

Soccer Rules

Activity Format: Three game regular season followed by a single elimination playoff tournament.

Policy Information: For additional information please review the Intramural Sports Handbook online at: www.butler.edu/intramurals

Equipment

Shoes: Each player must wear athletic shoes made of soft, pliable upper material (molded plastic, canvas, leather, or synthetic) or rubber composite cleats which covers the foot attached to a composition bottom. Shoes with metal cleats or toe spikes are not permitted.

Jerseys: For all soccer games, it is required that teams wear uniformly colored jerseys in order to help distinguish one team from another. Goalkeepers must wear a distinguishing color different from their teammates and the opposing team, including the opposing keeper. Pinnies may be checked out from the Intramural Sports staff at the field. Shin guards are highly recommended, but not required.

Other: A size 5 regulation ball will be provided for the game by Intramural Sports staff.

Illegal Equipment: Pants or shorts must be free of exposed drawstrings or belt loops. Stocking hats may be worn, but any hat with a hard bill will not be allowed. Any equipment that is in the official's judgement would be injurious to participants is illegal to wear. Jewelry of any kind may not be worn unless previously approved by the Intramural Office (medical/religious reasons). Wrists must be free of all bracelets, hair ties, Livestrong bands, etc.

Game Regulations

Players: An official team shall consist of seven (7) players on the field with unlimited substitutes. A minimum of four (4) players must be present to start, and continue the game to avoid a forfeit.

Game Length: A regulation game shall consist of two 20-minute halves. The clock does not stop and there are no time outs permitted except those called by the Officials for injuries. There is a five-minute rest period between halves. Teams will switch ends at half time.

Mercy Rule: If, at any time, during the final ten (10) minutes of the second half a team is ahead by ten (10) or more goals or in the final five (5) minutes of the second half a team is ahead by five (5) or more goals, the game shall be ended.

Overtime: During league play, there are no overtime periods. During the playoffs in the case of a tie at the end of regulation

play five kicks will be taken alternately by each team. The team scoring the greater number of penalty kicks will be the winner. If the score remains tied after the first series of penalty kicks, additional rounds of one (1) kick will be played. Both teams will take alternating kicks until the score is uneven at the end of a round. **NOTE:** The referee shall choose the goal at which the kicks are taken from and perform a coin toss. The team winning the toss shall have the option of choosing to kick first or second.

Officials: The Intramural Staff will assign officials for each scheduled game. All games conducted by the Department of Recreation must be played under the supervision of the Intramural Supervisor employed by the Department. No game may be played without it being scheduled through the Intramural Office. An Intramural Official will keep the score.

Playing Area: All soccer games will be played on the Intramural Fields unless otherwise specified.

Official Game: In the event of inclement weather during the regular season, if a game has reached halftime, it is over and the score is official. If the game has not yet reached halftime, it is considered a canceled game and will not be counted toward playoff qualification. Canceled games will only be made up if space and time permits.

Coaches: Teams may have only one non-roster member (Coach) present on the bench.

Sport Specific Rules

Club Restrictions: Each team will be limited to two (2) club members per team.

Scoring: A goal is scored when the whole of the ball has passed completely over the goal line, between the goal post and under the crossbar, provided no infraction of the rules occurred in the accomplishment of the goal. The clock is not stopped after a goal is scored. After a goal is scored, play is resumed the same way as in starting a game by the side against which the goal was scored.

Substitution: Teams may substitute with knowledge and consent of the referee on any ball leaving the field of play or after a goal has been scored. The player substituting in **MUST** be within the substitution area **PRIOR** to the dead ball in order to be subbed in.

Out of Bounds: For a ball to be considered out of bounds, the entire ball must cross the line.

- a) If the ball goes out on a sideline, a throw-in will be taken. A throw-in is legal when the thrower uses both hands and the ball goes over the throwers head, and both feet stay on the ground. If the ball does not cross the line, it is a re-throw by the same team. Defending players cannot be within a three yard radius of throw.

- b) If the ball goes out of bounds on an end line and is last touched by the defending team, a corner kick is taken by the attacking team.
- c) If the ball goes out of bounds on an end line and is last touched by the attacking team, a goal kick is taken by the defending team. A goal kick must leave the penalty box before the ball can be touched by any player. If the ball fails to leave the penalty box it results in a re-kick.

Free Kicks: A free kick is awarded after a foul or rule violation. There are two types of free kicks, indirect and direct. An indirect kick must be touched by any player (from either team) apart from the player taking the kick before going into the opponent's goal to count as a goal. A direct free kick may go into the opponent's goal and count as a goal without touching any other player. All defenders cannot be within a ten yard radius of the free kick. A penalty kick is awarded when a foul is committed within the penalty area and is a direct kick. In the case of a deflection, the player taking the penalty kick may not touch the ball until another player has touched it. If an indirect foul is committed within the penalty area, the ball is to be placed at the top of the 6 yard box. In this one instance, the defending players may stand closer than 10 yards from the kick, as long as they are standing on the goal line.

Direct Kicks

- a) Kick off
- b) Corner Kick
- c) Goal Kick
- d) Penalty Kick
- e) Major Fouls

Indirect Kicks

- a) Offside
- b) Pass back to a goalkeeper
- c) Minor Fouls

Goalkeeper Privileges: Within his/her own penalty area a goalkeeper may carry, strike or propel the ball with the hands or arms and may not be charged, interfered with or impeded in any manner while in possession of the ball. A goalkeeper may not pick up a ball that has been intentionally passed back by a teammate's foot. A ball deflected off of a teammate is legal to pick up. A ball passed back to the keeper by any other part of the teammate's body is legal to pick up. Violation will result in an indirect free kick at the spot where the ball was picked up. The goalkeeper's privileges do not apply outside the penalty area. A goalkeeper must release the ball within six (6) seconds after obtaining possession.

Offside: A player is judged to be offside if he/she is nearer his/her opponent's goal line than two defenders (the goalkeeper is considered a defender) are at the moment the ball is played to him/her. This player does not have to receive the ball to be offside. A player is not penalized for being offside if at least two of his/her opponents are as near to their own goal line as the

player is at the time of the pass. In order to be judged offside, a player must be involved in the play (clarification: involved means "actively participating in play or seeking to gain an advantage by being in an offside position". It is possible to be in an offside position, and not be penalized for offside). There is no offside on a throw in or goal kick.

Slide Tackling: SLIDE TACKLING IS NOT PERMITTED!

Playing the ball while on the ground is not permitted while other players are within striking distance. This is considered "dangerous play" and will be called at the discretion of the referee. Slide tackling infractions will result in an automatic yellow card and the filing of an incident report.

Conduct: A yellow/red card system will be used to control player, coach and bench personnel in unsportsmanlike conduct and improper behavior (persistent infringement of any rules of the game). Any player receiving a yellow card will be asked to leave the field until the next dead ball and the incident form is complete. Any player receiving two yellow cards during one game or a red card will be ejected and must leave the playing facility after completing his/her paperwork with the supervisor. Ejected participants will be marked ineligible for all Intramural Sport activities until they have completed the reinstatement process.

Yellow/Red cards may be issued for the following:

Yellow Card

- a) Persistently infringes upon any of the rules of the game.
- b) Shows dissent by word of mouth or action to decisions given by the referee.
- c) Is guilty of any incidental vulgar or profane language
- d) Is guilty of unsportsmanlike conduct.
- e) Persistently stepping outside of the player box without reasonable cause.
- f) **Slide Tackling**

Red Card

- a) Is guilty of violent conduct or serious foul play;
- b) Is abusive in language or gesture toward a player or official.
- c) Persists in misconduct after receiving a caution.
- d) Behavior resulting in 2 yellow cards within the same game.

Co-Rec Modifications

Players: The number of players will be seven (7) (maximum four (4) males and three (3) females or *vice versa*). There is no minimum requirement of a gender to start a game (ie you can start with 4 males or 4 females)

Overtime Penalty Kick Procedures: Shooters must alternate male/female (female/male). No player may shoot twice until all other eligible players for their gender have attempted a shot.

Football Referee Signals



