

WESTERN WASHINGTON UNIVERSITY INTRAMURAL SPORTS

Soccer RULES AND REGULATIONS

(Revised October 2008)

The Field of Play

The first team listed on the schedule is designated as the home team and will be responsible for wearing white-colored shirts. The second team listed will be responsible for wearing dark-colored shirts.

- All games will be played on the turf field unless otherwise noted.

Number of Players

Requirements are as follows:

- A minimum of 7 players are needed to start a game.
- During co-rec there can never be a difference of 1 person between genders on the field, excluding the goalie. For example: 5 women, 5 men, goalkeeper can be either gender.
- There is no limit to the amount of people on a roster. Adding to the roster is allowed through the season until 5:00 p.m. the day before the first playoff game.
- Substitutions
 - To replace a player by a substitute, the referee must be informed before any substitution is made
 - Any of the other players may change places with the goalkeeper, provided that:
 - the referee is informed before the change is made
 - the change is made during a stoppage in the match
 - Play will be held up to allow for a substitution if a) an injury has occurred or b) after a goal has been scored

Equipment

A player must not use equipment or wear anything which is dangerous to himself or another player. Teams **must** have the same jersey color. As stated in Law I, dark and light colors will be designated to teams when the schedules are distributed. Shin-guards are **highly recommended**. Each goalkeeper will wear a color that will distinguish him from the other players.

The Referees

The two appointed referees have full authority to enforce the Laws of the Game as soon as they enter the field of play.

- The decisions of the referee regarding facts connected with play are final. The referee may only change a decision upon realizing that it is incorrect or, at his discretion, on the advice of an assistant referee, provided that he has not restarted play.

Duration of the Game

The match lasts two equal periods of 20 minutes. If a game is late in starting, each half will be shortened at the discretion of the referee. Half-time will consist of 3-5 minutes, at the discretion of the referee. Games which are tied at the end of regulation will end in a tie game. Games which end in a tie during the playoffs will be determined by a 5 minute sudden-death period followed by penalty kicks if the match is still tied. **Penalty kicks:** Five penalty kicks per team, alternating between teams. Teams must have either 3 men and two women kick-takers or vice versa, and they must have been on the field of play at the end of the sudden-death period. If the teams are tied after the first five kicks, sudden death will consist of one penalty kick per team until one team does not score. During sudden death penalty kicks, a different gender will kick every other kick.

Rules of Play

A game will commence when each team has a minimum of 7 players and the appointed game time has arrived. A ten-minute grace period may be given by the other team. At the end of the grace period if you do not have a legal team, a forfeit will result. Any player visibly bleeding must leave the field and may return with the referee's permission after the wound is cleaned and bandaged; clothing must be changed if blood is visible/present before player may reenter the match. **NO SLIDE TACKLING.** In the event of a forfeit, teams may opt to pick up players and play for the duration of the hour. Referees will not supervise forfeited games. *The game does not count on your record, it is a "for fun" game. **Additional rules of play will be in accordance with the [National Federation of High School Associations. www.nfhs.org](http://www.nfhs.org)**

RESTARTS:

1. Free Kicks:
 - a. All free kicks will be direct except the kickoff which must be indirect.
 - b. Opposing players will quickly yield 10 feet from the ball.
 - c. The player taking the kick cannot play the ball again until someone else touches the ball.
 - d. If a player taking the kick delays longer than five (5) seconds after having been signaled to do so by the official, the ball will be turned over to the opposing team to take the restart.
2. Penalty Kicks:
 - a. Penalty kicks will be taken from the penalty mark.
 - b. If the clock stops for halftime, the penalty kick will be taken at the start of the second half.
 - c. If the clock stops for the end of the game, prior to the penalty kick, then the penalty kick will immediately be taken by one of the players on the field at the time.
 - d. Once the ball is spotted the player kicking the penalty has five (5) seconds to play the ball.
3. Kick Offs:
 - a. On a kick off the ball may be kicked in any direction.
 - b. All players must be on their own side of the field at the start. If not, they must go to their side before becoming involved in the play already started.
 - c. A whistle by referee is necessary for taking a penalty kick or kick off.

Fouls & Misconduct

- No player can make physical contact with the goalkeeper within the goal area.
- Inadvertently kicking or attempting to kick an opponent while attempting to strike the ball.
- Inadvertently tripping an opponent while attempting to play the ball.
- Inadvertently charging an opponent from behind while attempting to play the ball.
- When not playing the ball, intentionally obstructing an opponent: standing between the opponent and the ball to form an obstacle. Obstruction is not called when a player has the ball and is shielding to prevent an opposing player(s) from stealing the ball or if the ball is kicked down field and a player attempts to run through an opponent who has established position.
- Pushing a player in an attempt to prevent them from getting to the ball.
- Playing in such a manner as to be out of control.
- **Attempting a goal while in violation of the penalty box.**
- Playing the ball while lying on the ground or having a hand/knee on the ground.
- Intentionally playing the ball with hands.
- If a player holds an opponent in an effort to prevent them from going to the ball.
- Advantage will only be allowed when the player with the ball is beyond the center line nearest the goal the player is attacking.
- Free kicks will be direct unless stated by the referee.
- The referee's authority begins as soon as he/she takes the field.
- If any player or coach is in violation of any part of Fouls & Misconduct, he/she may be issued a caution (yellow) or ejection (red). In the event a player/coach is ejected, he/she must immediately leave the area. The referee will note the offending person and report it to the Intramural Coordinator via the game report.
- Any ejected player must meet with the Intramural Coordinator before that person can play in any intramural event.

UNSPORTSMANLIKE CONDUCT/YELLOW CARD include, but are not limited to the following:

1. Persistent disregard for the rules.
2. Any objection by word or action to an official's decision.
3. Taunting another team in a manner causing confrontation.
4. Encouraging players by word or action to foul, harm or retaliate against the opposing team.
5. Making a loud noise or action intended to distract a player on a free kick or a penalty kick.
6. Foul language

EJECTIONS/RED CARDS include, but are not limited to the following:

1. Players will be asked to leave the game and gym if the player kicks or attempts to kick an opponent in a violent manner, when not attempting to play the ball, or in retaliation for a perceived foul.
2. Spits at another player, strikes or attempts to strike another player whether as an aggressor or in retaliation for a perceived foul.
3. Is guilty of violent conduct or serious foul play.
4. Fighting regardless of reason.
5. Any abuse to the official whether it is verbal or physical.
 - Verbal abuse may be defined, but is not limited to: swearing at or threatening an official or disputing a call in an overly aggressive manner, in attempt to intimidate the official.

CO-REC MODIFICATIONS:

1. There can not be more than a 1 player difference between males and females on a team at anytime on the floor.
2. If there are an even number of girls/guys on the field (excluding the goalie) it has to be an even split.

SPORTSMANSHIP RATING:

1. Teams receiving 2 unacceptable ratings during the season will automatically be dropped from any further competition.
2. Any team that receives an unacceptable rating is suspended from any further games until they have met with the Intramural Coordinator and served any penalty administered.
3. If any player is ejected from a game they are suspended immediately from all Intramural events until they have met with the Intramural Coordinator and served any penalty administered.

PLAYOFFS:

1. To compete in the playoffs, an individual must be on the roster before the day the playoffs start.
2. Participants must be at the championship game to receive the Intramural Championship T-shirt.
3. Playoff brackets will be available on our website (www.wvu.edu/campusrec) following the end of the regular season.
4. During the playoffs, a team that receives an unacceptable rating will be suspended and removed from the tournament/playoffs, pending review by the intramural coordinator.