

## **INTRAMURAL 9 on 9 OUTDOOR SOCCER RULES**

Except as designated below, any rule or play interpretation not discussed below will be covered by the NCAA Men's and Women's Soccer Rules.

Refer to the Intramural Sports Handbook for further information outlining the SDSU Intramural Sports program.

### **RULE DIFFERENCES:**

#### **Team Rosters:**

Rosters are limited to 25 individuals. Teams may add players up to the point that (1) the roster limit has been reached or (2) until the roster addition deadline has passed. A player must have played in at least one regular-season game to be eligible for the post-season playoff tournament.

### **RULE 1 PLAYING PROCEDURES**

#### **SEC. 1 Number of Players**

Teams shall consist of nine (9) players. At least seven players must be present at game time to avoid a forfeit. Teams must finish a game with seven players to avoid a forfeit. Scheduled game time is forfeit time.

#### **SEC. 2 ARC Membership**

Prior to all games, players must sign an assumption of risk form. This form is located on the reverse of the scoresheet. The Team Captain is responsible for monitoring the completion of his/her team's form. No player may participate in any Intramural contest with out prior purchase of an Aztec Recreation Center membership or Day Use Pass.

**ALL PARTICIPANTS MUST PRESENT A PICTURE I.D. BEFORE PARTICIPATING. NO EXCEPTIONS. NO I.D., NO PLAY!**

#### **SEC. 3 Team Roster**

Team Managers must submit a roster online at <http://arc.sdsu.edu/intramurals> prior to the mandatory managers meeting. Additions to the roster for a given week's game must be made 48 hours prior to the game. All players must participate in at least one regular season game to be eligible for playoffs.

#### **SEC. 4 Equipment**

No metal cleats or spikes of any type are allowed. Rubber cleats and plastic screw-in cleats (not showing metal) are legal. Players must bring both a light and a dark shirt to avoid conflicting with the opposing team.

In addition, all jewelry, hats, protective casts, etc., that are deemed dangerous to participants will not be allowed. The Intramural Sports Supervisor on site has final say on what is deemed illegal equipment.

#### **SEC. 5 Length of Game**

The game shall consist of two twenty-minute halves.

#### **SEC. 6 Overtime**

There are no overtime games during the regular season. Tie games in the playoffs will be decided by one (1) five-minute sudden death overtime period.

If the game remains tied, a series of five penalty kicks will decide the outcome of the game. Each team selects 5 players to attempt the penalty kicks that will be taken alternately by the teams. The team with the most goals after five kicks will be declared the winner. All rules of penalty kicks apply.

SEC. 7

**Scoring**

All goals will count one point. A goal is scored when the whole of the ball has crossed over the goal line, between the goal posts and under the crossbar, provided it has not been thrown, carried or propelled by hand or arm by a member of the attacking team.

## SEC. 8

### **Substitution**

Unlimited substitutions are allowed during these times with the following restrictions:

- on a goal kick (either team may substitute)
- on a corner kick (either team may substitute)
- after a goal (either team may substitute)
- on a team's own throw-in (*only the offensive team may substitute, unless the opponent has checked in with the nearest Official and is ready to substitute at the stoppage*)
- in the event of an equipment change, only the player(s) with the equipment problem may be replaced. The opponent may replace an equal number of players at the same time.
- in the event of an injury, only the injured player(s) may be replaced. The opponent may replace an equal number of players at the same time.

A team must substitute when a player is bleeding or has an open wound or blood on his/her uniform.

The Officials shall be notified when any substitution for the goalkeeper is made.

## SEC. 9

### **Coin Toss**

The winner of the coin toss at the beginning of the game shall have the choice of defending a side or kicking off. Teams will switch sides at halftime.

## SEC. 10

### **Kickoff**

The ball must be kicked forward to be in play. The initial kicker may not re-touch the ball until another player has touched the ball. All defending players must line up at least ten yards away from the kickoff spot.

## SEC. 11

### **Drop Ball**

If the game is temporarily suspended for any reason, the game shall be restarted by a drop ball where the ball was when play was suspended if no team had clear possession of the ball. No player may touch the ball until it hits the ground.

In the event that play is stopped while the ball is in the goal area, the ball will be dropped at the nearest point outside the goal area on the line parallel to the goal line.

If one team is in clear possession of the ball when play is temporarily suspended, an indirect free kick by the team in possession shall restart play.

## RULE 3

### **VIOLATIONS**

## SEC. 1

### **Offside**

A player is offside if he/she is nearer the opponent's goal line than the ball at the moment it is played unless:

- he/she is in his/her own half of the field of play.
- there are two opponents nearer to their own goal line.
- the ball was last played by an opponent.
- he/she receives the ball directly from a goal kick, a throw-in or drop ball.

**Merely being in an offside position is not offside. The player must be actively participating in the play or gaining an advantage by being in an offside position.**

## SEC. 2

### **Throw-ins**

The thrower must face the field of play with both feet on or behind the sideline on the ground. The thrower shall use both hands with equal force and throw the ball from behind and over his head. A goal may not be scored directly from a throw-in. An illegal throw-in will result in a throw-in being awarded to the opponent. If the thrower throws in the ball and it never enters the field of play, the thrower may retake the throw and the ball.

## SEC. 3

### **Goal Kicks**

Goal kicks may be taken by any player. The ball must clear the penalty area to be in play. The ball shall be re-kicked if it does not clear the penalty box. The ball may not be touched by the kicker until having been touched by another player. Opponents of the kicker must remain outside the penalty area while the goal kick is being taken.

## SEC. 4

### **Obstruction**

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.

A player not attempting to play the ball, but remaining between the ball and an opponent, may be legally charged from behind provided the charge is not violent or dangerous and the ball is within playing distance.

## **RULE 4**

### **FOULS AND MISCONDUCT PENALTIES**

## SEC. 1

### **Indirect Free Kick**

A free kick from which a goal can only be scored if the ball is touched by a player other than the kicker before passing through the goal. Defenders must line up ten yards or more from the kicker, by request of the offensive team.

## SEC. 2

### **Indirect Free Kicks**

Any of the following violations will result in an indirect kick being awarded to the opponent.

- A goalkeeper holding the ball longer than five seconds
- The goalkeeper handling the ball a second time in his own penalty area after releasing it
- An intentional back-pass to one's own goalkeeper in which the goalkeeper receives the pass with his hands
- A substitution without reporting to the referee
- Dangerous play
- Offside
- Charging an opponent fairly while neither is in playing distance from the ball
- Obstruction

## SEC. 3

### **Direct Free Kick**

A free kick from which a goal may be scored directly. Defenders must line up ten yards or more from the kicker, by request of the offensive team.

## SEC. 4

### **Direct Free Kicks**

Any of the following actions will result in a direct kick being awarded to the opponent.

- Handling the ball
- Holding
- Pushing
- Hitting or attempting to hit/strike an opponent
- Jumping or attempting to jump at an opponent
- Tripping or attempting to trip an opponent

- Kicking or attempting to kick an opponent
- Charging illegally in a dangerous manner
- Spitting or attempting to spit at an opponent

**SEC. 5      **Penalty Kick Offenses****

A penalty kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team's penalty area.

**SEC. 6      **Penalty Kick****

A penalty kick is taken from the penalty mark (12 yards from goal line). All players except the kicker and goalkeeper must be outside the penalty area and at least 10 yards from the ball. On a signal from the Official, the kicker must kick the ball (no fake). The kicker may not retouch the ball until another player has touched it.

**SEC. 7      **Cautions/Ejections****

Committing any of the following offenses may result in a caution (yellow card) or ejection (red card).

- A flagrant foul.
- Repeatedly violating the rules.
- Dissent towards an Intramural Sports Official or Supervisor (red card).

Any action to be taken is at the discretion of the Official. When cautioning a player, the Official shall note his/her name and hold up a yellow card.

When ejecting a player, the Official shall note his/her name and hold up a red card. A player that receives a red card is removed from the contest. An ejected player may not be substituted for and his/her team must play short-handed for the remainder of the game. If, as a result of an ejection, a team should drop below seven players on the field, the game shall end.

**RULE 5      **UNSPORTSMANLIKE CONDUCT****

**SEC. 1      **Player Ejection****

Actions that are potentially dangerous to the participants of the game and/or conduct that is detrimental to the purpose of the program will not be tolerated.

No player(s) may physically intimidate or verbally abuse game Officials. Violations of this nature will be considered unsportsmanlike conduct and at the discretion of the Official may result in an ejection and removal from the contest. Any player ejected from a contest may not participate in his/her team's next two games.

**SEC. 2      **Aggressive Acts****

Acts of aggression or physical violence will not be tolerated. This includes throwing a punch, kicking an individual, or any other aggressive acts. Any player guilty of such an action immediately before, during, or after an Intramural contest shall be expelled from further participation in Intramural Sports for one calendar year (365 days).

**SEC. 3      **Leaving the Bench Area to Participate in an Altercation****

A player, coach or bench personnel shall be ejected if he/she leaves the bench or coaching area to participate in an altercation. The penalty is an automatic two-game suspension.

In all cases, the Intramural Sports Handbook's policies on "Fighting," "Fighting with Intramural Sports / Campus Recreation Staff," and "Team Disturbances" shall take precedence.

## SEC. 4

### **Sportsmanship Ratings**

In order for a team to advance into the playoffs, it must receive an average or better sportsmanship rating during the regular season. Sportsmanship ratings will be based on the following criteria and are given after each Intramural contest:

- 5 points: Team displays excellent sportsmanship while treating opponent with respect. Players demonstrate excellent sportsmanship at all times. Team respects Intramural Sports Officials and Supervisors and accepts their decisions without gesture or argument. Maintains an attitude of complete cooperation with staff. Players always display self-control.
- 4 points: Team displays good sportsmanship. Team plays hard but within the rules. Team respects Intramural Sports Staff and generally accepts their decisions without gesture or argument. Mostly cooperative with game Officials and opponent. Team Captain able to control his/her players.
- 3 points: Team competes without incident; wins without boasting, loses without excuses, and does not display any poor conduct. Neither cooperative nor disruptive towards staff. Team Captain unable to control all players on his/her team.
- 2 points: Team has a player or coach who is ejected for abusive language or remarks. There is persistent questioning of game Officials' judgment in the game and/or repeated arguing. Spectators, clearly related to the team, fail to cooperate with the Intramural Sports Staff.
- 1 point: Team has a representative (player or coach) who is ejected for fighting. Players are so antagonistic that the game cannot be played with proper order and control. Representatives of the team display uncooperative nature to Intramural Sports Staff. Players disregard warnings of unnecessary roughness by game Officials.

## **RULE 6**

### **BLOOD RULE**

Whenever a participant suffers a laceration or wound where bleeding occurs, the player must leave the game and take necessary action(s) to stop the bleeding and prevent it from occurring again before re-entering the game. If a participant's uniform becomes stained with blood, it must be removed before re-entering. The participant may use another number without penalty.

A team may call a thirty-second time-out if it wishes to keep the player in the game, otherwise the player must be removed and he/she may not re-enter until the next dead-ball after the situation has been corrected. The Intramural Staff on duty shall have final approval on any situation relating to blood.

## **Addendum**

### **INSURANCE**

Participation in the Intramural Sports Program is completely voluntary. All participants run the risk of possible injury due to the inherent risks involved in the sport of basketball. Individuals are strongly encouraged to have a physical examination and purchase health and accident insurance prior to participation.

THE AZTEC RECREATION CENTER HAS NO INSURANCE FOR ITS PARTICIPANTS. INDIVIDUALS PARTICIPATE AT THEIR OWN RISK.

In the case of an injury during a scheduled contest, participants should immediately notify a staff member, game official, or site supervisor.