



## INTRAMURAL SPORTS/RECREATION OUTDOOR SOCCER RULES



1. Each team should have seven players, including the goalie. However, when necessary, a team can play with a minimum of five players.
2. One piece, molded shoes can be worn (soccer shoes) or tennis shoes; no football, track, baseball or other cleats are allowed.
3. No jeans or cargo bottoms are allowed. Athletic wear must be worn at all times. The player who doesn't have athletic wear on will not be allowed to play. (Referee's discretion on athletic wear)
4. Individuals may only play for one men's or women's team and for one co-ed team during the entire season and playoffs. The first team that an individual plays for is the team that he/she is committed for the duration of the season and playoffs.
5. **Forfeit Rule:** The team that doesn't have a minimum of 5 players ready to start when its 10 minutes after the start time **forfeits** the game.
6. For co-rec play only: The forfeit rule still applies. The co-rec team has to have a minimum of 5 players ready to start when it's 10 minutes after the start time and they still have to have a minimum of 2 females included in the 5 players needed to start the game.
7. All players must present a current YSU ID at all contests. IDs have to be collected by the team's captain and given to the referee at least 10 minutes before the start of the game. If a player comes late, the ID has to be given to the referee and then written down before that player is allowed to play.
8. Only the captain from each team is allowed to talk to the referees during play or at halftime. If a player other than the captain complains to the referees, a warning will be given to that team's captain. If it happens a second time during the same game, then the other team gets a direct kick wherever the ball is at the time.
9. In the case of an ejection, the player not only must leave the premises, but also needs to meet with the Assistant Director of Intramural Sports before she/he may participate in the next activity.
10. **THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY.**
11. Any rules not covered in this rule sheet will be subject to interpretation by the Assistant Director for Intramural sports.
12. THE GAME - Throw-ins must be performed with both feet on the ground and arm motion directly behind the players head.

13. Goal kicks must leave the 18-yard box before the ball can be played. No offending players can be in the box at this time. The defender cannot touch the ball until it leaves the 18-yard box.
14. No high kicks. Anything that is chest level or above and within the proximity of another player is considered a high kick.
15. No slide tackling or sliding. The goalie **cannot** slide feet first. If the goalie slides feet first in the box, then it will be a penalty kick for the other team. If the goalie slides feet first outside the 18-yard box, then it will be a direct kick for the other team at the spot of the foul.
16. When taking the kick-off, the ball has to be touched forward to another person on the same team. The player who first takes the kick-off cannot touch the ball again until someone else touches the ball.
17. Any foul in the goalie box will result in a penalty kick. No other players are allowed in the 18-yard box at this time except the goalie and the other player taking the penalty shot. All other players have to be outside the 18-yard box including the arc. The kicker may touch the ball after another player has. During the penalty shot, the goalie must have heels on the line and cannot move until the ball is shot.
18. When the goalie is kicking (punting) the ball, a player cannot interface; but when the goalie dropkicks the ball, a player can approach.
19. Players will be warned once for rough play and then ejected if the rough play continues. After a player is ejected from the game, the team must play one less person for the remainder of the game.
20. Direct kicks may be scored without being touched by another player. Indirect kicks must be touched by another player before the goal can be scored (including goalies). It's the referee's discretion to decide when it's either a direct or indirect kick according to the type of foul.
21. When the indirect or direct kick is taken, the player/s blocking the kick has to be 10 yards away from the ball. The referee will tell the player/s blocking the kick where to stand for the 10 yards. The player/s blocking the kick cannot move until the ball is kicked. The ball must be at a halt before it can be kicked.
22. Offside is determined by where you are when the ball is played. If you are behind the ball, you are onside. You are offside on the opponent's side of the field if you are ahead of the ball before it is played. You cannot be offside on throw-ins, corner kicks, and goal kicks.
23. EQUIPMENT – Either regulation soccer shoes or tennis shoes must be worn (molded one-piece sole). No work, street, football, baseball, or other type of cleated shoe will be permitted. No playing bare foot or in socks.
24. SUBSTITUTIONS – Teams can substitute on throw-ins or goal kicks., but each substitution must report to the referee and may enter the game only during a dead ball situation.

25. DEAD BALL SITUATION - A dead ball situation occurs following an injury or goal, or when the ball passes an end line, and between periods.
26. BALL PLAYED – Any players (other than the goalie) may advance the ball by propelling it with any part of his body except his arms and hands.
27. LENGTH OF GAME – The game will be played in two 18-minute halves. The clock will run continuously. A three-minute half-time will be allowed. In the case of a tie game, a shoot out will occur. This procedure will continue until one team scores more goals.
28. SCORE – When the ball goes completely over the goal line, and under crossbar, one point scored is scored for the offensive team.
29. START OF GAME – Game started by a kick-off from center of field; change ends at beginning of each half. Kickoff is by team that did not kick off at the beginning of previous period.
30. ONSIDE – When in the opponent’s half of the field, a player must be onside before playing the ball – when his/her team has the ball, or if ahead of the ball there are two opponents nearer their own goal than he/she at the time the ball is played. NOTE: Players are never offside on corner kicks, goal kicks, drop balls, when opponents last played the ball, or on a throw-in.
31. PENALTY FOR OFFSIDE – Free indirect kick on which a goal cannot be scored should be awarded to the opponents. No penalty for being offside unless an attempt is made to play the ball, to interfere with an opponent or gain an advantage.
32. BALL ADVANCED – A ball crossing completely over the touchline or side boundary line, either in the air or on the ground, is put in play by a throw-in at the point where it crossed the line, by a member of the team opposite to the player last touching the ball. The thrower at the moment of delivering the ball must face the field of play and part of each foot shall be either on the touchline or on the ground beside it. The thrower must have both feet on the ground, shall use both hands and shall deliver the ball from behind his head.

The ball crossing the goal line or end boundary line, exclusive of the area occupied by the goal is put into play by the defensive when the offense touches the ball last before it crosses the line. This is called a goal kick – all offending players must be outside the 18-yard box.

If a defensive player last touched the ball before it crosses the goal line, the offensive team puts the ball into play by a corner kick, from the corner of the goal and touch lines (side boundary line) to where the ball left the playing field.

NOTE: This is a direct kick on which a goal may be scored without being touched by another player – opposing players must be 10 yards distance from the ball when it is kicked.

33. PERSONAL FOULS – Any personal foul, misconduct or violation of rules, such as using hands, is penalized by a free kick awarded to the opposite team at the point where the infraction occurred.
34. DIRECT FREE-KICK OFFENSES
- Using hands or arms:
    - Handling the ball intentionally, holding an opponent, placing arms or hands on an opponent in effort to reach the goal, pushing an opponent.
  - Using feet or legs:
    - Jumping at an opponent, kicking or attempting to kick an opponent, or using the knee on an opponent.
  - Using the body:
    - Charging an opponent from behind, charging an opponent violently or dangerously, or charging an opponent while he has both feet off the ground in an effort to head the ball.
  - Offenses by goalkeeper:
    - Carrying the ball by the goalkeeper outside the penalty area.
35. INDIRECT FREE-KICK OFFENSES –Offensive for which an “indirect” free kick can be given.
1. A player playing the ball a second time before it has been played by another player at the time of kickoff, a kick-in, a free kick, a goal kick if the ball has passed outside the penalty area.
  2. Ball not kicked forward from a penalty kick.
  3. Carrying the ball by the goalkeeper more than four steps within the penalty area.
  4. If the goalkeeper delays getting rid of the ball.
  5. A substitution or re-substitution being made when the ball is not dead or out of play from the point on the field where the ball was when the infraction occurred.
  6. A substitution or re-substitution being made without reporting the referee.
  7. Persons other than the players and linesman entering the field without the referee’s permission.
  8. Dissenting by word or action from a referee’s decision.
  9. Offside.
  10. Interfering with goalie or impeding in any manner until he clears the ball.
  11. Obstruction other than holding.
  12. Player leaving the field during the progress of the game without the consent of the referee.

When a defensive team commits a foul that would result in a direct free kick being awarded anywhere on its own penalty area, the opponents are awarded a penalty kick. This is a free direct kick taken away from the point 12 yards from the goal line and directly in front of the goal. While a player is taking the penalty kick, all other players except the opposing goalkeeper, must be outside of the 18-yard box. The goalkeeper must stand on the goal line between the goal uprights without moving his feet until the ball is kicked. The kicker must play the ball forward and may not kick it a second time until it is touched by another player. A successful penalty kick scores one goal. After an unsuccessful kick, the ball continues in play. Should the ball hit the goal post or the cross bar and rebound into play, the player who played the ball may not play it again until it has been played by another player.

36. WHEN PLAYER IS OFFSIDE – A player is offside if he/she is nearer his opponents' goal line than the ball at the moment, the ball is played unless:
1. He is in his own half of the field of play.
  2. There are two of his opponents nearer to their own goal line than he is.
  3. The ball last touched an opponent or was last played by him.
  4. He receives the ball direct from a goal kick, a corner kick, a throw-in or when it is dropped by a referee.

37. FUNDAMENTALS OF OFFSIDE – One of the fundamental points to be borne in the mind in connection with offside is the position of the ball with respect to the player.
1. A player not ahead of the ball when it is last played cannot be outside.
  2. If a player is ahead of the ball when it is last played by one of his own side, he must have two opponents between him and the opposing goal.
  3. A player cannot be offside if he receives the ball from an opponent.

When a player is in the offside position, however, he/she has no right to interfere with an opponent or with play; that is, to station himself so near to the goalkeeper or any other opponent as to hamper his/her movements or obstruct his/her sight of the ball. A player should remember that he/she cannot be offside in the following instances:

1. When an opponent last played the ball.
2. On a corner kick.
3. On a goal kick.
4. On a drop ball.
5. On a throw in.

For an infraction of this law, a player of the opposing team shall take an indirect free kick, from the place where the infringement occurred.

38. OFFSIDE PLAYER, NOT PUNISHED UNLESS INTERFERING – A player in an offside position shall not be penalized unless, in the opinion of the referee, he is interfering with the play or with an opponent, or is seeking to gain advantage by being in an offside position.
39. SHOOTOUT – A shootout will happen when at the end of regulation, when the score is tied. The team captains will pick 5 players from their team to be in the shootout. The ball will be placed on the penalty line. The goalie has to be on the end line and cannot move until the ball is kicked. The 5 players from each team will alter kicks with the opponents goalie defending. At the end, the team with the most goals scored in the shootout wins. If the teams are tied at the end of the shootout, then the above process will be repeated using 3 different players from each team. Again, the team with the most goals scored in this shootout wins.
40. RULE ENFORCEMENT - All contests will be supervised by an Intramural Supervisor/official. The Supervisor's/official's responsibilities will be to rule on any situation in which teams cannot agree. The Supervisor's/official's decisions are final and should not be questioned. The Supervisor/official will grade each team nightly in regards to sportsmanship

41. No smoking on the field areas, and no tobacco chewing on the field areas.