

Intramural Outdoor Soccer Rules

I. TEAM

- a. **Captain:**
 - i. Team captains are responsible for the actions of their team and their team's fans. It is the team captain's responsibility to ensure that all team members are listed on the roster.
 - ii. Only the team's designated captain is allowed to consult with the officials.
 - iii. Captains should verify the score at the end of every game, and must sign the score sheet to verify the game winner.
- b. **Eligibility:**
 - i. All players must present a valid Kutztown University ID to the scorekeeper prior to every game. The scorekeepers will hold all ID's until the end of the game. **NO ID, NO PLAY!**
 - ii. All current Kutztown University students, faculty, and staff are eligible to participate in intramural activities.
 - iii. All players must have paid the Intramural Participation Fee and appear on the IM Leagues roster (Please reference IM Handbook for payment process).
 - iv. Please see Intramural Handbook for policy on Varsity athletes.
- c. **Roster:**
 - i. A team will consist of seven (7) players on the field, including the goalie. The roster may contain up to fourteen (14) players.
 1. **CO-REC:** A minimum of two (2) females must be on the field at all times.
 - ii. A minimum of six (6) players are needed to start a game.
 1. **CO-REC:** Teams must play a "man down" if only one female is present.
 - iii. Players may only play for ONE TEAM within a division.
 1. Players cannot switch teams within a division once they have played in a game.

II. FORFEITS & STARTING GAMES

- a. Game time is start time!!! If a team does not have the minimum number of players (6) at the scheduled game time, the game clock will start and the team will have 10 minutes to meet the minimum requirement. The following penalties will be enforced during the period:
 - i. Start clock: Team ready for play will be awarded one (1) point.
 - ii. 3 minutes: Team ready for play will be awarded another one (1) point.
 - iii. 6 minutes: Team ready for play will be awarded two (2) more points.
 - iv. 10 minutes: Team ready for play will be awarded two (2) more points and the game will be awarded a forfeit with a final score of 6-0.
 1. **TEAMS MUST BE READY TO PLAY AT THAT TIME!**

Intramural Outdoor Soccer Rules

2. If no members of a team are present at the scheduled game time, the game will automatically be ruled a forfeit and no clock will be started.
- b. Teams should try to notify the Coordinator of Structured Sports of any forfeit by 3pm the day of the game. This allows the Coordinator of Structured Sports time to possibly find a replacement team. If no team is found, the team will forfeit the game and receive a “B” sportsmanship rating. Forfeits without notice, or notice after 3pm will result in a “C” sportsmanship rating.

III. ATTIRE & EQUIPMENT

- a. Teams are required to wear shirts of the same color.
 - i. Colors are chosen by the captain when a team is created on IM Leagues.
- b. All players must wear sneakers or plastic cleats.
- c. Shin guards are recommended.
- d. Hats are not permitted to be worn during the game.
- e. Participants are **REQUIRED** to remove all jewelry prior to competing. Recreational Services is not responsible for lost or damaged jewelry.
- f. Items of clothing with profanity or deemed inappropriate by Recreational Services will not be tolerated. Players will not be allowed to wear such clothing when participating.
- g. Recreational Services will provide a game ball. If both teams agree to use a different ball, it may be used in place of the intramural ball.
 - i. Warm-up balls will not be provided.

IV. GAME LENGTH

- a. A game will consist of two (2) fifteen (15) minute halves.
- b. The game clock will only stop for timeouts (team and official) during the first 28 minutes of the game.
- c. During the last two (2) minutes of the second half, the clock will be stopped for dead balls (goals, out of bounds, etc.)
- d. Each team is granted one (1) timeout per game (there will be no timeouts in overtime).
- e. Halftime will be two (2) minutes long.
- f. **Mercy Rule:**
 - i. If a team is leading by five (5) or more goals with five (5) minutes or less left in the second half, the mercy rule will be in effect and the game will be ended.
 - ii. If a team is leading by ten (10) or more goals with ten (10) minutes or less left in the second half, the mercy rule will be in effect and the game will be ended.
- g. **Tie Games:**
 - i. **REGULAR SEASON**
 1. All games will end in a tie

Intramural Outdoor Soccer Rules

ii. PLAYOFFS

1. A five (5) minute sudden death overtime will be played. If the game is still tied at the end of overtime, a shootout (5 shots) will occur to determine a winner. Teams must use different players for each shot. A coin toss will determine which team will kick first.
2. If the score is still tied, a sudden death shootout will take place.

V. RULES OF PLAY

a. Starting the Game

- i. A coin toss will determine which team begins the game on offense/defense.

b. During the Game

i. Substitutions

1. There are unlimited substitutions during the game. Subs must report to the official or scorekeeper and may enter the game only when the ball is dead.
2. Players may not switch positions with the goalkeeper while the ball is in play.

ii. Kicks

1. All fouls and penalties will be direct kicks (a goal can be scored directly). There are no indirect penalty kicks.
 - a. Players from the opposing team must be a minimum of ten (10) yards from the ball and cannot move until the ball is put in play.
2. Any foul that occurs inside the penalty box will result in a penalty kick from the top of the box.
3. Goalies will not be able to move from their line until the ball is kicked.
4. All corner kicks must be taken from the corner nearest to where the ball crossed the end line.
5. All goal kicks must be taken from the goalie box.

iii. Goalkeeper

1. May be asked to wear an off-color shirt or pinnie to indicate his/her position.
2. Only permitted to use hands to play the ball within the penalty area.
3. Goalies may not use their hands in receiving a throw in or kicked ball from a teammate.
 - a. This will result in an indirect kick from where the goalie picked up the ball.
4. Once the ball is handled, the keeper may take no more than ten (10) seconds before putting the ball in play.

iv. Inadvertent Whistles

Intramural Outdoor Soccer Rules

1. In the case of an inadvertent whistle, play will be stopped and restarted from the point of interruption. On all loose balls such as a ball in flight, play will restart from the previous spot.
- c. Fouls & Violations
 - i. There will be no offsides.
 - ii. **SLIDE TACKLING:** For safety purposes, slide tackling is not permitted at any time in Intramural Soccer. All players are required to stay on their feet at all times. **Goalies** may not come out to stop a ball feet first. A yellow card will be given to a player who slide tackles. If a team receives two (2) yellow cards in a game for slide tackling, the opposing team will receive a penalty kick. All of the following will be considered slide tackling:
 1. Sliding
 2. Dropping to one or both knees
 3. Kicking the ball while on the ground
 4. Any play that the official deems to be unsafe
 5. Sliding to save a ball from going out of bounds or into the goal
 - iii. Warnings, yellow, or red cards may be issued for any of the following (not limited to just this list):
 1. Slide tackling (yellow card for first offense, red card for second offense)
 2. Unsportsmanlike conduct including:
 - a. Language (Possible ejection)
 - b. Arguing with official (Possible ejection)
 - c. Taunting (Possible ejection)
 3. Flagrant or persistent fouls with/without intent to injure (Possible ejection)
 4. Too many players on the field
 5. Delay of game due to conduct
 6. Intentional hand balls
 - iv. Any accumulation of the following will result in a player being suspended for a minimum of one game:
 1. Two (2) yellow cards in one game (Ejection from the game)
 2. One (1) red card in one game (Ejection from the game)
 3. Three (3) yellow cards over three (3) game period.

VI. MISCELANEOUS

- a. All participants of Kutztown University Intramurals are expected to treat their opponent, teammates, officials, and Recreational Services employees with the highest level of respect. Unsportsmanlike behavior will not be tolerated and can result in ejection from a game, suspension from a league or expulsion from Intramurals.
 - i. Unsportsmanlike acts include (but are not limited to):
 1. Taunting
 2. Profanity or obscene gestures

Intramural Outdoor Soccer Rules

3. Abusive or obscene language or actions
- b. Any form of violent behavior or contact will result in an immediate ejection of the player from the game, a suspension and possible expulsion from Intramurals.
- c. Any player ejected from a game will receive a minimum one (1) game suspension.

VII. PROTESTS & APPEALS

- a. The proper process for filing an appeal or protest can be found in the Intramural Participant Handbook.
- b. A copy of the Intramural Handbook can be obtained from the Intramural Office or found online.