



Intramural Soccer Rules

INTRAMURAL SOCCER WILL BE PLAYED UNDER FEDERATION INTERNATIONALE DE FOOTBALL ASSOCIATION/ UNITED STATES SOCCER FEDERATION LAWS OF THE GAME, WITH THE FOLLOWING EXCEPTIONS AND/OR AMENDMENTS

GENERAL PROCEDURES

Deadline to enter is September 28, 2011 by 5PM. A MANDATORY players meeting will be held at 5PM for Open leagues, 5:30PM for PFR leagues and 6:00PM for Greek leagues on September 28 in room 218 of the Fitness Center.

1. All intramural participants must follow the policies and procedures of the Tennessee Tech Intramural Department.
2. New players can come to the competition and be added to your roster as long as they have filled out a player addition form.
3. To be eligible for the playoffs, a player must have played at least one regular season game for that team.
4. The regular season of all competitive leagues will be followed by a single elimination playoff tournament.
5. Abusive, derogatory, and demeaning comments & gestures will NOT be tolerated in Intramural Sports. Violators will face suspension or expulsion from the program.

GAME RULES

1. The game shall be played between two teams of eight players each. Each team must have five players present to start or continue the game, or it will be forfeited.
2. At the beginning of the game one player is designated as goalie and only he/she may use his/her hands or arms to play the ball, provided he/she remains in his/her penalty area. The goalie shall wear a color which distinguishes him/her from other players and from officials.
3. A throw-in is awarded to the opponents of the player who last touched the ball when the whole of the ball crosses the touch line, either on the ground or in the air. A goal cannot be scored directly from a throw-in.
- 3a. Any player except the goalie can NOT play the ball with his/her hands or arms, except when making a throw-in.
4. Substitutions may be made by either team during a throw-in, goal kick, corner kick, after a goal is scored, and between periods. Substitutions may also be made during ref time-outs. (Example to replace an injured player) Substitutions may not be made on indirect or direct free kicks or during a drop ball.
5. The game shall consist of two (2) periods of 20 minutes each, with a 5 minute halftime.
6. At the time of the kick off, the defending team must remain at least ten (10) yards from the ball until it has been kicked.
7. In playoffs, games tied at the end of regulation play will be decided by a 5 person penalty kick shootout.
8. A **throw-in** is taken to put the ball back into play after it has passed completely over a sideline, either on the ground or in the air. The ball is put back into play from the point where it crossed the line, being thrown in any direction by a player of the team opposite to that of the player who last touched the ball.
9. A **corner kick** is taken by a member of the attacking team when the ball passes completely over the goal line (unless a goal is scored) either in the air or on the ground, having last been played by a member of the defending team.
10. A **goal kick** is taken by a member of the defending team when the ball passes completely over the goal line (unless a goal is scored) either in the air or on the ground, having last been played by a member of the attacking team.
11. A **Direct Free Kick** is one from which a goal can be scored directly from the kick against the offending team.

12. An **Indirect Free Kick** is one from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal.
13. A **penalty kick** is awarded for any infringement of the rules by the defending team within the penalty area, which is penalized by a direct free kick.
14. There will be **NO** slide tackling **AT ALL!** Penalty: Automatic yellow card and a 2 minute penalty, during which the player must step off the field and cannot be substituted for.
15. There will be **NO** Off Sides **AT ALL.**
16. The ball must be kicked forward at a **kick-off.**
17. There will be a 6 point across the board mercy rule.

POINTS TO REMEMBER

1. The ball is not considered to have crossed a line until the **whole ball** crosses over the line.
2. A ball that strikes a crossbar, goal post, or corner flag is in play when it rebounds onto the playing field.
3. Handling the ball by anyone other than the goalie is illegal. A player cannot use their arm or hand to play the ball. Such a play will result in a **direct kick** at the point of infraction or a penalty kick if the infraction occurred in the penalty area.
4. On all throw-ins and kicks, the thrower/kicker must not play the ball until after the ball is in play (after another player has touched it). If this is violated, an indirect kick is awarded to the opponents.
5. On all kicks, opponents of the player taking the free kick must remain **at least ten (10) yards** from the spot of the kick until the ball is in play, unless they are on their own goal line between the goal posts. The referee shall delay the kick until this rule is complied with. Intentional encroachment (moving toward a free kick before the ball is touched) will result in a yellow card.
6. On goal kicks taken from inside the kicking team's penalty area, opponents of the kicker must remain outside the penalty area until the ball is in play. The referee shall delay the kick until this rule is complied with.
7. A SLIDE TACKLE requires that the offender be within playing distance of the ball and another player. Sliding itself (such as to keep a ball in play) will not be considered a foul. The referee shall determine if the player is within playing distance of the ball and another player.

EQUIPMENT

1. **NO JEWELRY** of any kind is permitted while participating in Intramural Soccer. Failure to remove jewelry will result in ejection from the contest.
2. Players must wear approved soccer type shoes (i.e. NO toe cleats). **NO METAL CLEATS** or tips!
3. Shin guards are recommended!

SPORTSMANSHIP

1. Team captains are responsible for the eligibility and conduct of all their players. Game umpires are instructed to speak with **team captains only!** The umpire may eject players who choose to ignore this rule.
2. The umpire may forfeit the game if physically or verbally abused by any team member or spectator.
3. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for ejection on a daily report. Once on report, a player must meet with the Intramural Coordinator before being reinstated for competition.

Sportsmanship Rating System: In an effort to recognize those teams or individuals that display superior sportsmanship, Sportsmanship grading scale has been implemented. A secondary purpose of this system is to provide accountability measures, which serve as a way to eliminate teams that fail to comply with sportsmanship standards. Respective teams will be rated during each contest. Two ratings of D or below constitute that team being eliminated from further competition in that sport. Any team that has less than a B average at the end of the regular season will be ineligible for the playoffs. A team will be dropped from playoff action if they receive a rating of C or below in a single playoff game. If a team is dropped from the playoffs due to an unacceptable sportsmanship rating, their opponent (provided they receive an acceptable rating) will automatically be advanced regardless of the game result. Sport-specific criteria for ratings will be available for each sport.

Sportsmanship ratings are determined by the officials and approved by the site manager. NOTE: A team may be eliminated immediately if there is an incidence of serious discipline problems (i.e. fighting) or multiple infractions by the team in a single game. These situations will be handled by the Intramural Sports staff on a case-by-case basis.

Sportsmanship Guideline:

A. Excellent Conduct and Sportsmanship. Players cooperate fully with the opposing team and the officiating crew. Players exhibit control, there is not an excessive number of fouls or rough play. There are no verbal warnings from the officials. ONLY the captain speaks with officials and does so in a calm manner regarding any interpretations and calls.

B. Good Conduct and Sportsmanship. Captains complain verbally without doing so in a calm manner to officiating crew. Sportsmanship and understanding of the rules is acceptable, but could be better

C. Decent Conduct and Sportsmanship. Teams show verbal dissent towards opposing team and/or the officiating crew. Team receives an unsportsmanlike conduct penalty.

D. Poor Conduct and Sportsmanship. Teams constantly comment to the officiating crew and/or opposing team from the playfield and/or sidelines. The team captain shows little or no control over teammates or himself/herself.

F. Unacceptable Conduct and Sportsmanship. Team is completely uncooperative. Captain has no control over team. Any team causing a game to be stopped or forfeited due to unsportsmanlike conduct or receives three unsportsmanlike conduct penalty shall receive a grade of an F. Teams that receive an F sportsmanship grade are placed on probation until they are able to bring their average to a B. If a team is on probation and receives a grade of C they will be removed from the league.

Amendments: At the discretion of the Officiating Crew & Supervisors, grade levels may be returned to the team's sportsmanship rating score for exemplary team conduct for containing one individual team member in a single incident of unsportsmanlike behavior. Sportsmanship ratings become official upon conclusion of the game.

All Rules are subject to change by the Department of Intramural Sports.