



## SOCCKER

*University Recreation does not provide accident insurance coverage for injuries received by Recreational Sports participants. Each participant should make sure they have their own coverage prior to participating. Injuries are a possibility. UREC Recreational Sports assumes no responsibility for injuries. However, basic First Aid will be available.*

### PROGRAM RULES:

**ANY player that is disqualified must meet with the GA before they are allowed to play ANY Recreational sport. If a player is disqualified, he/she may NOT be replaced and the team will play short 1 player.**

1. All participants must have their current valid UWG ID card with them and a 917 number in order to participate. No player will be allowed to play without his or her own valid UWG ID and 917 number.
2. Jewelry is not allowed.
3. All participants must wear full t-shirt. No cut-offs allowed.
4. Teams are required to wear same colored jerseys/shirts. Teams without their own jerseys will be required to check out jerseys from the Rec Sport checkout table. The captain's I.D. must be given to check out the bag of jerseys. Players must have a jersey before he/she can check in.
5. A player may play for ONE men's or women's team, and ONE coed team.
6. The following equipment may NOT be worn: hard hats, billed hats or visors, cleats, hooded sweatshirts, medical braces with exposed metal, any headgear with knots of any kind, or sunglasses.

### TEAM COMPOSITION:

1. A team shall consist of seven (7) players (Including Goalie)
2. Goalkeepers shall wear jerseys that distinguish them from all other players and referees
3. A game cannot begin without at least five (5) players
4. A Co-rec team that plays with an even number of players must be either equal numbers of men and women on the field a,OR Corec Breakdown - # of FIELD players 3w/4m, 4w/3m, 3w/4m, 3w/3m (Goalie can be either gender)
  - a. The maximum players on a roster are 15 for Men's & Women's
  - b. The maximum players on a roster are 15 for Co Rec.
5. If any time during the game a team does not maintain the minimum number of players, including player disqualifications, then that team shall forfeit the game regardless of the score
  - i. EXCEPTION: Should a team drop below six players due to a player having to leave the field for a temporary equipment repair, minor injury, or due to a blood-rule

situation, the official may suspend the game momentarily until the problem is corrected and then continue the game.

6. Additional players may enter the game upon arrival whenever play is dead and/or with the official's consent
7. Each player is required to join a roster on Imleagues before playing in its first game.
  - a. A player may not participate until they are on the Imleagues roster.
    - i. The roster also serves as a waiver/release of liability form as well.
8. Jerseys are also available from Recreational Sports if teams are unable to provide their own. To rent a jersey please present your UWG ID to a staff member at trailer check in. Jerseys are available first come first serve!
9. Jerseys must be matching in color for all team members
10. Jerseys must contain a one or two digit number on the back of the shirt. NO written numbers, taped numbers, or numbers contain three or more digits are acceptable!
11. Teams must wear the jerseys provided if team is not wearing matching jerseys.

## **EQUIPMENT:**

1. Goal is 12' wide.
2. Field dimensions are approximately 60 yards x 80 yards
3. Penalty Box 4 yards from each post along the sidelines and 10 yards out from the goal line.
4. The official area shall extend 5 yards on each side of the halfway line.
5. The team areas shall extend from 10 yards on each side of the halfway line for a distance of 20 yards, and a solid line shall mark each area. Coaches, bench personnel and team members shall be restricted to the team area.
6. Standard regulation soccer shoes are legal. Shin guards are strongly recommended. No metal cleated shoes may be worn
  - i. Shoes with soles containing metal (aluminum, magnesium, titanium, etc.) or metal cleats, studs, or bars, whether molded as part of the sole or detachable, are illegal
7. The official shall not permit any player to wear equipment that, in his or her judgement is dangerous to other players. Taping of jewelry is not permitted. Medical bracelets may be worn but must be taped to the body.
8. The official ball is the one supplied by the Recreational program, unless otherwise agreed upon by both team captains, officials, and student managers on duty

## **TIMING AND SCORING:**

1. Playing time shall be of 36 minutes duration divided into two (2) halves of 18 minutes each
  - a. The game clock will run continuously up until the last two (2) minutes of second half. From that point, the game clock will stop on dead balls: Throw-ins, injuries, penalty kicks, disqualifications, following the scoring of a goal, and any situation deemed necessary for the clocked to be stopped by the official
2. There shall be a two (2) minute intermission after the first half of play
3. Mercy Rule – if the score/goal differential is five goals or greater with five (5) minutes or less to play in the second half, the game shall end.
4. A coin toss will be used to determine ball/field possession. The loser of the coin toss receives the kickoff to begin the second half.

5. Each team is allowed one 30 second timeout per half
  - a. Timeouts do NOT carry over into the second half or into overtime periods.
6. Tie Games, Overtime period(s):
  - a. a coin toss will determine choice of ends of the field or the kickoff before the start of the first overtime period.
  - b. A single five (5) minute running time sudden victory overtime period will be played. If the game remains tied after the overtime period
  - c. If the score is still tied at the completion of the first overtime period, penalty kicks will be attempted.
  - d. Penalty kicks may be attempted by any player on the roster who hasn't been disqualified. Once the goalkeeper has been designated, he or she shall not be replaced unless injured or disqualified. A coin toss will be used to determine the first team to kick, with the winner electing to kick first or last. Each team shall alternately take an initial series of five kicks. The kicking order shall be established by the team. Once the kicking order is established, it may not be changed. The team scoring the greater number of goals will be the winner. For corec, gender requirements for penalty kicks shall be the same as required during regulation and overtime play. That is, a team must use at least three women and no more than two men
  - e. If the score is still tied after each team has taken five kicks, kicks shall be taken alternately in the same order until a team has one more goal in the same number of kicks
7. A team captain may only protest before or during the game, not after. In protesting an official's call, the team may only protest a rule interpretation or eligibility and not a judgment call.
  - a. A timeout must be utilized in order to protest, and a team may get it back if the interpretation goes your way.

## GAME RULES:

1. Kick offs from the midfield line will begin each half and begin play following each goal
  - a. The initial movement of the ball must be in a manner in which it crosses the center line before it is kicked a second time or towards the backfield
  - b. All players must be in their team's half of the field at the time the ball is kicked off
  - c. Players opposing the kicker shall be at least 10 yards from the ball until it is kicked
  - d. The ball shall be kicked while it is stationary on the ground in the center of the field of play. A goal may be scored directly from the kickoff.
  - e. The ball is in play when it moves forward. If the kickoff is taken improperly, it must be retaken
2. The ball is OUT OF PLAY when:
  - o It has COMPLETELY crossed the goal line/endline/sideline
  - o It is the decision of the referee for stoppage of play
  - o Ball will be put back into play with a throwin, goal kick, corner kick or drop ball
3. The ball is IN when:
  - o It rebounds off a goal post or crossbar into the field of play.
  - o It rebounds off a referee in the field of play.
4. A goal MAY be scored directly from a:

- Kickoff
  - Direct free kick
  - Goal kick
  - Penalty kick
  - Corner kick
  - Drop ball
  - Goalkeeper's throw, punt, or dropkick
5. A goal MAY NOT be scored directly from a/an:
- 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
6. All other goals in Corec and all other leagues shall be worth one (1) goal
7. Substitutions: Either team may substitute up to 7 players at a time under the following conditions:
- On a goal kick
  - On a team's own throwin -  
if the offensive team substitutes, the defensive team is allowed to substitute
  - On a team's own corner kick -  
if the offensive team substitutes, the defensive team is allowed to substitute
  - After a goal has been scored
  - Between halves of play
  - In the event of an injury
  - In the event of a player being cautioned and substituted, the opponent shall have the opportunity to make a like substitution.
8. Changing Goalkeepers: The official shall be notified when a goalkeeping change is made, either by another player on the field changing places with the goalkeeper or by substitution from the team bench.
- On a penalty kick, the defensive team may not substitute the goalkeeper with another player from the team bench.
  - On a penalty kick, a teammate already on the field may change positions with the goalkeeper for the taking of the penalty kick provided the official is notified.
9. No offsides in Intramural soccer
10. Slide tackling is PROHIBITED!
- a. Automatic disqualification!
  - Ball is awarded to the offended team at the spot of the slide tackle in the form of a direct kick, unless the slide occurred in the box, therefore resulting in a direct penalty kick for the offended player.

## **PENALTIES AND OFFICIATING:**

1. The referee will whistle to indicate the ball is out of play for a foul.
2. As soon as the ball is in position to be played, it may be played without a second whistle except:
  - for the taking of penalty kicks
  - after a substitution is made
  - after a caution/disqualification

- after an injury; or
  - after encroachment.
3. A drop ball shall be used when:
- Two opponents cause the ball to go out simultaneously; The ball becomes deflated; Following temporary stoppage of play due to injury or unusual situation where neither team had clear possession; When simultaneous fouls of the same degree occur by opponents
  - The ball should be dropped at the spot where it became dead.
  - If this spot is in the goal area, the drop ball should occur at the nearest spot on the goal area line parallel to the goal line
  - The drop ball must occur at least five yards inbounds.
  - The ball is dropped from waist level between two opponents.
  - The ball must touch the ground before it may be played.
4. Direct Free Kicks (a goal may be scored against the opposing team)
- if a player spits at, strikes, attempts to kick or strike, or jumps at an opponent;
  - if a player trips or attempts to trip an opponent;
  - if a goalkeeper attempts to strike, strikes or pushes an opponent with the ball;
  - if a player, other than the goalkeeper, deliberately handles the ball;
  - if a player pushes an opponent with the hand(s) or arm(s) extended from the body;
  - if a player holds an opponent;
  - if a player charges an opponent:
  - If the ball is played next by the kicker following a:
    - a. Kickoff
    - b. Penalty Kick
    - c. Goal kick
    - d. Corner kick
    - e. The thrower following a throw in
  - If a player fairly charges into an opponent when neither in playing distance of the ball
  - If a player who is not in possession of the ball obstructs an opponent who is attempting to play the ball
  - If a player kicks or attempts to kick the ball while it is in possession of the goalkeeper
  - For dangerous play
  - If the goalkeeper takes more than six seconds before releasing the ball into play
  - If the goalkeeper illegally handles the ball while in his/her own penalty area after once releasing possession of the ball
  - If a game is stopped for misconduct and no other restart takes precedence
  - If a player, coach or bench personnel enters or leaves the field of play without permission of the official
  - For temporary suspension of play for an injury or unusual situation and one team has clear possession of the ball
  - If the game is stopped because of misconduct by a person in the team area
5. There are NO indirect kicks
6. All free kicks will be taken from the spot of the foul by any player of the offended team except:
- Any free kick awarded to the defending team inside their goal area may be taken from any point within the goal area.

- A direct free kick awarded to the attacking team within its opponent's goal area shall be taken from the nearest point on the goal area line parallel to the goal line.
7. Penalty Kicks
- Awarded when a direct free kick foul occurs within the offending team's penalty area
  - All players opposing the kicker shall be on the field and outside the penalty area
  - The opposing goalkeeper must remain on the goal line until the ball is kicked. He/she may move laterally.
  - The ball shall be kicked while stationary.
  - The ball must be kicked forward.
  - Once the approach is started, the kicker may not interrupt his/her movement.
  - After the kick is properly taken, the ball may be played by any player but the kicker who may not play the ball until it is touched by any other player.
  - In a Co Rec game, the player who takes the penalty kick must be of the same gender as the player who was fouled.
8. Throw-Ins
- A throw-in is awarded to the opponents of the team who touched the ball last when it went out of bounds.
  - A goal may NOT be scored directly from a throw-in.
  - The ball may be thrown in any direction.
  - The thrower MUST:
    - a. Be facing the field of play
    - b. Have both feet on the ground on or behind the touchline
    - c. Use both hands
    - d. Deliver the ball from behind and over the head in one continuous movement
  - An opponent shall neither interfere with nor in any way impede the actions of the thrower
  - The ball is in play when it has left the hands of the thrower and any part of the ball breaks the plane of the touchline
  - If the ball fails to enter the field of play, the opposing team is awarded a throw-in at the spot of the infraction.
  - The thrower may not be the first to play the ball.
9. Goal Kicks
- Awarded to the defending team when the attacking team is the last to touch a ball which crosses the goal line and does not enter the goal
  - Players opposing the kicker must remain outside the penalty area until the ball clears the penalty area.
  - The ball shall be kicked from the ground from any point within the goal area.
  - The goalkeeper shall not pick up the ball and put it into play.
  - The player taking the kick may not be the first to touch the kick.
10. Corner Kicks
- Awarded to the attacking team when the defending team is the last to touch a ball which crosses the goal line and does not enter the goal.
  - Players of the defending team must be at least 10 yards from the ball until it is kicked.
  - After the kick is taken, the kicker may not be the first to touch the ball.

11. If a team receives 3 cautions in one game, the game shall be ended and the opponent given the win by score or forfeit if the offending team is ahead by score.
  - Referees have been instructed to disqualify any players who persist in rough and/or dangerous play
  - Two yellow cards for the same player equals a disqualification.
  - 3 cautions can be attained through the following scenarios: 3 team yellow cards; 2 yellow cards and 1 red; 1 red card and 1 yellow; 2 red cards ... etc.
  - Any offense deemed malicious or completely lacking of sportsmanship and/or attempts at competitive play can result in a red card at the discretion of the official(s)
  - Any player who receives a red card is immediately disqualified from the game and must leave the Intramural Facility

## SPORTSMANSHIP POLICY AND RATINGS:

The Sportsmanship Rating System is intended to be an objective scale by which teams' attitude and behavior can be assessed throughout the regular season and the playoffs. Behavior before, during, and after a Recreational Sports contest is included in the rating. The team captain is responsible for educating and informing all players and spectators affiliated with his/her team about the system. Furthermore, the team is responsible for the actions of the individual team members and spectators related to it.

At the conclusion of each contest, the Recreational Sports Staff present will assign each team a Sportsmanship rating based on a grading scale of "1-4".

**4 pts Good Conduct and Sportsmanship:** Players cooperate fully with the officials and Recreational Sports staff. The captain is the only player to converse about rule interpretations and calls and does so in a polite and respectful manner. The captain also has full control of their teammates. Team is respectful to their opponents, officials, scorekeepers, spectators and Intramural Sports staff. \*Teams who default will receive a 4-sportsmanship rating

**3 pts Average Conduct and Sportsmanship:** Team members complain about decisions made by the Officials and/or show minor dissention. Team members show minor disrespect to someone involved in the contest.

**2 pts Below Average Conduct and Sportsmanship:** Team shows verbal dissent towards officials And/or the opposing team. Captain exhibits minor self-control and little or no control over their team. \*one unsportsmanlike infraction was given to a team

**1 pts Poor Conduct and Sportsmanship:** Players constantly comment to the officials and/or opposing Team from the playing area or sidelines. Team captain has no self-control and no control over their team's actions.

\*two unsportsmanlike infractions given to a team.

**0 pts Very Poor Conduct and Sportsmanship:** Team is completely uncooperative. Captain has no Control over teammates and/or themselves. \*Teams who no show \*3 Unsportsmanlike infractions or game forfeiture.

## CANCELLATION OF ACTIVITIES:

Recreational Sports activities are subject to cancellation due to unsafe facility conditions. This may include inclement weather (rain, snow, etc.) and subsequent poor field conditions, or unforeseen circumstances, which may occur in both indoor and outdoor facilities that create unsafe playing conditions (i.e. roof leaking on basketball floor or a major injury). The Recreational Sports Staff will make

all decisions regarding playability and safety of facilities. There will be an announcement on the IMLeagues.com website indicating whether any events for that day have been canceled. In addition, an email will be sent to the captains of teams scheduled to play. It is the responsibility of each team/participant to check the IMLeagues.com website.

### **CANCELLATION TIME:**

In the event of inclement weather, the Recreational Sports office will make an official decision regarding the night's games by 4:00PM. After 4:00PM, playability of field/court conditions will be at the discretion of the Intramural Sports Staff on site.

### **CANCELLATION OF ACTIVITIES IN PROGRESS:**

1. In cases when weather forces the halt of a contest in progress. A game is considered a full game if the game is stopped at Half time or after the start of the second half.
2. In the event of lightning or thunder, the following will occur:
  - Games in progress are stopped and canceled (unless they have reached the official game point) if the Intramural Sports Staff sees lightning or hears thunder, or if the lightning prediction system produces an alarm.
  - If the lightning prediction system has not cleared play by the start of the next game, or if the required 30-minute wait time following the last sighting of lightning or from hearing of thunder in order to clear play is not completed prior to the start of the next game, then ALL games will be canceled for the night, unless otherwise noted on the IMLeagues.com.
  - Check the IMLeagues.com website if you are unsure if games have been canceled.

### **RESCHEDULING OF CANCELLED GAMES:**

In the case of cancelled activities, the Recreational Sports Staff will reschedule each contest for the next available date/time. Rescheduled game times will post on IMLeagues.com by 2:00PM the next business day.