

UT INTRAMURAL SPORTS PROGRAM

OUTDOOR SOCCER RULES – FALL 2009

Participation in UT RecSports Programs is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The RecSports Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs. UT does not provide personal health or medical insurance coverage for participants.

The following is an abridged version of the 2008-09 NHFS Soccer Rules

GENERAL INFORMATION

1. Participation is limited to currently enrolled, fee-paying UT students and faculty/staff members with RecSports Memberships.
2. Participants must present their VolCard or current RecSports Membership Card in order to participate. If the membership card does not have a picture, the participant will be required to show a government issued picture identification along with the membership card.
3. Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all intramural policies.
4. The game officials have authority to rule promptly, and in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The officials shall assume authority for the contest, including penalizing unsportsmanlike acts, 30 minutes prior to the scheduled game time, or as soon thereafter as they are able to be present. The official's jurisdiction extends through the official's declaration of the game.

TEAM COMPOSITION

1. Seven (7) players are on the field at a time.
2. Five (5) players are required to start the game.
3. Participants can compete for only one single sex team, regardless of league classification.
4. Each team shall designate to the officials a team captain(s). If more than one player is designated, a speaking captain must be selected to make all decisions.

EQUIPMENT

1. **SOCCKER BALLS:** A team ball may be used only after the approval of the officials and opposing team. It is recommended that extra balls are available in the event that the game ball is kicked over the fence.
2. **JERSEYS/SHIRTS:** Teams are encouraged to furnish their own like-colored jerseys. Pinnies will be available for teams without matching jerseys.
3. **SHOES:** All players must wear shoes. Tennis/running shoes and rubber molded cleats are permitted. Spikes, screw in cleats, and cleats with metal or ceramic exposed are prohibited.
4. **PADS/BRACES:** No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with appropriate slow-recovery padding.
5. **SHIN GUARDS:** Players are strongly encouraged to wear shin guards; however, they are not required.
6. **HEADWEAR:** Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
7. **JEWELRY:** No jewelry, including livestrong bracelets, may be worn. Jewelry must be removed before the participant will be allowed to participate. Medical alert bracelets are permitted but they must be taped down. **TAPING OF ALL OTHER JEWELRY IS NOT PERMITTED.**
8. **SUNGLASSES:** Players may not wear sunglasses that are metal or rigid.

THE GAME

1. **LENGTH OF GAME:** The game will consist of two (2) periods of twenty (20) minutes.
2. **TIMING REGULATIONS:** The clock will continuously run the entire game unless there is an injury or unexpected interruption.

3. INTERMISSION: Five (5) minutes will be allotted for intermission.
4. OVERTIME: Regular season games can end in a tie. Overtime will only be played during the postseason. Overtime procedures will be as followed:
 - A. The sudden death overtime will be five (5) minutes.
 - B. To start overtime, a coin toss will be conducted. The winner of the coin toss has the choice of kick off or choice of ends.
 - C. If neither team has scored after the five minutes has expired, the game will be decided through penalty kicks.
 - D. The only players eligible for these kicks are the seven players on the field at the end of the sudden death overtime period.
 - E. A coin toss will determine the offensive team and choice of goal.
 - F. Each team will receive four (4) shots. Team will alternate after each shot.
 - G. Goalkeeper changes may occur only at the beginning of the shootout, as long as the new goalkeeper was a player on the field at the end of the overtime period.
 - H. The team with the most goals scored will be declared the winner.
 - I. If a tie still exists, a sudden death procedure will be used. Any of the four previous shooters may take the kick in any order but all must take an attempt before any player may shoot again.
 - J. The game will be won if, after any equal number of shots, the tie is broken.
5. TIME-OUTS: There a NO team time-outs.
6. MERCY RULE: The game will be called if there is a ten (10) goal difference in the last ten (10) minutes or a five (5) goal difference in the last five (5) minutes of the game.
7. GRACE PERIOD: Teams will be granted a five minute grace period from the original game start time if at least one (1) participant is signed in at game time. If the team gets enough to play before the five minutes are up, the game will begin and the other team will be awarded one (1) goal. The game clock for the first half will be set at fifteen minutes. The late team will receive first kickoff and the other team will get choice in the second half. **If no players are signed in at game time, there is no grace period and the game will be declared a forfeit.**
8. OPTIONAL GRACE PERIOD: After the original five minute grace period has expired, the opposing captain has the option of taking the win or waiting another five minutes. In the event the captain decides to wait, the decision is irreversible. If the team gets enough to play before this optional grace period expires, the game will begin and the other team will be awarded an additional goal. Therefore, the late team will begin the game with first kickoff down 2-0 with ten minutes left in the first half and the opposing team will get choice in the second half.

9. **DEFAULTS:** A default is an un-played game that is recorded as a loss but is not considered a forfeit. In order to receive a default, teams must have one less than the minimum number of participants required to play for that sport at game time or they must notify the Intramural Office of their inability to field the required number of participants for the game no later than 2:00PM on the day of the contest (once the default has been requested, it cannot be overturned). No forfeit fee is assessed for defaults.
10. **FORFEITS:** If a team fails to appear for a scheduled game or match on time (or following the grace period) or does not have one less than the minimum number of participants required to start the game at game time (or following the grace period), a forfeit will be declared. If a team forfeits a contest, the captain's student account will be charged a \$20 forfeit fee, the team will be ineligible for postseason competition, and the team may be dropped from the league if there is a wait list team to replace them. A team with two forfeits will be automatically dropped from the league.

PLAYING RULES

1. **COIN TOSS:** A coin toss before the beginning of the game will determine which team kicks off and which has the choice of ends. The team not receiving the ball first will have possession to begin the second period.
2. **KICKOFF PROCEDURES:** A kickoff will be taken from the midfield line with the opposing team at least 10 yards off the ball. To begin play, the ball must be kicked forward at least one revolution. If the ball is not passed forward across the midfield line, the same team will rekick. The kicker shall not play the ball a second time until another player (of either team) has touched the ball. The penalty for this violation is an indirect free kick.
3. **OFFSIDES:** Offsides will NOT be called.
4. **SLIDE TACKLING:** There is NO SLIDE TACKLING in Intramurals. Any slide tackle will result in a yellow card. Slide tackles from behind that are malicious in nature will result in a red card and player ejection. A goalkeeper coming out feet first is considered a slide tackle and will be penalized with a yellow card.
5. **PUNTING:** Dropkicking or Punting is NOT allowed; the goalie must throw the ball in or kick it from the ground when clearing the penalty area within ten (10) seconds. There are no limitations on how far a goalie may kick or throw the ball.
6. **GOALKEEPER:** The keeper can only play the ball inside the yellow box. Outside of this box, the goalie becomes another fielder and can no longer play the ball with his/her hands (it will then be considered a hand ball). The goalkeeper may not come out "feet first" in an attempt to defend a shot or offensive threat.

7. **SUBSTITUTIONS:** Unlimited substitutions are allowed during any normal game with the game stopped and with the consent of the officials. The officials will only allow substitutes for either team on a goal kick, or a kick off. Substitutions on throw-ins and corner kicks are allowed for the offensive team. If the offensive team chooses to substitute on a throw-in or corner, the defensive team may substitute as well. Do not enter the field until beckoned by the officials.

FOULS

1. **DIRECT KICKS:** The following is a list of direct kick fouls. Goals can be scored directly by the kicker on these fouls.
 - a. Kicking or attempting to kick an opponent (also ejection from game)
 - b. Striking or attempting to strike an opponent (also ejection from game)
 - c. Jumping at or tripping an opponent
 - d. Charging a player from behind
 - e. Holding, pushing, or impeding an opponent
 - f. Intentional hand ball
2. **INDIRECT KICKS:** The following is a list of indirect kick fouls. The ball must touch another player before going in the goal.
 - a. Obstructing an opponent and not attempting to play the ball
 - b. Dangerous play – high kicks above the waist in a dangerous manner will be prohibited
 - c. Charging a player not in possession of the ball
 - d. Charging the goalkeeper
 - e. Goalkeeper punting ball (taken just outside the front of the penalty area).
 - f. Goalkeeper takes more than four (4) steps while holding or bouncing the ball without being played by another
 - g. Goalkeeper takes more than ten (10) seconds to put the ball into play
 - h. Goalkeeper handles a pass back from own teammate (exception: the keeper may handle a ball that is controlled by the upper body or head of a teammate)
 - i. Goalkeeper handles a throw-in from own teammate.
3. **PENALTY KICKS:** A penalty kick will be taken when a direct free kick is awarded to offense within the defenses penalty area. The kick shall be taken from the first stripe in front of the goal (football 3 yard line). The goalkeeper is the only defender. All other players will remain five (5) yards behind the kicker until the ball is kicked.

POINTS OF EMPHASIS

1. **CHARGING:** A “charge” is defined as shoulder to shoulder with at least one foot on the ground, attempting to knock a player with ball off balance in order to steal the ball. This charge becomes illegal when the ball is not within playing distance, when the charge comes from behind a player or when the charge is done violently.

2. **FREE KICKS:** All players of the opposing team will be the appropriate distance (five yards) away from the ball until the ball is kicked. Any disobedience of this rule can result in a yellow card.
3. A yellow card (player receiving a yellow must sub off the field) shall be given for:
 - a. Entering or leaving the field without permission of the officials
 - b. Persistently committing fouls
 - c. Showing dissent from a decision of the officials
 - d. Unsportsmanlike conduct
 - e. An intentional handball inside the box
 - f. Slide tackling
4. A red card (no substitute allowed for a player receiving a red card) shall be given for:
 - a. Violent conduct or serious foul play
 - b. Any player given a red card must leave the game immediately and may not be replaced by a substitute
 - c. Using foul or abusive language to either another player or the official
 - d. A second yellow card offense (this is considered a “soft red” and therefore a substitute is allowed to enter the game)

COREC MODIFICATIONS

TEAM COMPOSITION

1. Eight (8) players are on the field at a time (4 males and 4 females).
2. Six (6) players are required to start the game (3 males and 3 females; 4 males and 2 females; or 2 males and 4 females).
3. Teams with seven (7) players can have the following combinations: 4 males and 3 females or 3 males and 4 females.
4. Participants can compete for only one Corec team.

PLAYING RULES

1. If a female player scores a goal during regulation play, a penalty kick, or a direct shot, the goal will count as two (2) goals.
2. Penalty shots may be attempted by any member of the offended team provided that member is the same gender as the player fouled.

3. For penalty kicks that occur during the course of regular play, the defense is not required to switch goalies to match gender. However, they are permitted to if they wish. The replacement goalie must remain in goal until the next opportunity for a legal substitution arises.
4. Female goals scored during an overtime shootout will only count as one (1) goal.
5. Of the four (4) shooters in the overtime shootout, two must be male and two must be female.
6. During a overtime shootout, a female shooter must have a female goalie (on a male shooter, the goalie can be either a male or female)