ELIGIBILITY RULES:
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 Associate Director of Intramurals, Sport Clubs, and Wellness.

THE GAME:
1. Field: The playing field will be 80 yards in length and 60 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 substitution is 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.

6. Equipment: Hats, bandanas, metal cleats or spikes, shorts with pockets, 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 them are a requirement and individuals not wearing them will not be allowed to play, NO EXCEPTIONS.

7. Mercy Rules: 10 Goals @ anytime after the 5th minute in the 2nd half, and 5 goals @ 5 minute mark of the second half.
THE RULES:

- **Playing Regulations:** Official soccer rules developed by the Intramural Office will be in effect. FIFA Soccer Rules will be followed explicitly where IM Sports rules lack detail.

- **Shoes and Shin Guards:** Participants are required to cleats or gym shoes while participating in Intramural Soccer. Shin guards are required for all players.

- **Offsides:** There is NO OFFSIDES rule in effect.

- **Slide Tackling:** Slide tackling is **not** allowed. Any slide tackle will result in a foul and a direct kick. Slide tackles that cause unnecessary contact, which is at the discretion of the official, 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 goal keeper. **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:
(The following is a list of fouls that will result in direct or indirect kicks)

DIRECT KICKS (Goal can be scored directly by the kicker) – All Kicks are Direct
- Kick or attempting to kick an opponent (also ejection from the game).
- Tripping an opponent.
- Jumping at an opponent.
- Violent charge.
- Charging from behind.
- Striking or attempting to strike an opponent (also ejection from the game).
- Holding an opponent.
- Pushing an opponent.
- "Intentional" handling of the ball.

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:
- 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.

YELLOW CARDS WILL BE ISSUED FOR THE FOLLOWING:
- Entering or leaving the field without permission of the referee.
- Persistently committing fouls.
- Showing dissent from a decision of the referee.
- Unsportsmanlike conduct.
- An intentional hand ball inside the box.
- A player receiving a yellow card must sub off the field.

RED CARDS WILL BE ISSUED FOR THE FOLLOWING:
- Violent conduct or serious foul play.
- Any player given a red card must leave the game immediately and may not be replaced by a substitute.
Using foul or abusive language to either another player or the referee.
A second yellow card offense.
NO SUBSTITUTE MAY ENTER FOR AN INDIVIDUAL RECEIVING A RED CARD.

CO-REC MODIFICATIONS:

The match is played between two teams of 7 players each. Teams must begin and end each match with a minimum of 5 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.
Minus 2: 4/2 male to female and vice versa (This may occur at the consent of both teams or at the discretion of the Intramural Sports Staff.
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.

Outdoor Soccer........8/13/15