



INTRAMURAL SPORTS COED OUTDOOR SOCCER RULES

ELIGIBILITY: All players must be current students, current UCSC faculty/staff or wellness card holders. Teams must sign the signup sheet/waiver prior to their first game. Players can not play on more than one team once playoffs begin and must sign the roster/waiver of the team being played on. Participants may not have names on multiple roster/waivers once playoffs begin. Those rosters become locked at the end of the regular season. **NO** more than three **GRADUATING VARSITY PLAYERS** are allowed per team. They become eligible at the beginning of the quarter following the conclusion of the varsity season. This includes Red Shirts. To be eligible for the playoffs, a player must attend a minimum of two regular season games, even if they cannot play due to injury or illness.

FORFEITS: The IM Program has the authority to remove a team after they record two forfeits during any given season. Teams that are removed from the league due amassing two or more forfeits are not eligible for a refund of their Team Fee in whole or part.

EQUIPMENT AND FIELD: The Intramural Program will provide a game ball and penny (jersey) for the participants to use and wear during the Intramural play. Team's are encouraged to bring their own ball for pre-game warm ups. Teams may check out practice balls downstairs at the Service/Facility Center. No metal spikes allowed. Shin guards are recommended. Games will be played on the East Field.

TEAM SIZE: Team consists of nine to a side with a maximum of five from either gender. The minimum number for either gender is two. Teams can start with no fewer than four players. There is no limit to the number of subs per team.

GAME TIME: Game time is at the top of the hour. The team must grant their opponents a 10-minute (10 minutes past the hour) grace period if needed (If the required minimum number of players arrives within the 10-minutes, the game will be played and recorded as an official game). **NO EXCEPTIONS ARE PERMITTED TO THE 10-MINUTE GRACE PERIOD.** The length of the first period will be shortened according to the lateness of the new start time.

THE GAME: A game will consist of two 20 minute halves during which the clock shall run continually. There will be no over time periods during regular season play. Ties are recorded as such. Playoff games will result in two 5 minute periods of sudden death. If the game remains tied then a shootout will be conducted. Total score at the end of 5 shots per team will determine the winner. Repeat this method until the game is decided. Allowance will be made in either period for time lost due to transportation of an injured player. The referee shall determine that time.

BALL IN/OUT OF PLAY:

1. The ball will be deemed out of play:
 - a) When it has wholly crossed the touch line
 - b) When play has been stopped by a referee
2. The ball will be deemed in play:
 - a) A kick off or free kick once the ball has traveled the distance of its own circumference.

- b) A throw-in once the ball has entered the field of play.
 - c) A drop ball once the ball has touched the ground.
 - d) A free kick or goal kick from within one's own penalty area once the ball has traveled the distance of its own circumference beyond the penalty area.
3. A throw-in shall be taken by a player of the team opposite to that of the player who last touched the ball before it wholly crossed the touch line.
- a) The thrower at the moment of delivering the ball
 - i. Must face the field of play with some part of their body
 - ii. Must have part of each foot placed either on the touch line or on the ground outside of the touch line
 - iii. After having delivered it from behind and over the head, the thrower must release the ball with equal force from both hands
 - b) If the ball is improperly thrown in, a player of the opposite team should take the throw-in. A throw-in taken from any position other than the point where the ball crossed over the touch line, will be considered improperly thrown.

SCORING AND SUBSTITUTIONS: All goals count as one point. Substitutions are allowed on the fly. Incoming players cannot effect play until the person subbing out has left the field of play. Goal keeper substitutions must notify the referee.

OFFSIDES:

1. A player is in an offside position if the player is closer to the opponent's goal line than the ball unless
 - a) The player is on his own side of the field
 - b) At least two opponents are closer to the goal line than the player
2. A player will be declared offside and penalized for being so, if at the moment the ball touches or is played by a team member the Official believes the player
 - a) To be interfering with the play or an opponent
 - b) To be seeking to gain an advantage by being in that position
3. A player shall not be declared offside by the Official:
 - a) Merely for being in the offside position.
 - b) If the player receives the ball direct from a goal kick, a corner kick or a throw in
 - c) If the player moves forward into an offside position to receive a pass that has already been played forward by a team member
4. When a player is declared offside, the opposite team will be awarded an indirect kick where the infringement occurred.

FOULS AND MISCONDUCT:

1. **Direct offenses:** from which a goal can be scored directly against the offending team
 - a) Kicking or attempting to kick an opponent
 - b) Tripping an opponent
 - c) Jumping at an opponent
 - d) Charging an opponent in a violent or dangerous manner
 - e) Charging an opponent from behind, unless the opponent is obstructing
 - f) Charging the goalkeeper while in the penalty area
 - g) Striking or attempting to strike an opponent
 - h) Holding or Pushing an opponent
 - i) Handling the ball i.e. carrying, striking or propelling the ball with the hands or arms, with the exception of the goalkeeper while in the penalty area.
 - j) Slide tackling from behind.
 - k) The goalkeeper intentionally throwing at or striking an opponent with the ball

Indirect offenses: The ball shall be touched by at least one player before a goal can be scored.

- a) Play deemed unfair or dangerous by the Referee
- b) Charging fairly without intent to play the ball
- c) Intentionally obstructing an opponent with the ball
- d) A player playing the ball a second time once it has immediately been put into play, before it has been played by another player.
- e) From the moment the goalkeeper takes possession of the ball, the goalkeeper may take only 4 steps while handling the ball.
- f) Having had possession of the ball and releasing it into play, the goalkeeper may not handle the ball until it has been played by an opponent or a team member outside the penalty area.
- g) The goalkeeper cannot touch the ball with his hands after it has been deliberately kicked to him by a teammate or after he has received it directly from a throw-in taken by a teammate.
- h) The goalkeeper may not delay in releasing the ball to gain an unfair advantage
- i) Interfering with the goalkeeper or impeding the distribution of the ball while it is in the possession of the goalkeeper
- j) Playing the ball while the player is on the ground
- k) To resume play following the issuance of a yellow/red card

A player shall be cautioned for:

Persistent use of tactics to gain an unfair advantage

Persistent infringement of the rules

Showing or by word or action dissent from any decision given by the Referee

A player shall be sent (removed from play) for: (Note, all individuals who are removed from play must meet with the Director of Intramurals PRIOR to playing their next game, failure to do so may result in a forfeit of that game).

Violent conduct

Use of foul or abusive language directed at an opponent or the Referee

Persistent misconduct after having received a caution

On all awarded kicks, the offending team must be at least 10 yards away or on their own goal line, between the posts. Persistent infringement of this rule will be considered a tactic to gain unfair advantage and is punishable accordingly

PENALTY KICKS:

The penalty mark shall be 12 yards from the goal line

A penalty kick will be awarded to the offensive team for direct offenses committed inside the defensive penalty area by the defending team

All players except the kicker must be behind the plane of the penalty area and the penalty arc.

Players may not encroach the area or penalty arc until the ball is kicked.

The goalkeeper must stand on the goal line, between the goal posts, without moving his feet forward off the line until the ball is kicked.

The kick must be played forward and the kicker may not play the ball a second time until the ball has been played by another player. Any infringement of this rule:

By the defending team; if the kick does not result in a goal then the kick will be re-taken

The attacking team, other than the kicker; if a goal results, no points will be given and the kick must be taken again

By the kicker; after the ball is put into play, the defending team will be awarded an indirect kick

KRH 12/19/08