players from each team then take alternating penalty kicks in a five (5) kick shootout.
   a. The first round of penalty kicks consists of each player taking a shot. The team with the higher number of goals wins.
   b. If, after both teams have taken five kicks, both have scored the same number of goals, or have not scored any goals, kicks continue to be taken in the same team order until one team has scored a goal more than the other from the same number of kicks using the remaining eligible participants on the roster for each team.
      a. With the exception of the foregoing case, the players who are on the field of play at the end of the match, which includes extra time, are allowed to take kicks from the penalty mark before players who are not on the field may begin taking kicks.
      b. Each kick is taken by a different player and all eligible players must take a kick before any player can take a second kick

iv. (Co-Rec Modification) Shooters must alternate male/female or female/male.

v. (Co-Rec Modification) No player may shoot twice until all other eligible players for their gender have attempted a shot.

vi. The officials will choose the side of field for the shootout. A coin toss (see Section 2.III) will determine who shoots first.

IV. Official Game
   A. If a game has reached halftime and inclement weather stops play, the game will be over and its score will be considered official.
   B. If a game has not yet reached halftime and inclement weather stops play, the game will be considered cancelled.
      i. Cancelled games will not count toward playoff qualification.
      ii. Cancelled games will only be made up if time and space permits.

SECTION 6. SCORING

I. Goals
   A. A goal is scored only when the entire ball has passed completely over the goal line, between the goal posts and under the crossbar, provided no infraction of the rules has occurred during this process.
   B. Goals cannot be scored directly:
      i. From throw-ins.
      ii. From indirect kicks.
   C. The clock does not stop after a scored goal.
   D. After a scored goal, play resumes with the opposing team kicking off from the center of the field.

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

III. Forfeit Score
   A. In the event of a forfeit, a score of one (1) to zero (0) will be given.

SECTION 7. FREE KICKS AND RE-START RULES

I. Kick-Off
   A. On the kick-off, the ball must be played forward before it can go backward.

II. Ten (10) Yard Rule
   A. The ten (10) yard rule pertains to all dead ball situations, excluding throw-ins.
B. Players must stand at least ten (10) yards away from the ball.
   i. If the defensive player’s goal is closer than ten (10) yards, the ball shall be played ten (10)
      yards from the goal, in line with the place of the penalty.

III. Throw-Ins
   A. Should the ball go out of play, play is restarted with a throw-in from the nearest spot.
      i. The boundary lines are considered in play; the ball must completely cross over the line to be
         out of play.
   B. To be considered legal, the person throwing in the ball:
      i. Must be facing the field of play.
      ii. Have both feet on the ground.
      iii. Use both hands.
      iv. Deliver the ball over the head in one continuous motion.
   C. A score cannot be awarded from an untouched throw-in.
   D. If the ball does not enter the playing field plane, a rethrow will be awarded. If the ball enters the
      playing field plane, but does not land inbounds, it becomes a turnover and a throw-in is awarded to
      the opposing team.
   E. Illegal throw-ins will result in loss of possession and a throw in for the opposing team. Flip throw-
      ins are considered illegal throw-ins.

IV. Indirect and Direct Kicks
   A. Indirect kicks must be touched by another player before a goal may be scored; the following kicks
      are indirect kicks:
      i. Goal kicks
      ii. Goalie violations (see section 8)
      iii. Offsides
      iv. Stoppage due to dangerous play
         a. This includes sliding in traffic, provided the slide is NOT an attempt to slide tackle,
            high kicks, or any other play that an official rules as dangerous that does not result in
            contact with another player.
   B. Direct kicks may be scored without being touched by another player; the following are direct kicks:
      i. Kick-offs
      ii. Penalty kicks
      iii. Hand Ball penalty
      iv. Corner kicks

V. Goal Kicks
   A. The defensive team is awarded a goal kick when the offensive team last contacts a ball that crosses
      the defense’s goal line boundary.
   B. The ball must travel outside the penalty area before it may be played by anyone of either team.
      i. Infractions of this rule result in a re-kick.
   C. The ball must be kicked from a stationary position and may be kicked within the goal area.

VI. Corner Kicks
   A. The offensive team is awarded a corner kick when the defensive team last contacts a ball that crosses
      the defense’s goal line boundary.
   B. The ball must be kicked from a stationary position.
   C. Goals may be scored directly from a corner kick.

VII. Penalty Kicks
   A. Shall be awarded if, in the official’s opinion, a scoring opportunity was nullified by an infraction
      located inside the penalty area.
   B. Penalty kicks will be taken from the penalty marker located in the penalty box.
   C. After the kick, any player, but the kicker can touch the ball.
D. The ball must go forward on a penalty kick.

SECTION 8. GOALKEEPER RULES

I. Goalkeeper Privileges
   A. A goalkeeper may carry, strike, or propel the ball with the hands or arms.
   B. Opposing players may not charge, interfere, or impede a goalkeeper’s possession of the ball.
   C. The goalkeeper’s privileges do not extend outside of the penalty box. Thus, a goalkeeper cannot use their hands outside of the goal box.
   D. Goalkeepers are not allowed to slide feet first to obtain possession of the ball from a player; however, they may hit the ground and dive for the ball.

II. Ball Possession
   A. A goalkeeper who takes control of the ball with his hands must release the ball within six (6) seconds of obtaining it.
      i. Should the goalkeeper take control of the ball with his hands for longer than six (6) seconds, an indirect free kick at the location of the offense is awarded to the opposing team.

SECTION 9. OFFSIDE POSITIONING

I. Offside Definition
   A. Offensive players are considered to be offside if they are nearer to their opponent’s goal line than the second to last defender (the goalkeeper is considered a defender) at the time the ball is played in their direction.
      i. Offside can only be enforced in the attacking half of the field.
   B. In order to be considered in an offside position, a player must be involved in the play.
      i. Involved means “actively participating in the play or seeking to gain an advantage by being in an offside position.”
      ii. It is possible to be in an offside position and not be penalized – provided that the player is not involved in the play.

II. Offside Enforcement
   A. Should the position of an offensive player be ruled offside by an official, the opposing team receives an indirect free kick at the location of the offside infraction.

SECTION 10. SLIDE TACKLING

I. Slide Tackling Definition
   A. A slide tackle is a maneuver in which one or both feet slide on the ground in an attempt to tackle the ball (whether contact is made or not) while an opponent has possession of the ball or while an opponent is attempting to gain possession of the ball (this includes loose 50-50 balls).
   B. Slide tackling is not permitted. Goalkeepers cannot slide with their feet.

II. Slide Tackling Enforcement
   A. Slide tackling infractions will be called at the official’s discretion and will result in an automatic yellow card.
   B. Slide tackling will result in a direct free kick.
   C. Players lying on the ground may not play the ball if other players are within contact distance. This is considered a dangerous play and will result in an indirect free kick.

SECTION 11. MISCONDUCT
I. Ejection
   A. Any player receiving two yellow cards during one game will be ejected and must leave the playing field.
   B. Any player receiving one red card during one game will be ejected and must leave the playing field.
   C. Ejected players must meet with the intramural supervisor to fill out information, and will then be required to attend a misconduct meeting with the Assistant Director of Intramural Sports before they can play in the next game.

II. Violation Resulting in a Yellow Card
   A. Violations resulting in a yellow card include but are not limited to the following:
      i. Persistent rule infringement throughout the game.
      ii. Player shows dissent by word of mouth or action to decisions given by the official.
      iii. Player is guilty of any incidental vulgar or profane language.
      iv. Player is guilty of unsporting conduct.
      v. Slide tackling
      vi. Improper substitution.
      vii. Player commits a hand ball in the goal box.
      viii. Illegal equipment.

III. Violations Resulting in a Red Card
   A. Violations resulting in a red card include but are not limited to the following:
      i. Player is guilty of violent conduct or serious foul play.
      ii. Player uses abusive language or gestures towards a player or official.
      iii. Player persists in misconduct after a caution.

SECTION 12. SPORTSMANSHIP

IV. Minimum Rating
   A. Teams must receive an average of 2.75 sportsmanship rating during league play to be eligible for the playoffs.
   B. Sportsmanship ratings will range between 0-4 with detailed explanations available in the Participant Handbook Article 9: Sportsmanship and Player Conduct

V. Officials
   A. The game’s official will determine sportsmanship ratings for each of the game’s teams.

SECTION 13. PROTESTS

I. Eligibility Protests
   A. If a player is believed to be ineligible (please see our Policy Information for more details), the game may be played under protest.
   B. Please contact the Intramural Supervisor to file a protest form.

II. Rule Interpretation Protests
   A. Rule interpretation questions must be declared immediately after the play in question.
   B. Ruling involving an official’s judgment MAY NOT be protested.
   C. Team captains must announce this protest to the Intramural Supervisor and both captains will be required to fill out information on the protest form.