

Southern Illinois University Edwardsville
Intramural Sports
Outdoor Soccer
Fall 2009

- Number of Players: Each team shall consist of six players on the field at a time, including the goalie.
 - The game shall not start unless both teams have at least five players present to avoid a forfeit.
Game time is Forfeit time.
 - Participants must bring their SIUE I.D. with them to every intramural game.
- Equipment: Metal cleats are expressly prohibited.
- Field Size: Field shall be 40 x 66 yards.
- Length of Game: The game shall consist of two twenty minute halves of running clock. The clock will only be stopped after a goal is scored or due to injury.
 - In the event a game must be suspended because of conditions which make it impossible to safely continue play, the supervisor shall declare it an official game if at least one complete half has been played.
- Intermission: Halftime will be no longer than five minutes.
- Time-outs: Each team will be granted one time-out per game. Each time-out will be one minute.
- Tie Score: In the event a contest is tied at the end of regulation, a five minute sudden death overtime will be played. If the score is still tied, it will remain a tie during the regular season. During the playoffs, we will continue to play five minute sudden death periods until a winner is declared.
- Mercy rule is 10 goals. However, a game must proceed to half time if 10 goals are reached before the first 20 minutes is up. Then the official will call the game at half-time
- Offside: There are no off-sides in IM Sports Soccer.
- Goalies: Each team will have a player specified as the goalie, and this player will wear a jersey different from that of their team.
- Substitutions: Substitutions may be made only:
 - Prior to a goal kick or corner kick
 - After a goal has been scored
 - During halftime
 - Prior to a throw-in
 - Due to an injury
- Yellow / Red Cards: Any players receiving two yellow cards, or one red card, in one game will be ejected from that game. In addition, any player receiving four yellow cards during the course of the

season and playoffs will be suspended for one game. Anyone receiving two red cards or five yellow cards during the course of the season and playoffs will be disqualified for the remainder of the season.

- Ejections: In the event a player is ejected, their team will play a player short for the remainder of the contest. Also that player must meet with the Recreations Specialist of IM Sports prior to the team's next game.
- Playoffs and Sportsmanship: Each team that finishes the regular season with a Sportsmanship Rating of at least 2.75 will make the single elimination playoffs. Furthermore, each team must maintain a Sportsmanship Rating of at least a 2.75 each game to remain in the playoffs.
- The following scale will be used to rate all teams in all contests played:
 - 4: Excellent, no problems.
 - 3: Occasional problems, some verbal dissent.
 - 2: Unreasonable comments and conduct.
 - 1: Continuous verbal dissent, unreasonable conduct.
 - 0: Fighting, vulgar language, unreasonable conduct.
- Non-sportsmanlike penalties such as wearing jewelry or not having checked improperly will not count against sportsmanship rating unless it is a repeated offense during the same game.
- Method of Rating:
 1. The officials working that game and/or any Intramural Staff (Supervisors, Graduate Assistants, or Administrative Staff) will rate each team in each contest on sportsmanship.
 2. The Intramural Staff and officials on an 0-4 rating system rate teams and organizations. To qualify for the playoffs under the sportsmanship guidelines, a team MUST average a 2.75 over the course of the season to be included in the playoffs.
 3. Special Game Situations: Contests, which are postponed and not rescheduled due to rainouts, power failure, etc - both teams will receive a 4 for sportsmanship
 4. A team winning by forfeit or default will receive a 4 for sportsmanship. A team that forfeits will receive a 0 for sportsmanship. A team that defaults will receive no rating.

Fouls and Misconduct

- Ejection: Kicking, Elbowing, Kneeing, and Swinging: Any intentional kick, elbow, kneeling, or swing at another player will be cause for immediate ejection from the game and possibly for the remainder of the season. The kick, elbow, knee, or swing does not have to hit another player, only have the intent.
- Kicking or charging the goalkeeper: Any violent charges or kicks at the ball when it is in possession of the goalkeeper.

Direct Free Kick (may be shot directly into the goal), will result following these infractions:

- Hand Ball: a player carries, strikes, or propels the ball with their hand or arm

- Holding or Pushing: a player holds or pushes an opponent to gain an advantage
- ABSOLUTELY NO SLIDE TACKLING!!
- Charging: a player runs at another player in a violent or dangerous manner
- Striking an opponent with the ball: intentionally kicking or throwing the ball at an opponent.
- Dangerous Play: any act that in the opinion of the official could result in an injury to any player.
- Unsportsmanlike Conduct: dissenting the official's judgment by word or action

*All direct free kicks awarded to the offensive team in the penalty area will result in a penalty kick.

**Any of the above acts may be grounds for an ejection if in the opinion of the official it was malicious, or created a dangerous situation.

Indirect Free Kick (ball must be touched by another player prior to going into the goal) will result following these infractions:

- Illegal touching: playing the ball a second time before it has been touched by another player following a kick-off, throw-in, free kick, corner kick, or goal kick.
- Improper Substitution: substituting at the wrong time and delaying the game
- Obstruction: to impede the progress of another player who does not have possession of the ball
- Interference: to impede the goalkeeper in any manner until they release the ball
- Delay of the game: intent to delay the game by any player or substitute.
- *All indirect free kicks awarded to the offensive team in the penalty area will be taken from the penalty spot, but will remain an indirect free kick.

(Re)Starting Play:

- Kick-off: At the referee's whistle, the game shall be started by a player striking the ball into his opponent's half of the field. Every player shall be in their own half of the field and every player on the opponents' team must be at least 10 yards away from the ball. A goal may not be scored from the kick-off. The kicker may not touch the ball again until it has been played by another player.
- Drop-ball: The ball is dropped by an official from waist level at the point the ball became dead. If this point is in the penalty area, the spot will be moved to the nearest spot outside the penalty area. If the ball was caused to go out of bounds by the two opponents simultaneously, the ball is dropped five yards inside the boundary line unless this is in the penalty area. The ball must touch the ground before it is played.
- Free-Kick: When a free-kick is being taken, a player of the opposite team shall not approach within 10 yards of the ball until it is played, unless they are standing on their own goal line. The kick shall

be retaken if a player is within 10 yards of the ball and intentionally interferes with the kick.

- As soon as the ball is in position to be played, the referee must blow his/her whistle. The ball may be kicked in any direction. The ball may not be kicked until the whistle has blown. The ball must be stationary when the kick is taken. The kicker may not play the ball a second time until it has been touched by another player.
- **Throw-In:** The thrower must face the field of play and part of each foot shall be either on the touch line or ground outside the touch line. The thrower shall use both hands equally and shall deliver the ball from behind and over his/her head. The ball shall be in play from the throw as soon as it enters the field of play. A goal may not be scored directly from a throw-in.
- **Goal Kick:** The ball is placed on the ground within the penalty area, and may be kicked in any direction. The ball must be kicked beyond the penalty area prior to being played by a teammate or the player who kicked the ball.
 - Opposing players must remain outside the penalty area until the ball leaves the area.
- **Corner Kick:** A member of the attacking team shall take a kick from within the quarter circle at the nearest corner flag post, which must not be moved. A goal may not be scored directly from a corner kick. The kicker may not play the ball again until it has been played by another player. All of the opposing players must be at least 10 yards from the ball when it is put in play.

General Regulations

****In Co-Recreational play, when a female scores a goal, it will count as two.****

Roster additions will not be added until the first contest.

Roster additions can be made until the end last regular season game.

Forfeit Time: GAME TIME is FORFEIT TIME!!!!!!