



# SOCCER RULES (revised 9/1/05)

All participants are required to complete a waiver of liability form each year. All participants in intramural sports activities assume the risk of injury. Rice University, its employees and agents shall not be liable for injury to person, loss, or damage to personal property arising from or in any way resulting from participation in the intramural sports activities.

\* The soccer rules will be conducted under the FIFA Laws of the Game with the following additions, exceptions and clarifications. *If you have further rules questions, please contact Evan Stein.*

\* Captains are required to read the general IM Rules and Eligibility, and inform their team of any changes to policies and/or procedures!

**Rule changes and interpretations for the 2005-2006 school year are indicated in BOLD.**

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## **MEN'S/WOMEN'S SOCCER RULES:**

**STARTING THE GAME:** Seven players constitute a team for intramural soccer; however play may begin with five. Eleven players constitute a team for college soccer; however play may begin with nine. One of the players must be a goalkeeper and they must wear a colored shirt that can easily distinguish them from all other players on either team. The first team with seven players (Intramural) or eleven players (College) in uniform and completely signed-in with the supervisor will have the first choice of the game.

**EQUIPMENT OF PLAYERS:** Players are permitted to wear rubber-cleated shoes (no football shoes/baseball cleats with metal toes or spikes). Players must wear shoes while playing. *Shin guards are strongly encouraged, but are not required. Shin guards will be available at the Recreation Center Operations Desk (Equipment Room), but players need to provide socks that can support shin guards.* No exposed joint braces will be allowed. All players must remove all jewelry before a game begins.

**FIELD MARKINGS:** Intramural soccer will be played on fields that are 80 yds. x 50 yds. College games will be played on the Club Soccer field, which measures 120 yds. x 65 yds.

### **LENGTH OF GAMES:**

**Intramural games** - two 25-minute halves with a 3-minute halftime.

**Men's College games** - two 40-minute halves (or less if both teams agree) with a 3-minute halftime.

**Women's College games** - two 30-minute halves (or less if both teams agree) with a 3-minute halftime. The 40-minute option for women's college playoffs has been removed.

Time keeping is totally under the discretion of the officials.

**OVERTIME:** Regular Season: In the event of a tie there will be one ten-minute sudden death overtime period (five minutes for Intramural games). If at the end of the five-minute sudden death period no goals have been scored then the game will end in a tie. Playoffs: In the event of a tie game there will be two (2) ten minute sudden death overtime periods (five for Intramural games). The teams will switch sides at the end of the first overtime period. If the game is still tied at the end of the second overtime period then penalty kicks will be used to break the tie. Each team will select five players to kick; the players must have been on the field when the second overtime period ended. The teams will alternate kicks. If the game is still tied after the penalty kicks then the game will go into sudden death penalty kicks. The goalkeeper may be any player in the game at the end of regulation time.

**MERCY RULE:** With 10 minutes remaining in the second half (15 for Men's College), the mercy rule will be in effect. At any point during this time, if one team has at least a seven-goal lead on their opponent, the game will be called.

**SUBSTITUTIONS:** May be made on goal kicks (either team), any of your throw-ins or corner kicks, before all kick offs, for injured players, and at half times. **Note: If the team in possession chooses to substitute, the opposing team may also substitute at that time.** If a team receives a yellow card they may substitute the cautioned player immediately.

**OFFSIDES:** Is not in effect in intramural games but is in effect for college games.

**GOALKEEPERS:** The goalie shall not gain an advantage by holding the ball longer than six seconds before placing the ball back into play. On goal kicks, the ball must clear the penalty area before it can be controlled again. Also if a goalkeeper's teammate intentionally kicks the ball back (to the goalie), the goalkeeper may not play the ball with their hands. The penalty will be an indirect kick from where the keeper picks up the ball unless it occurred inside the goal area, in which case the kick will be placed on the goal area (six yards) nearest to the spot of infraction. Flagrant attempts to circumvent this rule will result in a yellow card. *Goalies may slide to cover up a loose ball; however they may NOT slide tackle any attacking player. A slide tackle call in this situation is up to the discretion of the game officials.*

**\*\*\*SLIDE TACKLES ARE ILLEGAL IN BOTH INTRAMURAL AND COLLEGE SOCCER\*\*\***

## **FOULS:**

### **ALL ARE DIRECT KICKS:**

- Slide tackles
- Kicking or attempting to kick an opponent
- Tripping or attempting to trip an opponent
- Jumping at or charging into an opponent
- Charging and contacting with goalkeeper
- Holding or pushing an opponent
- Hand ball
- *Note: A penalty kick is awarded if any of the above infractions occur inside the penalty area*

### **ALL ARE INDIRECT KICKS:**

- Dangerous play
- Intentionally obstructing another player
- Goalkeeper playing the ball with hands when the ball has been intentionally kicked to them by a teammate
- Stalling (Ex: Goalkeeper taking more than six seconds to release ball)

### **YELLOW CARD:**

- Entering and exiting the field without permission (need to wait for official's signal)
- Persistent infringement
- Dissent towards the officials
- Unsportsmanlike conduct
- Pulling an opponent's jersey

## **RED CARD (EJECTION):**

- Violent strike or attempt to strike
- Foul or abusive language to anyone
- Repeated misconduct
- Intentional hand ball in goalie box that prevents a goal from scoring
- Intent to harm
- Any infraction ruled malicious or excessive by the referee

\* If ejected the player may not be replaced by another player. For the policy on ejected players, please review the intramural rules and eligibility document.

## **IT IS THE OFFICIALS DISCRETION ON GIVING A WARNING FIRST BEFORE PRESENTING A YELLOW OR RED CARD.**

### **PROCEDURES TO FOLLOW WHEN PRESENTING YELLOW OR RED CARDS:**

1. Clock will be stopped.
2. Official(s) will call over the player in question.
3. Player will be presented with the card.
4. Player's name will be circled on the official score sheet. In the case of an ejection the player will have "ejected" written by their name.

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## **INDOOR SOCCER RULES:**

\* Indoor soccer only – You no longer must to wear a Recreation Center uniform. Each player must have a shoe tag or a part (shirt or shorts) of the Recreation Center uniform.

\* Official FIFA rules will be used with the following additions, exceptions, and clarifications.

\* Captains read the general IM Rules and Eligibility

**STARTING THE GAME:** Each team shall consist of five players on the floor (including the goalie). Each team will have one team captain. The Captain will be the only individual allowed to discuss with the officials any questions relating to the rules (NO JUDGMENT DISPUTES). Any player other than the captain (on the bench or on the court) whom makes a protest or interferes with play in any way is subject to an ejection. The team shall be composed of 2 females and 3 males or 3 females and 2 males. The team may begin the game with 3 players providing there is 1 female/ 2 males or 2 females/ 1 male.

**EQUIPMENT:** Each team must be provided with jerseys to be worn over clothes. A team may supply its own jersey, but they must be the same color and properly numbered on front and back. You will not be allowed to play unless you are wearing a matching team uniform. Proper shoes are required i.e., no jogging or black soled shoes, cleats, or street shoes. All players must remove all jewelry before a game begins. Goalies must wear a jersey of a different color from his/her teammates.

**GAME TIME:** Two periods shall constitute a game. Each period shall be 12 minutes in duration-running time. The winner of the coin toss prior to the beginning of the game shall have the option to kick- off or to select the end of the court they will defend the first period. There will be a 2 minute break between periods. Teams change ends of the court at the start of the second period. Each team shall have 2 time-outs per game, each being 30 seconds in duration. The clock will stop during time-outs.

**SUMMARY:** A kick-off begins from the center of the floor on the officials whistle. A goal may not be scored from the kick-off. When a player is taking an indirect or direct kick, all opposing players shall remain at least 10 feet from the ball until it is kicked: PENALTY-yellow card. When ball is played close to the wall, the defense must give way for safety: PENALTY-indirect free kick. Goalkeepers have 5 seconds to release the ball after they have gained possession: PENALTY-corner kick. A goalie may pass the ball to a teammate who may return the ball to the goalie; however, the goalie may then only use his/her feet to play the ball. The goalie may only use his/her hands within the penalty area: PENALTY-direct kick. *Only the goalie is permitted to enter the goal area: PENALTY-corner kick if the infraction is on the defending team, and indirect free kick if the infraction is on the attacking team. The goalie shall not punt, drop kick or throw the ball from the penalty area beyond the center line: PENALTY-indirect free kick from the center line.* There shall be no offside rule. Unnecessary roughness / dangerous play (such as slides with contact or any dangerous kicks with contact) are illegal: PENALTY-Yellow card. A second yellow card = a red card = EJECTION

**SUBSTITUTIONS:** Free substitutions shall be permitted without stoppage of play. In order for a player to enter the game the player coming out must be off the court: PENALTY-indirect kick. If the goalkeeper is replaced by another goalkeeper, the official must be properly informed and the change made during a stoppage in play. Teams violating the substitution rule for putting excess number of players on the court: PENALTY-an indirect free kick from mid-court will be given to the opposing team.

**SCORING:** A goal is scored when the ball hits any part of the blue pads. At the time of the kick if there is an offensive violation the goal will not be rewarded.

**TIE GAME:** If the game is tied at the end of regulation a 5 minute sudden death overtime will be in effect. The first goal scored ends the game. If the game is still tied after sudden death each floor player (not goalies) will take a penalty kick at the top of the key. If still tied at the end of the fourth kicks then repeat the kicks.

**PENALTY KICKS:** Any violation of rules that ordinarily requires the awarding of a direct free kick shall be penalized by a penalty kick if said violation occurs in the penalty area and is a violation by a defensive player. A penalty kick shall be taken only from the penalty mark ("X"). All players, except the kicker and the opposing goalkeeper shall be outside the penalty area and at least 10 feet from the penalty mark. The goalkeeper must stand on his/her own goal line until the ball is kicked. The goalkeeper must remain motionless until the ball is kicked. The player kicking the ball must kick the ball forward. He/she is not permitted to play the ball a second time. A defensive team member committing a violation during a penalty kick will cause the kick to be retaken if a goal was not the result of that penalty kick. An attacking team member committing a violation during a penalty kick (other than the kicker) will cause the penalty kick to be disallowed. The defending team will be awarded an indirect free kick from the penalty mark. A violation by the player taking the penalty kick will result in the goal not being counted if scored, and the defending team being awarded an indirect free kick from the penalty mark.

**ALL PENALTIES ARE ASSESSED AT THE DISCRETION OF THE OFFICIALS.**

**All final decisions to eligibility rules will be at the discretion of the Intramural Director.**

**FURTHER QUESTIONS OR COMMENTS MAY BE DIRECTED TO:**

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