

# Outdoor Soccer

All players must complete the [Intramural Sports Waiver](#) and be registered on the team's roster prior to being eligible to participate in any games.

All players and staff are required to be vaccinated or have a university-sanctioned exemption and may be required to show their proof using the Shenandoah Go App

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**New for spring 2022:** Team registration is free, however, if a team forfeits a game they will be required to pay a forfeit fee in order to remain in the league. For Intramural Outdoor Soccer, a team that forfeits will have 2-business days to make a payment for their forfeit at Hornet Central. The payment form will be emailed to the captain following a forfeit.

- 1st team forfeit = \$10 to remain in the league
- 2nd team forfeit = \$15 to remain in the league
- 3rd team forfeit = Team removed from the league

\*If a team has multiple games in one night and forfeits more than one, only one forfeit fee will be charged to remain in the league.

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## Rule Highlights for Outdoor Soccer:

- **Absolutely no Slide Tackling**
- **Shin guards are REQUIRED**
- NO JEWELRY
- **AWAY team wears DARK; HOME team wears WHITE**
- Games consist of two 15-minute halves with a 3-minute halftime
- Six players are required to start and finish a game. The following point penalties will be enforced if a team does not have the minimum or is not ready to play at game time:  
Point Penalties for being late:
  - 1 - 2 minutes late = 1 points
  - 3 - 4 minutes late = 2 points
  - 5 - minutes late = **3 points and the game is over and the score will be recorded as 3-0**
- Games are played with 8-players (7-field players and a goalie) a maximum of 6 males are permitted on the field at one time.
  - The following gender combinations are permitted on the field for Outdoor Soccer
    - 8-players - At least two non-males
    - 7-players - At least one non-male
    - 6-players - Any combination of genders (6-0 is permitted)
- Goalies may not punt the ball. They may drop-kick the ball (bounce the ball then kick the ball).
- On a goal kick/throw, the ball must touch the ground on the defensive side of midfield, or be touched by any player prior to crossing midfield.
- **Offsides will not be enforced in Intramural Soccer**
- No students who were on an NCAA Varsity soccer roster for the current academic year will be permitted to participate in Intramural Soccer

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**Overtime:** consists of 1 “golden goal” period of up to 5-minutes (**postseason only**) Shootouts will take place if the game is tied after overtime. Shootouts consist of 5-penalty kicks per team in alternating order. If the score is tied after 5, each team makes 1 more attempt until a winner is determined. All 8-players on the field at the conclusion of overtime must take a penalty shot before the order repeats itself.

**Goalies:** can use their hands inside the “18-yard” box. **Goalies may not punt the ball. They may drop kick the ball (bounce the ball then kick the ball).**

**Substitutions:** may be made during dead balls. Subs must enter from mid-field. Unlimited substitutions may be made.

**Kickoff:** starts each period and **does not need to be a forward pass.** Kickoffs are indirect.

**Throw-ins:** occur as the ball passes over a sideline. A throw-in will always be indirect.

**Corner kicks:** are the result of the defensive team kicking the ball over the end line and a goal is not scored. **Corner kicks are direct.**

**Goal kicks:** occur when the attacking team hits the ball over the end line and it does not result in a goal. On a goal kick/throw, the ball must touch the ground on the defensive side of midfield, or be touched by any player prior to crossing midfield. Goal kicks are indirect.

**Free kicks:** result from a slide tackle, or any physical contact that results in a foul ( **direct kick**)

**Penalty kicks:** are 12-yards from the goal line and result from a free kick awarded inside the “18-yard” box. ( **direct kick**)

**Indirect free:** kicks are awarded when in the opinion of the referee, a player: Impedes the progression of an opponent (obstruction), Plays in a dangerous manner, prevents the goalkeeper from releasing the ball from his/her hands. Or when a keeper, inside their own penalty area: Handles a back pass, Touches the ball again with their hands before it is touched by another player after releasing it from their possession. **Defenders must stand 10-yards away from all corner kicks, and free kicks.**

**Uniforms:** If teams do not have numbered jerseys, pinnies will be distributed. All players must wear cleats or athletic shoes. Cleats may not be metal or have a toe cleat. **Shin guards are Required.**

**Field Dimensions:** The field will be 60-yards long by 53-yards wide(width of the football field). The goal box will be 10-yards long by 20-yards wide. Cones will be used to clarify these boxes.

**Player Conduct:** Any player that is ejected must leave the facility immediately. If a player chooses to return to the game site the same day, he/she will be trespassing, and the proper authorities will be contacted. All ejected participants must schedule a meeting with the Director for Campus Recreation & Wellness, prior to becoming eligible for participation in any Intramural or Club Program. Any participant missing a scheduled meeting will receive an additional game suspension.