

SOCCER RULES

- Teams are responsible for all information given at the team manager's meeting and in the Intramural Handbook.
- Intramural Soccer is governed by NIRSA rules except for adjustments as noted below.

RULES:

1. Two teams of 7 players each shall play the game. A team may play with 5 players.
2. Each game will consist of two 20-minute halves with running clock except for the last two minutes of regulation unless the opposing team is winning by four goals or more.
3. If the score of one-team reaches 6 goals over the opponent, the game is over at that point.
4. Unlimited substitutions during dead ball situations.
5. 1 time-out per half; 1 minute in duration. Unused timeout will not carry over to the next half.
6. No overtime during regular season matches. Playoffs will consist of one 5-minute sudden death overtime, if score remains tied, 5 alternating free kicks from the penalty kick line until winner is declared.
7. **OFFSIDES:** To be in an "offside position", a player must be on the opponent's half of the field & closer to the opponent's goal line than both the ball & the last defender (excluding goalkeeper) at the moment the ball is "played" by a teammate. A player is **not** in an offside position if he/she is on his own half of the field. There is *no offside* if a player receives the ball directly from **a goal kick, throw-in, or a corner kick**.
8. Goalkeeper can only handle ball in goal area for 7 seconds. Goalkeeper can handle the ball anytime but can only pick-up the ball with his hands when kicked by opposing team or caught on the fly after headed or thrown in by teammate.
9. Goalie may pick the ball up off the ground if his/her teammate directs the ball back to the goalie using the knee up. The only exception to that is on a throw in where the ball must not touch the ground before reaching the goalie.
10. A direct kick is taken when there is an excessive foul. Excessive fouls are holding, pushing, striking, kicking, tripping, kneeing, charging, or **slide tackling** (automatic red card). All other fouls result in an indirect free, unless in goalie box then resulting in penalty kick.
11. No goalie may slide tackle.
12. 2 yellow cards or a red card result in ejection, that player's team must play the rest of the game one player short.
13. No metal or screw-in cleats.
14. Both feet must be planted on the ground during throw-in and both arms must go directly over the head.
15. Throw in may not touch the ground for the goalie to handle it.
16. NO SLIDE TACKLING
17. NO JEWELRY! Medical alert bracelets and religious jewelry must also be taped to the skin. (NO tape provided by SRC)
18. "NO MOUTH" Rule
19. Unsportsmanlike conduct will not be tolerated.

ELIGIBILITY:

Individuals may play on only one men's team or one women's team.

LOCATION:

All Intramural Soccer games are played on the IM fields unless noted otherwise.

EQUIPMENT:

Teams are required to wear the same color jerseys or wear IM jerseys provided.