



SOCCKER

Any rules or play interpretations not discussed below will be covered by the National Federation of State High School Association Soccer Rules Book and Official's Manual.

I. GENERAL

A. Rosters

- i. Players may play for only **one** men's or women's team and **one** co-rec team.
- ii. A men & women teams consists of 7 players. A minimum of 5 players is needed to start the game.
- iii. A co-rec team consists of 8 players. A minimum of 6 players
 1. Acceptable combinations of males and females for co-rec included: 4M & 4F, 4M & 3F, 3M & 4F, 3M & 3F.
- iv. Team rosters are frozen come semi-finals of the playoffs.
- v. There is no limit to players on the roster. Please note, the maximum number of t-shirts awarded to a team will be two (2) times the number of required players for a game.
- vi. **Roster Restrictions**
 1. No current varsity soccer player may play in intramural sports soccer.
 - a. Player must be one year removed from their varsity team
 2. No more than 2 current club soccer players may play on the same team.
 - a. All club players must play in the competitive league
 - b. Any individual on the official competitive roster for that academic year of a registered/recognized FAU Club Sport who competes and/or travels with the FAU Club team. Individuals who submit Club paperwork and/or have practiced with the Club team are considered members for Intramural Sports purposes.

II. Equipment

- A. Game balls are provided by Intramural Sports. However, both teams may agree to use their own ball, as long as it meets regulations (size 5)
- B. All participants must wear proper athletic attire. This includes:
 - i. Closed-toed athletic shoes. Metal spikes and screw in cleats are not allowed.
 - ii. Shorts or warm-ups (wind pants). NO JEANS allowed.
 - iii. Same color t-shirts or jerseys.
 - iv. Players may not wear compression shorts or boxers as proper attire.
 - v. Shin guards are not required but are RECOMMENDED
- C. Team members must wear like colored shirts/jerseys. Participants must wear T-shirts **with sleeves** while participating. Intramural Sports has pennies for teams without like colored

shirts/jerseys. Participants must wear a **shirt with sleeves** underneath the intramural sports pennies.

- i. Goalkeepers must wear a jersey that is distinguishable to both teams and opposite goalkeeper.
- ii. Players cannot wear the same color jersey as officials

D. Prohibited Equipment

- i. Participants **may not wear jewelry**.
 1. Participants **may not** cover up jewelry with tape, band-aids or other such items.
- ii. Participants **may not wear** hats, caps or bandanas.
- iii. Cast or splints (hard or soft) **are not permitted**.

III. Timing

A. Two 20 minute halves will be played.

- i. The clock will run continuously until the end of the game
 1. The clock will not stop at any point except for official's time-outs, major injuries or at the discretion of the official if a team is deemed to be stalling. There is no injury time added to the end of each half.
 2. The whistle shall sound when time expires, there is no injury time.

B. All games in the regular season that end in a tie will remain a tie.

IV. Regulations

A. The Game

- i. A coin toss shall begin the game.
 1. The options given to the winning team are to direction or ball
- ii. Teams will switch sides after the first half.
- iii. The referee will whistle the ball into play. The kickoff must be taken from the center of the field. Each team must be on their own half, and the defensive team must be 10 yards off the ball at the time of the kickoff. To kickoff the ball, it must roll forward. The player who kicked off the ball may not touch the ball until another player touches the ball. Violation of the forward rule will result in a retake of the kickoff.
 1. All kickoffs are indirect.
- iv. The ball is out of play when it completely crosses the sidelines or the end lines. The referee will blow his/her whistle to signify when the ball is out of play.
- v. The referee blowing his/her whistle warrants a dead ball (even if inadvertent).
- vi. To restart play, the following methods are used:
 1. Throw-ins: When the ball crosses the sidelines.
 2. Goal kick: When the ball crosses the end line and the offense touched the ball last.
 3. Corner kick: When the ball crosses the end line and the defense touched the ball last. The ball is placed a yard away from the corner marker and kicked. A goal may be scored directly from the corner kick.
 4. Direct and indirect free kicks: Taken after a foul has been called.
- vii. Ball in play: The ball is still in play if it stays in-bounds after rebounding off the goal, referee, or corner flags.
- viii. A drop ball will be called when play is stopped due to an injured player, inadvertent whistle or when it is not clear whom the ball last touched before going out of bounds.
 1. A drop ball is when the referee drops the soccer ball between a person from each team; the ball has to touch the ground before it can be kicked by either player.

ix. Scoring

1. A goal is scored when the entire ball passes completely over the goal line.
2. A goal may be scored during play directly from a direct free kick, penalty kick, corner kick, goal kick or drop ball.
 - a. A goal may not be scored directly from an indirect free kick or a throw-in.
3. In the case of a penalty kick, the person taking the kick must be of the same gender as the person who was fouled originally. (Example: a female is fouled in the penalty area, the penalty kick must be taken by a female)
4. After the goal, the ball is returned to the center of the field for another kickoff. The team that gave up the goal will kickoff.
5. In Co-Rec (based on last offensive player who touched ball):
 - a. Male scoring = 1
 - b. Female scoring = 2

x. **Substitutions**

1. A team must notify the referee on all substitutions. NO player may come onto the field without permission of the referee.
2. Either team may substitute under the following conditions:
 - a. On either teams' goal kick
 - b. Their own throw-in
 - c. Their own corner kick.
 - d. When a player has been injured, and only for the injured person.
 - i. The opponents may substitute a like number of players.
 - e. When a player has been cautioned (yellow card). Each team may substitute one player for each player cautioned.
 - i. The player cautioned must leave the field until his/her team's next substitution opportunity.
 - f. After a goal.

xi. **Overtime**

1. In Playoffs, if a game is tied, the winner will be determined by alternating penalty kicks
 - a. 3v3 for Men's, Women's, & Fraternity
 - b. 4v4 for Co-Rec (must use 2 men and 2 women)
2. A minimum of 5 different players must be chosen for kicks before repeating a kicker.
3. Golden Kick Rule: If after the end of three overtime PKs, a winner has still not been determined, the Golden Kick Rule will be in place. Teams will alternate penalty kicks until a winner has been determined.

xii. **Mercy Rule**

1. If any team is up by 5 goals or more with 5 minutes or less left in the second half.
2. A Co-Rec, the game will end if a team is up by 8 goals or more with 5 minutes or less left in the second half.

xiii. **Forfeits**

1. Ready to Play and Game Time
 - a. A team is considered ready to play when the required minimum number of players for the sport are properly signed-in with IM staff, present at the specific field or court for their scheduled contest, and properly equipped at the designated game time

- b. If at game time, there is one team ready to play and one team that is not, the captain of the team ready to play will be presented the following options by the Intramural Sports Supervisor:
 - i. Elect to offer the team that is NOT ready to play a 10-minute grace period to acquire the needed amount of players to begin.
 1. If the other team is able to acquire enough players, the game will be played in its entirety, minus the amount of time it took for the team NOT ready for play to field enough players to begin.
 - ii. Elect to NOT offer the 10-minute grace period, and automatically take the win.
 - c. The decision made by the captain of the team ready to play is final. He/she may not change their mind.
2. Penalty Points
- a. In the event that the team ready for play elects to offer the 10-minute grace period, the Captain will then be presented with the following options by the Intramural Sports Supervisor:
 - i. Elect to start the game tied 0-0
 - ii. Elect to start the game up the following amount of points:

1. Men's / Fraternity:	3
2. Women's / Sorority:	3
3. Co-Rec:	3
 - b. The decision made by the captain of the team ready to play is final. He/she may not change his mind.

B. Rule Clarifications

i. Goalkeeper Restrictions

1. The goalkeeper may use his/her hands in the penalty area.
 - a. From the moment the goalkeeper takes control of the ball with the hands in the penalty area, the goalkeeper is penalized for taking more than 5 seconds bouncing or throwing the ball into the air and catching it again, without releasing it into play. The ball must be played by another player for the goalie to be allowed another five seconds. Penalty: Indirect kick
 - b. A goalkeeper shall not touch the ball with his/her hands after receiving a throw-in or a deliberate kick by a teammate. Penalty: Indirect kick
 - c. A goalkeeper who obtains possession of the ball while outside of the penalty area may not dribble the ball into the penalty area and handle the ball. Penalty: Indirect free kick.
2. He/She may leave the penalty area, but He/She must play as a field player.
3. He/She may punt the ball or throw the ball over midfield with out any player contacting the ball, after a handling possession.
4. If the goalkeeper uses his/her hands out of the penalty area an indirect free kick will be awarded.
5. Once the goalkeeper has gained possession of the ball with his/her hands **and releases it**, He/She cannot pick it up again with his/her hands until it has been touched or played by an opponent, or has been played by a teammate.

ii. Slide Tackles

1. There is absolutely NO SLIDE TACKLING in Intramural soccer. This rule applies to all players including the goalkeeper.
 - a. In Intramural soccer, a slide tackle occurs when a player leaves his/her feet and leads with his/her feet to play the ball while the ball is in the proximity of another player.
 - i. A slide tackle does not require that any contact occur between players.
2. On the first offense, a slide tackle will result in a yellow card for the offending player and a direct free kick awarded to the offended team. The offending player will be dismissed from the field, but can be substituted for if the team has additional players.
 - a. The offending player will remain out of the game for TWO minutes of game time. The Intramural Sports Supervisor will alert the player of when he/she may re-enter the game.
 - b. If the offending team does not have any eligible substitutes, the team will “play down” during the TWO minute penalty, OR until the offended team scores a goal.
3. On the second offense, a slide tackle will result in a red card for the offending player and a direct free kick awarded to the offended team. The offending player is immediately dismissed from the field and the team shall “play down” for the remainder of the match.
 - a. A player's dismissal due to a red card/yellow card will negatively affect the team's sportsmanship rating.
4. At any time, if the slide tackle is deemed malicious (playing the player and not the ball and/or from behind), a red card will be issued to the offending player and a direct free kick will be awarded to the offended team.

iii. **Free Kicks**

1. Free kicks shall be classified as "direct" from which a goal may be scored against the offending team or "indirect" from which a goal may not be scored unless the ball is played by another player from either team.
2. **Indirect kick offenses:**
 - a. Attempting to trip/kick an opponent.
 - b. Attempted Striking
 - c. Jumping at an opponent.
 - d. Using foul or abusive language or spitting at other persons.
 - e. Leaving the field of play without permission.
 - f. The kicker playing the ball next after a kickoff, free kick, penalty kick, goal kick or corner kick or the thrower playing the ball before another player plays the ball.
 - g. Taking more than eight seconds by the goalkeeper to release the ball.
 - h. Goalkeeper illegally handling the ball after relinquishing possession.
 - i. Delay of game.
 - j. Unsportsmanlike conduct
 - k. Illegal substitution
3. **Direct Kick offenses**
 - a. Tripping/kicking
 - b. Hand ball

- c. Kicking or attempting to kick the ball while it is in possession of the goalkeeper.
- d. Obstruction.
- e. Dangerous Play
- f. Striking opponent
- g. High kick that involves contact

4. **Free Kick:**

- a. Opposition players must be at least 10 yards from the ball until it is kicked, unless standing on their own goal line between the goalpost.
- b. If the kick is by a team in its own penalty area, defenders must also be out of the penalty area until the ball clears the penalty area.
- c. The ball must be stationary and may be kicked in any direction.
- d. After the kick, any player except the kicker may play the ball.
- e. A kick in a team's penalty area must leave the penalty area before another player may play the ball.

5. **Penalty kick: Infringements**

- a. During a penalty kick, any encroachment by the defending team or forward movement by the defending goalkeeper is not penalized if the goal is scored. If a goal is not scored, the kick is retaken.
- b. If there is an infringement by the attacking team and the ball enters the goal, the goal does not count and the kick shall be retaken. If there is an infringement by the attacking team and the ball does not go into the goal, there is no re-kick.
- c. If the ball rebounds into play, the game shall be stopped and restarted with an indirect free kick for the defending team at the spot of the foul. If the ball is saved and held by the goalkeeper, play shall continue.
- d. In cases where players from both teams are guilty of infringements, the kick shall be retaken regardless of the outcome of the kick.

6. **Penalty kick:**

a. **When taken**

- i. A penalty kick is awarded for any infringement of the rules by the defending team within the penalty area.
- ii. The foul must be deliberate.
- iii. A penalty kick can be awarded regardless of the position of the ball, if the infraction by the defending team is committed in the penalty area.
- iv. A goal may be scored directly from a penalty kick.

b. **How taken**

- i. The penalty kick is taken from any place on the penalty mark line which is 12 yards away from the baseline.
- ii. All players (except for the kicker and the opposing goalkeeper) shall be the penalty area and at least ten yards away from the penalty mark.

- iii. The opposing goalkeeper may move laterally, but is not permitted to advance off the goal line until the ball has been kicked by the offensive player.
- iv. The player taking the kick must kick the ball.
- v. If the ball hits the goalpost or the crossbar and returns to play, the kicker may not play the ball until another player has played it.
- vi. The goalkeeper may not be substituted for on a penalty kick unless they were injured during the infraction.
- vii. The kicker must wait for the official to start the play.

7. **Goal Kick:**

a. **When taken**

- i. A goal kick is taken by a member of the defending team when the ball passes completely over the goal line, either in the air or on the ground, having last been touched by a member of the offensive team.

b. **How taken**

- i. The ball is placed on the ground from any point in the goal area nearest to where it crossed the goal line. The ball must be kicked beyond the penalty area, or the kick will be retaken. The goal kick is a direct kick.

8. **Corner kick:**

a. **When taken**

- i. A corner kick is taken by a member of the attacking team when the ball passes completely over the goal line, either in the air or on the ground, having last been touched by the defending team.

b. **How taken**

- i. A member of the attacking team shall take a kick from within one yard of the nearest corner. A goal may be scored directly from a corner kick. The opposing team shall not approach within 10 yards of the ball until the ball has been kicked, if the opposing team approaches within 10 yards the kick is retaken. The kicker may not play the ball until another person has touched it. If the ball hits the goalpost and rebounds towards the kicker, he/she still cannot play the ball until another player has touched it.

9. **Throw-in:**

a. **When Taken**

- i. A throw-in is taken after it has passed completely over a sideline, either on the ground or in the air.

b. **How Taken**

- i. The thrower, at the moment of delivering the ball, must face the field of play with both feet behind or on the line and both feet on the ground. The thrower shall use both hands equally and shall deliver the ball from behind and over his head. The ball shall be

in play when it enters the field of play. If the ball never enters the field of play, the same team will retake the throw-in. A goal may not be scored by the throw-in. If the ball is improperly thrown in, a member of the opposing team shall take the throw-in. The thrower cannot play the ball until someone else has touched it. Penalty: Indirect free kick from point of infraction.

C. Penalties and Sanctions

i. Kicking-Striking-Tripping-Jumping

1. A player shall not intentionally attempt to kick, strike or jump at an opponent.
 - a. A goalkeeper may not intentionally strike or attempt to strike an opponent by throwing the ball at the opponent.
 - b. A player shall not intentionally trip an opponent.

ii. Handling

1. A player shall be penalized for intentionally handling, carrying, striking or propelling the ball with a hand or arm. Penalty: Indirect free kick.
2. If a player handles the ball on an obvious (official's judgment) goal-scoring play, the goal will count and the player will be issued a yellow card.
3. Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball. This shall not be penalized.
4. A player shall not hold, push or impede an opponent with hands or arms extended from the body. Penalty: Indirect free kick.

iii. Charging

1. A player shall not intentionally charge an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent, does not have arms and elbows close to the body, and has at least one foot on the ground and the ball within playing distance. Penalty: Indirect free kick.
2. A player having one or both feet on the ground shall not charge into an opponent that has no feet on the ground. Penalty: Indirect free kick.
3. A player shall not charge into the goalkeeper in the penalty area. Penalty: Direct free kick.
 - a. An official shall disqualify any player who flagrantly fouls the goalkeeper in possession of the ball.
 - b. Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play.
 - c. Outside the penalty area, the goalkeeper has no more privileges than any other player does. Note: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.

iv. Dangerous Play - In the opinion of the official, all high kicks above the waist in a dangerous manner will be prohibited. Penalty: Indirect free kick.

v. Obstruction

1. Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle. Penalty: Indirect free kick.

2. The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball. Penalty: Indirect free kick

vi. **Misconduct**

1. A player is shown the **yellow** card if he/she commits any of the following offenses:
 - a. is guilty of unsporting behavior
 - b. shows dissent by word or action
 - c. persistently infringes the Laws of the Game
 - d. delays the start of the game
 - e. fails to respect the required distance when play is restarted with a corner kick or free kick
 - f. enters or re-enters the field of play without referees permission
 - g. deliberately leaves the field of play without the referee's permission
 - h. denies the opposing team a goal or an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick
2. A player receiving a **yellow** card will be required to leave the game for **TWO** minutes.
 - a. His/her team may replace him/her on the field. The Supervisor on duty will alert the individual when he/she may return to the game.
3. A player is sent off and shown the **red** card if he/she commits any of the following offenses:
 - a. is guilty of serious foul play
 - b. is guilty of violent conduct
 - c. spits at an opponent or any other person
 - d. uses offensive, insulting or abusive language
 - e. receives a second yellow card in the same match
 - f. an official shall disqualify any player who flagrantly fouls the goalkeeper in possession of the ball. Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands, when bouncing it to the ground, and when releasing the ball into play. Outside the penalty area, the goalkeeper has no more privileges than any other player does.
Note: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.

- vii. Two ejected players on a team in the same game will result in forfeiture of the game.

V. SPORTSMANSHIP

A. Ratings

- i. FAU Campus Recreation's sportsmanship rating policy has been developed to protect the safety and equity of all participants and those affiliated with supervising our events. The Intramural staff reserves the right to end any intramural contest at any point.
 1. The Team Sportsmanship Rating is an objective means for assessing the behavior of teams through an Intramural Sport season.
 2. The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after each game. Failure by the Intramural Staff to give a grade will result in an "5".

3. Participating in Intramural Sports is **NOT** a right, it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
4. Two unsportsmanlike penalties on the same player will result in disqualification from the game. The third unsportsmanlike foul by the same team results in forfeiture of the game. (example 2 technical fouls on one player in basketball results in a player ejection, 3 technical fouls on a team results in a forfeit)
5. Any player that is ejected for any reason must come in to speak to the Assistant Director of Campus Recreation-Intramural Sports before their next game. That player or team is **not** eligible to play until doing so. Team will forfeit their ensuing game if the ejected player does not meet with the Assistant Director. ***All ejections will warrant a minimum 1 game suspension!***

B. Rating Criteria

i. “5” - Good Conduct and Sportsmanship

1. Team/fans cooperate fully with the supervisors and officials and show respect for opposing team members. The Team Captain has full control of his/her teammates/fans. If the captain converses with the officials about rule interpretations and calls he/she does so respectfully and calmly. A team winning a game due to a forfeit will receive an “A” sportsmanship rating.

ii. “4” - Average Conduct and Sportsmanship

1. Team/fans complain about some decisions and or display minor dissent. These complaints may have been voiced verbally or non-verbally toward officials, opposing players or opposing fans. The Team Captain exhibits major control over teammates and him/herself.

iii. “3” - Below Average Conduct and Sportsmanship

1. Team/fans (on or off the playing area) show continuous or sustained verbal dissent towards officials, supervisors, and/or the opposing team. The Team Captain exhibits minor control over teammates and him/herself. Teams that receive one unsportsmanlike penalty or technical foul during the game will receive no higher than a “C” rating. Each additional unsportsmanlike penalty will result in the grade being lowered by one letter grade.

iv. “2” - Poor Conduct and Sportsmanship

1. Team/fans complain excessively to officials and/or the opposing team. The Team Captain exhibits little control over teammates and him/herself. Teams that have a player ejected will receive no higher than a “D” rating.

v. “1” - Unacceptable Conduct and Sportsmanship

1. Team/fans are completely uncooperative. Team Captain has no control over team, fans and/or him/herself. Teams that have multiple players ejected, receives three unsportsmanlike penalties or cause a game to be forfeited shall receive an “F”. Any team that does not have the required number of players present at the scheduled game time will receive an “F”.

C. Positive Contributions to Sportsmanship Rating:

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:
 1. Team members cooperate with and demonstrate good sportsmanship toward members of both teams, spectators, officials, and all other IM staff.
 2. The team captain exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations/calls, and cooperates by providing any information requested by an IM official/staff.
 3. Team members participate in the spirit and intent of the intramural sport game rules and/or program policies. Team members accept judgment decisions made by the officials during the contest.
 4. Respect is shown for FAU Campus Recreation facilities and equipment.

D. Negative Contributions to Sportsmanship Rating:

- i. The following actions and behaviors by team members, spectators, and/or team followers can have a positive effect on a team's sportsmanship rating:
 1. Participants / spectators who continually complain about officials' decisions and display dissention which may include derogatory or abusive remarks. Complaints include both verbal and nonverbal behavior. Excessive arguing between opposing teams / spectators might also lead to a lower rating.
 2. Team captain (spokesperson) exhibits little control over his/her team and spectators, converses in a dissenting manner with officials about rule interpretations/calls (discussion is allowed as long as it is done in a mature manner by the team captain), or does not cooperate with game officials or IM staff. Does not provide information requested by any intramural sports official/staff while performing duties.
 3. Having any technical fouls or penalties for unsportsmanlike conduct or having a player ejected for unsportsmanlike conduct.
 4. Taunting an opponent or opposing team spectator (trash talk)
 5. Public indecency, vulgarity, or obscenity including foul or profane language and obscene gestures, incidental or intentional, non-directed or directed at an opponent, official, teammate, supervisor, spectator, or Intramural Sports staff member.
 6. Physical abuse by participants / spectators in the form of fighting with an opponent, teammate, official, or staff member which occurred before, during, or after an Intramural Sports contest.
 7. Any threatening behavior (verbal and/or nonverbal) to any FAU Intramural Sports or Campus Recreation employee, participant, or spectator which occurred before, during, or after an Intramural Sports contest.
 8. Individuals / teams played after the consumption of alcohol / drugs. If the contest has begun when this is discovered, the player(s) will be immediately removed from the facility, and the contest will be forfeited to the opponent.
 9. Damage to or destruction of any FAU or FAU Campus Recreation facilities including failure to remove trash from the field or court following a game or match.