

XAVIER

INTRAMURALS

OUTDOOR SOCCER RULES

National Federation of High School Association Rules will govern play, with the following modifications:

1. Team Requirements

- 1.1 A team shall consist of seven (7) players. A team can play with a minimum of five (5) players.
- 1.2 Co-ed teams consist of three (3) women and three (3) men plus a goalie of either sex constitute a team; a team may play with more women than men, however, a max of 3 field players of men is the limit
- 1.3 All players must have checked in with the scorekeeper and be recorded on the game sheet before they are allowed to participate.
- 1.4 Substitution shall be unlimited, but must be made ONLY on a dead ball
 - a. Substitutions must be made with the referee's permission, at the following times:
 1. Prior to a throw in by your team
 2. Prior to a goal kick by either team
 3. After a goal by either team
 4. After an injury by either team when the referee stops play.
 5. At the beginning of the second half.
- 1.5 All games shall be played on the date and hour scheduled. There is a 5-minute grace period allowed until the game is considered a forfeit. Forfeit score will be 1-0.
- 1.6 Game clock will start on time, if the game starts late due to a team not being ready, the game will start 1-0 in favor of the team that is ready

2. Equipment and Facilities

- 2.1 All players must wear athletic shoes. The only legal shoes are those identified in the National Federation of High School Association Rule Book. Cleats and shin guards are strongly recommended. No metal cleats are permitted.
- 2.2 All jewelry must be removed before participating.
- 2.3 Equipment such as helmets, billed hats, pads or braces worn above the waist, leg and knee braces made of hard, unyielding substances, or casts is strictly prohibited. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2 inch of slow recovery rubber or similar material will be allowed.
- 2.4 Teams must wear similar colored shirts or mesh vests provided by IM. Team colors must be distinct.
- 2.5 A game ball will be supplied by XUIM.

3. Start of Game and Timing

- 3.1 A coin toss will be administered prior to the start of the game. The captain winning shall have a choice of kick off in the first or second half, or a side to defend first.
- 3.2 The duration of the game shall be two equal halves of 20 minutes each. No game should extend past 60 minutes. Five minutes will be allowed between halves. An official game may be counted after halftime is reached.
- 3.4 Any regular season game ending in a tie will be recorded as a tie - no additional time will be given to break the tie.

3.5 Tie Game Procedure (**Playoffs only**): In the playoffs overtime will be one (1) 5 minute "golden goal" style overtime period.

- a. A coin toss will be administered to determine which team will kick off.

3.6 If game is still tied after 1 overtime period, a shootout will ensue.

- a. Each team will be awarded 5 alternating kicks (only players on the field at the end of regulation will be allowed to take the kicks)
- b. If the score remains tied after the 5 kicks, a sudden death shoot-out will continue until the tie is broken. NOTE: teams must utilize the rest of their roster before a player can kick twice (when one team does this, the opposing team may also start over with anyone on the roster)
- c. In Co-ed games the overtime procedure will be the same as above with the following modification: kicks must be taken in alternating order between males and females (i.e. malefemale-male-female-male). Coin toss may decide which gender kicks first.

4. Game Rules

4.1 A goal is scored when the **WHOLE BALL PASSES OVER THE GOAL LINE**, between the goal posts and under the cross bar, provided it has not been thrown, directly propelled by hand or arm, or carried by a player of the attacking team.

4.3 **Throw-Ins:** All restarts from the touchline (sideline) will be with a throw-in. A goal cannot be scored directly from a throw-in. Opposing players must be at least 2 yards away from ball on throw-ins. A player must throw the ball into play with two feet on the ground, two handed, and directed over their head with the ball starting behind their head.

4.4 After a temporary suspension of play with neither team in control of the ball at the suspension, the game shall be restarted by a drop ball between two opposing players at the nearest location of the ball at the time of the suspension.

4.5 **Goal Kick: Ball may be kicked from any place in the goal area.** The ball must leave the goal area before it is touched by any other player.

4.6 The opposing team must be at least 10 yards from the ball during restarts.

4.7 Kick off may be played backwards.

4.8 A **penalty kick** will be the result of any direct free kick fouls and misconduct inside of the penalty area.

Players must be behind the ball and outside the penalty area. The kicker must take the kick in one fluid motion. The goalkeeper must stay on the goal line until the ball is kicked by the kick taker.

4.9 Mercy Rule : 7 goals after halftime

4.10 NO slide tackling. A player may slide for the ball if no opponent is near.

5. Other Rules

5.1 **Yellow/Red Cards** will be awarded when necessary to control games

- a. 1 Red Card = automatic ejection from the contest
- b. 2 Yellow Cards = automatic ejection from the contest

5.2 In all instances not covered by the above rules, National Federation Soccer Rules shall be invoked. The referee shall have full discretionary power to enforce the rules as he shall see fit in order to conduct a proper game.

5.3 Intramural Soccer games will have 3 referees per field.

SPORTSMANSHIP

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. Captain demonstrates control over spectators, teammates, and him/herself.

Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. Captain demonstrates mild or little control over spectators, teammates, and him/herself. Teams receiving one unsportsmanlike penalty fall into this category as well.

Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. Captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident.