



MIDDLE TENNESSEE STATE UNIVERSITY

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## Campus Recreation

### Intramural Sports

#### OUTDOOR SOCCER RULES HANDOUT

##### **ELIGIBILITY RULES:**

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1. You must have an MTSU ID to participate. **NO ID, NO PLAY...NO EXCEPTIONS!**
2. No Person shall play on more than one single sex and co-rec team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Intramural Coordinator.

##### **THE GAME:**

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1. **Field:** The playing field will be 80 yards in length and 40 yards in width.
2. **Team:** Teams will consist of 7 players, but a team may begin with as few as 5 players, and a maximum of 12 players on the roster.
3. **Sport Clubs:** A team can consist of all Sport Club members. However the team shall only be able to have 5 players on the roster who are on the Sport Club roster.
4. **Game:** The game shall be played in two 15 minute halves with a three minute half time. The clock will run continuously except during injuries.
5. **Substitution:** Unlimited substitutions are allowed during any normal game with the game stopped and with the consent of the referee. The referee will only allow substitutes for either team on a goal kick, throw-ins, corner kicks or a kick off. **Do not enter the field until beckoned by the referee. Allowed goal kicks your throw-ins. Kickoff if the other team subs.**
6. **Equipment:** Teams must wear proper clothing while playing and players must wear appropriate closed-toe footwear. Hats, bandanas, metal cleats or spikes, or jewelry **MAY NOT** be worn while playing. Any player found wearing any of the above during the game will be removed from the game and not allowed to re-enter. **Shin guards and socks that completely cover the shin guards are a requirement and individuals not wearing them will not be allowed to play, NO EXCEPTIONS.**

7. **Mercy Rules:** 10 Goals @ the 10 minute mark in the 2<sup>nd</sup> half, and 5 goals @ 5 minute mark of the second half.

**THE RULES:**

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- **Playing Regulations:** NFHS rules govern all aspects of the match unless otherwise noted on this form.
- **Shoes and Shin Guards:** Participants are required to cleats or gym shoes while participating in Intramural Soccer. Shin guards are **required** for all players.
- **Offside:** There is **NO OFFSIDES** rule in effect.
- **Slide Tackling:** Slide tackling is **not** allowed and will result in a yellow card. Slide tackles from behind that are malicious in nature may result in a red card and player ejection.
- **Charging:** An opposing player may not charge the goalie if the goalie is in the penalty area. Players may be removed (ejected) from the game for charging the goalkeeper. **No warning is necessary.**
- **Kick Off:** Team winning opening coin toss has choice of ball or side they want to defend. Kick off will be taken from the midfield line with the opposing team 5 yards off the ball.
- **Goal Keeper:** Can only play the ball inside the Goal Box, outside that box the goalie becomes another fielder and can no longer play the ball with his/her hands (it'll then be considered a hand ball). Once the goalkeeper gains possession of the ball with his or her hands in his or her own penalty area, he or she can take no more than 6 seconds. If the goalkeeper releases control of the ball, he or she may not play the ball with his or her hands again until it has been touched or by the opposing team either inside or outside of the penalty area. Any violations of this rule will result in an indirect free kick from the point of the infraction.
- **Resolution of Ties:**
  - Ties will be allowed during round robin play
  - During tournament play, an overtime method of tie breaking will be employed.
  - The overtime period will begin immediately with a new coin toss. In this overtime period the teams will alternate taking five penalty kicks **with the players who were on the field at the end of regulation. Goalkeeper stays the same from the end of regulation.** If the game remains tied, the teams will then alternate taking one penalty kick until a winner is determined.
- **Game officials shall have equal authority to impose penalties and control the game. Any player found in violation of Rules of Conduct may be removed (ejected) without warning.**

**FOULS:**

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(The following is a list of fouls that will result in direct or indirect kicks)

➤ **Fouls which will be penalized by a direct free kick include:**

- Attempting to and/or kicking, striking, tripping, or jumping at another player
- Any red card
- Dangerous Play
- Intentionally handling the ball (except goalkeeper in his/her penalty area)
- Charging violently and charging from behind
- Holding, pushing or spitting
- Foul or abusive language

**NOTE - Any of the above offenses committed within the penalty box by the defending team will result in a penalty kick.**

➤ **All Fouls will be penalized by an indirect free kick and include:**

- Kicks above the waist near another player
- Any yellow card
- Obstruction – (ball will be placed to a spot nearest to the outside of the penalty area.)
- Unsporting-like conduct by players on the bench
- If the goalkeeper holds the ball in possession for longer than 5(five) seconds
- If the goalkeeper touches the ball with his/her hands after it has left his/her possession and has not been touched by any other player
- If the goalkeeper touches the ball with his/her hands after he/she has received the ball after it has been directly kicked to him/her by a teammate

**PENALTY KICKS**

- Will be taken when a direct free kick is awarded to the offense within the defense's penalty area. The kick shall be taken from the first stripe in front of the goal. The Goalkeeper is the only defender; all other players will remain outside the penalty box until the ball is kicked.

**SPECIAL POINTS OF EMPHASIS:**

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- A "charge" is defined as shoulder to shoulder with at least one foot on the ground, attempting to knock a player with ball off balance in order to steal the ball. This charge becomes illegal when the ball is not within playing distance, when the charge comes from behind a player, or when the charge is done violently.
- Free kicks - all players of the opposing team will be 8 yards away from the ball until the ball is kicked. Any disobedience of this rule can result in a yellow card.



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**YELLOW CARDS WILL BE ISSUED FOR THE FOLLOWING:**

- Persistently committing fouls.
- Entering or Leaving the field without Officials' permission
- Showing dissent from a decision of the referee.
- Unsportsmanlike behavior.
- Intentional handball inside goalie box
- Slide Tackling
- Being closer than 7 yards on free kick

**RED CARDS WILL BE ISSUED FOR THE FOLLOWING:**

- Persistently committing fouls.
- Entering or Leaving the field without Officials' permission
- Showing dissent from a decision of the referee.
- Unsportsmanlike behavior.
- Intentional handball inside goalie box
- Slide Tackling
- Being closer than 7 yards on free kick

**CO-REC MODIFICATIONS:**

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- The match is played between two teams of 8 players each. Teams must begin and end each match with a minimum of 6 players.
- Co-Rec matches may be played with an uneven male/female or female/male ratio according to the following premise:  
**Minus 1:** 4/3 male/female and vice versa; or 3/2 male/female and vice versa.
- Penalty shots may be attempted by any member of the offended team.
- During the shoot out of an overtime game: shooters must alternate male/female or female/male.