

Outdoor Soccer

All games will be played at either Aiken's or Shentel Stadium on the turf. All players must be registered on Imleagues.com and on their team's roster prior to being eligible to participate in any games.

Rule Highlights for Outdoor Soccer:

- **Absolutely no Slide Tackling**
 - **Shin guards are REQUIRED**
 - NO JEWELRY
 - **AWAY team wears DARK; the HOME team wears WHITE**
 - Games consist of two 15-minute halves with a 3-minute halftime
 - Five 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 point
 - 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) and at least two players of each gender must be on the field at all times if playing at full strength.
 - The following gender combinations are permitted on the field for Outdoor Soccer
 - 8-players - At least two of each gender
 - 7-players - At least one of each gender
 - 5 or 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 during Intramural Soccer. Goal box restrictions will be enforced.
 - 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 Indoor Volleyball, because teams may play on back-to-back nights, 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 the forfeit.
 - 1st team forfeit = \$15 to remain in the league
 - 2nd team forfeit = \$25 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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Teams: are made of 8 players (7 field players and a goalie) and at least two players of each gender must be on the field at all times if playing at full strength. Teams must start and finish with a minimum of 5 players. Teams will be permitted to play with 5 players of one gender, and one of the opposite, or 5 players of one gender, and none of the opposite. If a team does not have 2-members of each gender, they will have to play short-handed.

Captain: Team Captain speaks for the team in all dealings with the officials.

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 and be signaled in by the referee. 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**) **This is the result of any direct kick that occurs against the defense inside the “18-yard” box.**

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 or 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.**

Overtime (postseason only): consists of 1 “golden goal” period of up to 5 minutes. A five minute period will be played with the first team to score in that period being the winner. 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. Substitutions may not be made once the final whistle of overtime is blown. The goalkeeper may be the goalkeeper on the field at the end of overtime or any field player, but must be known to referees prior to the shooting of the penalty kicks. If the goalkeeper gets injured at any point during the taking of the penalty kicks, the substitution for the goalkeeper must be one of the current field players.

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: will be established by the "Competition Committee" prior to the season's deadline and will be added to the rules. In the past, the field has been 60 yards long by 53 yards wide (the width of the football field). The goal box was 10 yards long by 20 yards wide. Cones were used to clearly mark these boxes.

Player Conduct:

- **Yellow cards**, by the discretion of the referee, are listed below (but not limited to):
 - Any foul that is deemed careless in manner
 - Dissent against a referee or match official
 - Failing to wear shin guards
 - Denying an obvious goal-scoring opportunity
 - Language
- **Red cards**, by the discretion of the referee, are listed below (but not limited to):
 - Any foul deemed reckless in manner
 - Violent conduct
 - Accumulation of two yellow cards in one game
 - Attempting to feign having shinguards
 - Discriminatory actions or statements against any player, referee, match official, or spectator
 - Denying an obvious goal-scoring opportunity with reckless or violent conduct
- A player who receives two yellow cards or one red card in one game will be ejected
 - That player must leave the facility and not return for the duration of that evening
 - Any player with double-header games in one night that receive a red card in their first game may NOT play the rest of that night
 - Any player ejected from a game must meet with the Director of Campus Recreation & Wellness prior to being eligible for any future Intramural Contests
- Campus Recreation & Wellness reserves the right to contact DCS and/or to submit a "Student of Concern" report in order to properly document a situation with the university
- Any player who receives three conduct-related yellow or red cards during a season may not play for the remainder of the season
- A team receiving three conduct-related red or yellow cards in one game will forfeit the game