

Whitworth Intramurals: Outdoor Soccer Rules

Soccer Rules

Teams: Players must sign up through Fusion IM, and be registered and paid to be eligible to participate. No exceptions.

Game Time: Both teams must have a minimum of one representative on the court/field at game time. Teams must meet the minimum roster requirements by 5 minutes after the scheduled game time.

Minimum Roster Requirement: 4 players

Maximum Roster Requirement: 12 players

Game Structure:

Two 20-minute halves with a 5-minute halftime.

Equipment:

Soccer balls will be provided by intramural referees. Players are allowed to use their own size-5 soccer ball as long as both teams agree. Goals must be moved to the East edge of Omache field after each game (must be placed on the gravel).

Scheduling:

All games will be scheduled on Fusion IM and played on Omache field. Please see "Section 7" of the IM policy regarding rescheduling, defaults, forfeits and no-shows. Be sure to update your team time preferences prior to the start of the season.

Game Play:

General:

1. Games are generally played 5v5, including a goalkeeper.
 - a. Individual teams have the opportunity to adjust games to 6v6, but only if both teams agree.
2. At the start of each half and after each goal there will be a "kickoff" where the ball will be placed in the middle of the centerfield line and must be passed to start the game.
 - a. A goal may not be scored directly off of a kickoff.
3. When a ball goes out of bounds on the sidelines, a turnover occurs based on the last team to touch the ball and the ball will be thrown in.
 - a. During a throw in, both feet have to be placed on the ground, two hands must be on the ball and the ball must start behind the back of the head of the thrower.
4. When a ball goes out of bounds on the end lines last touching the attacking team, the defense is granted a goal kick.
 - a. The ball must be kicked out of the goalie box and put into play.
 - b. All members of the offensive team must remain outside of the box until the ball is kicked out.
 - c. A goal may not be scored directly from a goal kick.
 - i. Exception made for indoor soccer.
5. When a ball goes out of bounds on the end lines last touching the defending team, the attacking team is granted a corner kick.
 - a. The offense shall put the ball into play from the closest corner of the field.
 - b. A goal may be scored directly from a corner kick.
6. Offsides will not be called.

Clock Stop:

1. The clock is generally a running clock, with the only exceptions being timeouts and injuries.
2. The one exception to this rule is time used to retrieve balls that have been kicked a distance of more than 20 yards outside the field and neither team has substitutes available.
 - a. Games where there is at least one substitute (either team) will not have clock stop.

- i. Subs are expected to retrieve balls kicked a distance outside the field and place them near the nearest goal.
3. Clock will NOT be stopped for teams to consistently and obviously kick balls in an over-exaggerated manner. Clock stop is only for normal play.
 - a. It is up to referee interpretation to determine over-exaggerated manner.

Penalty Kicks:

1. Penalty kicks will be taken 10 yards from the goal line.
2. Any infringement of the rules that takes place by the defending team, regardless of the position of the ball, in the penalty box will be called as a penalty kick (area up to referee interpretation).
3. Deliberate acts of harm or hand balls in the box will automatically be called.
4. When a penalty kick takes place, only the designated kicker and goalkeeper are allowed inside the penalty box.
 - a. The goalkeeper is allowed to move laterally on the goal line, but not off of the goal line until the ball has been kicked by the designated player.
5. The ball must move forward toward the goal.
 - a. Balls not put into play properly will not be re-kicked.
6. If the ball hits the crossbar or goalpost and returns to play, the designated player taking the kick is not allowed to play the ball again until another player has played the ball.

Fouls:

1. There are no yellow or red cards, but the referee has the right to eject a player from the game if their actions cause multiple or egregious fouls throughout the game.
 - a. Any player who is ejected may face suspension or other disciplinary measures.
2. A player may be penalized for intentionally handling, carrying, striking or propelling the ball with a hand or arm.
 - a. If a player handles the ball on an obvious goal-scoring play, the goal will not count.
3. Unintentional handling of the ball when the ball strikes the hand or arms of a player who has not moved the hands or arms to play the ball will just be stopped play and a turnover.
 - a. The ball will be placed at the spot of the infraction and kicked off from that point.
4. A player may not intentionally attempt to kick, charge, strike, trip or jump at an opponent. A player may not hold, push or impede an opponent with hands or arms extended from the body.
5. A goalkeeper may not intentionally strike or attempt to strike an opponent by throwing a ball at the opponent.
6. **No slide-tackling is allowed.**
7. All high kicks above the waist in a dangerous manner are prohibited and will be declared as a foul.
 - a. A free kick is awarded at the spot of the foul.
8. A player may not charge into the goalkeeper in the penalty area. An automatic ejection occurs when a player flagrantly fouls the goalkeeper in possession of the ball.
 - a. A goalkeeper is considered to have possession of the ball when he/she has the ball trapped by one or both hands, when bouncing it to the ground, or when releasing the ball into play.
 - i. When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.
 - b. Goalkeepers may slide feet-first inside the penalty box to clear the ball out of the box.
 - i. Occasional contact will be made during such a play and as long as the goalkeeper has struck the ball first, contact following will be considered incidental.
9. Obstruction is the intentional act by a player, not in possession of the ball or attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.
 - a. Goalkeepers in possession of the ball cannot be interfered with or impeded upon in any way by an opponent.
 - i. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball.
10. The goalkeeper may not hold the ball for more than 6 seconds. During that time, the goalkeeper may hold the ball, bounce it, or throw it in the air and catch it. Failure to return the ball into play will result in a direct kick for the opponent from the penalty kick line nearest the infraction.
11. When a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not allowed to touch the ball with their hands.

- a. A penalty kick is awarded to the opposing team if the goalkeeper touched the ball with his/her hands inside the box.

Substitutions:

1. Substitutions are unlimited on all dead balls. A team must notify the referee on all substitutions.
2. There may not be a substitution for the goalkeeper for a penalty kick unless he/she was injured.

Timeouts:

1. Each team is allotted 2 timeouts per half, unused timeouts do not carry over into the second half.
2. Each team is allotted only 1 timeout for overtime (not per period).

Overtime:

1. A maximum of 2 overtime periods will be allotted, at 5 minutes each.
 - a. Each team will receive one timeout for the entire overtime (not one per period).
2. If the game is still tied after 3 overtime periods AND the game is a playoff game, the game will go into a 3v3 shootout.
 - a. Any player can be the goalkeeper for shootouts.
 - b. Shootouts will continue until there is a clear winner.

Blood Rule:

Any player who is bleeding must be substituted for until the bleeding stops. An intramural staff member has the authority to remove the player. If by removing the player who is bleeding the team falls below the minimum number necessary to play, then the following will apply: The game clock will stop and five (5) minutes will be allowed for the player to stop the bleeding. Any blood on the court must be removed using proper methods and bloodied clothing must be changed. AN INTRAMURAL STAFF MEMBER MUST APPROVE THE PLAYER TO REENTER AND HAS THE AUTHORITY TO PREVENT REENTRY. Players who refuse to leave the game due to bleeding could potentially face suspension.

Protest Policy:

Teams have the option of protesting any application or misinterpretation of a rule. No protest of a judgment call will be considered. When a team requests a protest, they must call a timeout and the game must be stopped and no further game action should continue. The concern must be brought to the attention of the referees, who will check the ruling, have deliberation and then make a decision. If the call is overturned, the team is not charged with a timeout. If the initial official's ruling is upheld, the team is charged with a timeout. Game play will then continue as normal. If the team determines to continue challenging the call, a formal request can be made by filling out the Protest Form and submitting to the IM coordinator *within 24 hours of the game*. See the Participant Manual posted on the Whitworth Intramurals website or by speaking to an IM staff member.

