



# INTRAMURAL OUTDOOR SOCCER RULES

Current NFHS rules will govern all rules not specifically noted.

Gray highlighted sections denote rule changes since the 2021-2022 academic year.

## PLAYER EQUIPMENT AND UNIFORM

- Each player must wear shoes made of soft, pliable upper material (canvas, leather, or synthetic), which covers the foot, attached to a one-piece molded composite bottom. Screw-in cleats are allowed if the screw is part of the cleat. Cleats may not be metal.
- Jerseys must be of like color. Sports Programs Staff reserve the right to provide jerseys for teams who do not have jerseys, or if both teams arrive in jerseys that are similar in color.
- No jewelry is allowed (watches, earrings, necklaces, etc.).
- Balls will be provided by Sport Programs Staff.
  - No other balls may be used in games.

## TEAMS AND SUBSTITUTIONS

- Players must check in with their Mav Express ID Card with the supervisor in order to get on a roster.
- 11 players constitute a Men's, Women's, or Co-Rec team.
  - A team must have a minimum of 7 players present, checked in, and ready to play to start the game
- Substitutions must report to and be recognized by the referee before entering the game. Substitutions must be made while the game is stopped. There is no limit to the number of substitutions that can be made during a game. Substitutes cannot take penalty kicks.
- Teams may not have more than 2 UTA Soccer Club Members
- The maximum roster size is 25 players.

## TIME FACTORS

- The game consists of 2 20-minute halves.
- **THE CLOCK WILL NOT STOP DURING THE FIRST OR SECOND HALF OUTSIDE OF OFFICIAL STOPPAGES FOR INJURIES.**
  - If an injury timeout occurs and neither team had clear possession of the ball, a drop ball will occur.
- Halftime will be 3-5 minutes long.

## OVERTIME

- Overtime will be played during PLAYOFFS ONLY.
  - Regular season games that are tied at the end of regulation will be declared a tie game.
- A game ending in a tie will be decided by penalty kicks. Teams will alternate kicks with 5 players shooting from each team. The 5 players must be chosen from the 11 players that were on the field when time expired. If the score is still tied, teams will exchange penalty kicks until the tie is broken. Every player must take a penalty kick before any player can repeat taking a penalty kick.
  - If the game is Co-Rec, 3 penalty kickers must be of one sex, and the other 2 must be of the other sex. If the score is still tied after 5 kicks for Co-Rec

## **LATE TEAM PROCEDURE**

- GAME TIME IS FORFEIT TIME.
- If a team does not have the minimum number of players to start a game, the game clock will start, and the present team that is checked in and ready to play will get the kickoff both halves. If the absent team attains the minimum number of players less than 5 minutes past game time, the game starts 1-0 in favor of the present team. If the absent team attains the minimum number of players 5 minutes past game time or more, the game starts 2-0 in favor of the present team.
- Mercy Rule – If a team is ahead by 5 goals or goes up by 5 goals with 2 or less minutes to play then the game shall be over. If a team is ahead by 10 goals with 5 or less minutes to play, the game shall be over.

## **CO-REC MODIFICATIONS**

- There may not be more than 6 players of the same sex and no less than 3 players of the same sex on the field at the same time.

## **STARTING GAMEPLAY**

- A coin toss, rock paper scissors, or any version of a fair 50/50 game will occur during the captains' meeting. The winning team shall have the option to choose the kick-off or defend a goal.
- Every player must be in their own half until the ball is kicked off.
- The game shall be started with a place kick. The ball must be stationary on the ground in the center of the field of play before it is kicked, and the kicker cannot contact the ball twice consecutively until it has been touched by another player.
- After a goal is scored, the play will continue with another place kick.
- The second half will also start with a kickoff with teams switching sides.
- Opposing players must stand at least 10 yards from the ball during the kickoff and any other place kick.

## **BALL OUT OF PLAY**

- A ball is out of play when it has completely crossed the goal line or touch line either on the ground or in the air. The ball is also out of play when stopped by the referee.
- If a team causes the ball to go out of play over the sideline, the opposing team is awarded a throw in. A throw in must be taken with both feet touching the ground and both hands touching the ball.
- If an attacking team causes the ball to go out of play over the goal line outside of the 2 goal posts, the defending team is awarded a goal kick. If the defending team was the last to touch it, the attacking team is awarded with a corner kick at the closest corner.

## SCORING

- A goal is scored when the ball completely passes over the goal line between the 2 goal posts and under the crossbar.
- A goal may be scored during play directly from a:
  - Kicker of a kickoff
  - Direct free kick
  - Goal kick
  - Penalty kick
  - Corner kick
  - Drop ball
  - Goalkeeper's throw, punt, or dropkick
- A goal may not be scored during play directly from a:
  - Indirect free kick
  - Throw in
  - Free kick into a team's own goal
  - Goal kick into a team's own goal
  - Corner kick into a team's own goal

## OFFSIDES

- There is no offsidess rule.

## FOULS

- A direct free kick will be awarded to the offended team from the spot closest to the infraction following deliberate contact with an opponent. Fouls called against the defense within their own penalty box will result in a penalty kick for the attacking team.
- Slide Tackling – The first player to slide tackle per team will be cautioned (yellow carded), any following slide tackles will be disqualified.
- An indirect free kick will be awarded following non-contact rules violations. This includes measures put in place to delay or slow the game, illegal movement prior to or during a direct free kick or penalty kick.
- A player shall be cautioned with a yellow card for continuous rule violations, particularly violent fouls, or unsportsmanlike conduct.
- A player shall be shown a red card and ejected for the game for continuous rule violations following receiving a yellow card, serious and violent foul play, using foul language towards other players or officials, handling the ball to prevent a goal, or an intentional foul with the intention of stopping an obvious opportunity to score.
- The referee shall refrain from penalizing when it would be an advantage to the offending team. This will be signaled with the proper signal from the official paired with the verbal signal "advantage/play on."
- All yellow cards will result in that player having to sit out of the game until the next dead ball/substitution opportunity.
- A player that is sent off by receiving a red card may not be replaced or substituted for. The team must play down a player for the rest of the game.