



# Recreational Athletics Intramural Sports



## OUTDOOR SOCCER RULES

### A. PLAYERS:

1. All games are 4 on 4, plus a goalkeeper.
2. Teams are able to start with 4 players
3. Co-Rec must have 2 female field players on the field at all times.
  - a. If co-rec is starting with 4 players, they must play with a goalie and the "field players" must be 1 male & 2 females
4. Substitutions
  - a. May occur at dead ball only.
  - b. Players can only sub if their team has possession of the ball **OR** if other team is substituting.
  - c. Subs must check at scorer's table & be stationed in front or at side of table.
  - d. Subs must be allowed in by the referee.

### B. EQUIPMENT

1. IM Sports will provide game ball, unless teams and officials agree on an appropriate substitute ball.
2. Molded cleats ONLY! No metal cleats! Turf and running shoes are also permitted but must be at minimum deemed "athletic appropriate" by the referee or supervisor.
3. No hats or jewelry permitted!
4. Colored pinnies with numbers must be worn & will be provided.
5. Team shirts subject to IM Sports approval.

### C. GAME PLAY:

1. Game Time/ Timeouts/ Shootout
  - a. A coin flip will decide opening tap. Opening tap may be in any direction.
  - b. Winner chooses ball or goal to defend. Opposing team will have choice in 2<sup>nd</sup> half.
  - c. Games are two 20-minute halves with a running clock
  - d. Time only stops at halftime or at discretion of referee
  - e. If play is stopped by the official for any injury, unusual delay or when the goal becomes dislodged, the ball shall be put back into play by a drop ball. If a team has clear possession of the ball when play is stopped, they shall be awarded an indirect kick. In all cases, the ball is put back into play from where it was when play was stopped. However, the ball is not to be dropped inside the penalty area, but at the nearest spot outside the area.
  - f. If game ends regulation in a tie, game is decided by shootout
    - i. Four (4) shooters per team shoot from 10 yards out
    - ii. The four shooters must be the four players who were on the field at end of regulation
    - iii. After 4 shots, if game is tied, shooters compete "one for one" until there is a winner. This "one for one" will begin with the goalies and will proceed round-by-round until a winner is determined
    - iv. Teams must go through all players in active game before cycling through again. The same rotation of shooters must be used if cycling through
    - v. Co-Rec will alternate male/female shooters
2. Summary of Rules of Play
  - a. Goal: Ball fully crosses goal line
  - b. Out of Play: Ball fully crosses end line or side line
  - c. Out of Bounds – **A KICK IN, NOT A THROW IN**
    - i. There are no throw-ins. Instead, a ball crossing the sideline (whole ball over the line) is placed on the sideline at the spot where the ball exited the field. The ball will be played from this spot as an indirect kick
    - ii. When defense kicks ball over their own end line, offense is awarded a corner kick.
    - iii. On all free kicks, the kicker's opponent must remain at least **7 yards** from the ball until it is put into play.
      1. Any motion toward the ball by a defender before the offense puts the ball into play is considered encroachment.
    - iv. Failure to heed an official's warning will result in a yellow card for unsportsmanlike conduct
  - d. NO OFFSIDES

e. **No sliding is permitted.**

- i. Any player using a slide will receive an automatic yellow card – including goalkeeper

3. Goalkeeper

- a. The goalkeeper may not pick the ball up if a team member intentionally kicks the ball back to him/her.
  - i. If this occurs, it will be an INDIRECT free kick from the penalty spot, 10 yards from the goal.
- b. The goalkeeper may play the ball with his feet just as any other field player would, at any time.
- c. The goalkeeper can pick the ball up, inside the box, at any time other than when intentionally played to him by his/her own teammate. Once in possession of the ball the goalkeeper had 7 SECONDS to play the ball in to another player.
- d. On all penalty shots, the goalkeeper must have both feet on the goal line until the ball is kicked

4. Violations and Penalties

- a. All violations result in an indirect free kick. Violations include:
  - i. Kick or attempt to kick an opponent
  - ii. Trip an opponent
  - iii. Jump at an opponent
  - iv. Charge an opponent
  - v. Strike an opponent or attempt to strike
  - vi. Push an opponent
  - vii. Sliding (*this includes the goal keeper*)
  - viii. Holding off an opponent without playing the ball.
  - ix. 7 seconds for indirect kick or goalkeeper possession.
  - x. Violation of Substitution rule.
  - xi. Any other “unsportsmanlike” behavior
  - xii. Dangerous or high kick.
  - xiii. Bicycle kicks
- b. Penalty shots are unobstructed direct free kicks taken from the penalty spot, 10 yards from the goal. All players other than the player taking the penalty kick must be behind the shooter (giving ample space as designated by the referee). Penalty shots may be taken by any player on the field at time penalty shot was awarded
  - i. A hand ball or penalty in the box will result in a penalty kick
  - ii. If goal made – restart at midfield by team that was scored upon
  - iii. If missed:
    1. The player who took the Penalty Kick **MAY NOT BE THE FIRST PLAYER** to touch the ball if it is deflected off the goalpost. Any other player may play the ball on a deflection off the post, or if the save is made but the keeper does not have possession.
    2. If the goalkeeper saves the Penalty Kick but does not maintain possession of the ball all players may play the ball (including the shooter).
    3. If the goalkeeper makes the save and maintains possession play resumes with the ball in the keeper’s possession

5. Yellow Cards

- a. Yellow cards will be given for the following offenses:
  - i. Slide Tackling
  - ii. More severe foul
  - iii. Verbal abuse of official, game staff, spectators, or opponent
  - iv. Unsportsmanlike conduct, including profanity, spiking the ball or delay of game after warning, dangerous play (*At the discretion of the referee*)
- b. A player receiving a yellow card must sit out for **two minutes** of playing time. The entire two minutes of playing time must be served regardless of the developments on the field (goals, other cards, etc.).
  - i. The player serving the penalty period cannot be substituted for, therefore his/her team plays short - handed.
  - ii. The scorer’s table will note the time of the infraction and release the penalized player when the penalty period has expired. The official will announce the return of the carded player

6. Red Cards

- a. Red cards will be given for the following offenses:
  - i. Serious foul (intent to injure)
  - ii. Foul or abusive language
  - iii. Second yellow card in one game
- b. **Player ejected**; team shorthanded for the rest of the game

#### **D. SPORTSMANSHIP**

1. All individuals participating in intramural sports are subject to the Drexel University Office of Student Conduct and Community Standards handbook. Issue of harassment, violence, disorderly conduct or detrimental behavior will be reported and handled according to university protocol
2. Ejections:
  - a. Students will be ejected and suspended one game if they receive a red card.
  - b. Accumulation of four yellows (per team or per player) will result in ejection from league play.
  - c. Team disqualified from remaining league play if 2 red cards are issued, or 2 players ejected during the course of the season
3. Mercy Rule
  - a. Game will end if one team is leading by 10 goals

**Remember the Sportsmanship Policy!  
Consult the IM Sports Office.**