

IM Sports - SOCCER RULES

NCAA soccer rules will govern play EXCEPT where modified by these IM Soccer Rules and the IM General Rules.

GAME TIME is FORFEIT TIME. No grace period. One forfeit and your team will be dropped from competition. Teams will also be dropped after 2 defaults.

FORFEIT - if NO players are at the field by game time.

DEFAULT - if a team does not have the minimum number of players at game time, or if a team calls the IM office prior to 4:00 pm on game day to request a default.

THE GAME: will consist of two 20-minute halves with a running clock. No time-outs permitted. Fields are about half regulation size.

TEAMS: 6 players constitute a team on the field. Teams are permitted to play with two less (4 players). No game will continue with less than 4 players. ***COED division is 3 men & 3 women on the field. Coed teams may play with 4 or 5 players provided that the difference between genders is no greater than 1.*** PSU ID+ CARDS are required from all players at all games. See the IM General Rules for details.

GOALKEEPER: will be designated and will wear an off-color shirt to indicate his/her position. This player only will be permitted to use hands to play the ball within the penalty area. Once the ball is handled, the keeper may take no more than 10 seconds before putting the ball in play. The no-pass back rule (re: handling) is in effect. Opponents are prohibited from charging into the goalkeeper when he/she has possession of the ball.

SUBSTITUTES: must report to the official and may enter the game only when the ball is dead. At the official's discretion, substitutions may be waived off or delayed. Players may not switch positions with the goalkeeper while the ball is in play.

EQUIPMENT: NO METAL and NO SCREW-IN cleats.

There will be NO OFFSIDES.

There are NO THROW-INS. After a sidelines out-of-bounds, the ball will be put in play by a kick from the touch line. This is an indirect kick and should not be confused with a corner kick, which is direct. Defensive players must be 5 yards from the ball on an out-of-bounds kick.

SCORING: The team with the most goals will be declared the winner. If, at the end of regulation, the score is tied, the game will be recorded as a draw (i.e. no overtime or shootouts during the regular season). The intramural point system for soccer will be as follows: **win = 10 pts, tie = 5 pts, loss = 0 pts**

PLAYOFFS: during playoffs, tied games will be handled as follows:

10-minute overtime period, with teams switching ends at the 5 minute mark.

If still tied, a 10-minute sudden death period, with a switch at 5 minutes.

If still tied, a mid-field shootout commences...

Mid-field shootout format: the offensive player starts at the mid-field circle with ball possession. The goalkeeper's initial position is in the penalty area. At the whistle the offensive player will have 15 seconds to score a goal; both players may move freely at the whistle. Normal soccer rules apply: any infraction by the goalkeeper results in an automatic goal; any infraction by the field player nullifies chance; ball becomes dead after 15 seconds, an infraction, or an out-of-bounds.

A mid-field shootout will be administered as follows:

A coin toss will determine the first team to "kick."

Each team will take a series of three offensive chances (taken alternately).

The team scoring the greater number of goals shall be declared the winner.

Each "kick" will be taken by a different player.

If the number of kicks goes beyond the initial three, the same kicking order shall be repeated until a team has 1 more goal in the same number of kicks.

Only players who have played in the game shall be eligible to take kicks in the tiebreaker.

The goalkeeper is eligible to take kicks.

Whoever is designated as goalkeeper must remain in goal until the tie is broken.

ELIGIBILITY: A person may play for 1 team only.

Soccer Club (Men's & Women's) - Traveling Teams: are limited to 2 per team, and if in the OPEN divisions, may only play in the MAJOR leagues.

Varsity Soccer: players are ineligible for Intramural Soccer. Former varsity letter winners of any collegiate program may not participate in the same sport until one full year after receiving the letter. Anyone who has been declared a professional in a sport may not compete in intramurals in that sport.

Varsity fringe group players are ineligible as well.

FREE KICK: For all free kicks, the defensive players must be at least 5 yards from the ball. **Direct Kick** - A goal may be scored directly by the kicker. Situations which warrant a direct kick are: tripping, charging, handling the ball, pushing, jumping in, etc. **Indirect Kick** - The kicker may not score directly, that is, the ball must touch another person before going into the goal. An indirect kick shall be awarded on all sidelines out-of-bounds, unsportsmanlike conduct, dangerous play, delaying play, etc.

PENALTY KICK: is taken when a direct free kick is awarded the offensive team within the defensive team's penalty area. The kick shall be made from the 7-yard stripe in front of the goal. The goalkeeper only shall be permitted to defend; all others must remain outside the penalty area until the ball is kicked.

CORNER KICK: shall be awarded when a defensive player last touches a ball which goes out-of-bounds across his/her own goal line. The opposing team puts the ball in play by a kick from the corner nearest the point where the ball went out-of-bounds. A corner kick is direct.

GOAL KICK: shall be awarded when an offensive player causes the ball to go out-of-bounds across his/her opponent's goal line. The defense is awarded an indirect kick near the intersection of the endline and penalty circle. The ball cannot touch anyone until it clears the penalty area.

DISCIPLINE: Red Cards will be issued for any verbal abuse directed toward the referee. The referee has discretionary power to caution any player of misconduct or unsportsmanlike behavior (persistent infringement of any of the rules of the game), and/or to eject them from the game. When cautioning a player, the referee will display a yellow card and indicate the player concerned (depending upon offense, a cooling off period may be required). The second caution displayed to an offending player shall be the equivalent of a red card. In the case of a red card, the player is disqualified from the game and is required to sit out the next game, as well. Red cards may also be issued without a prior caution. After the issuance of any card, teams are required to comply and provide the necessary information to the referee and supervisor.

PROTESTS: Only those protests involving questions of eligibility will be considered by the Intramural Office. These must be submitted in writing to the IM Office within 24 hours following the contest in question. NOTE: Questions that arise on the field of play concerning rules and interpretations, officiating procedures, etc., will be decided immediately by the intramural supervisor on duty. All decisions of the Supervisor will be final. If a team captain believes that a referee has erred, a supervisor should be consulted BEFORE PLAY CONTINUES.

WEATHER / RAINOUTS: The Intramural Staff will make decisions on rainouts at 4:00 PM of the night in question. All captains should call 865-5401 AFTER 4:00 to find out game status. **Rained out/cancelled games will NOT be rescheduled.** Cancelled games will be recorded as WINS FOR BOTH TEAMS involved.

SHIN-GUARDS are highly recommended.

QUESTIONS: Intramural Sports, Room 2 IM bldg, 865-5401 (8am - 4:30pm).