



Soccer Rules 2009

ELIGIBILITY

The following eligibility regulations have been established to protect the intramural athletes and to insure them ample opportunity to participate. It is important that all participants observe the rules equally so that no team or individual may gain an advantage over those abiding by the rules. Each participant is responsible for the verification of his/her own eligibility. Each team captain is responsible for the eligibility of his/her team members.

- In order to be eligible to participate in Intramural Sports, an individual must fall into one (1) of the following categories:
 - All Oklahoma State University (Stillwater Campus) and Northern Oklahoma College Gateway Undergraduate and Graduate students who are enrolled during the current semester. The key to being eligible is that a student who has paid the Student Activity Fee (correspondence courses or audited course work do not make participants eligible).
 - Faculty/Staff members who have purchased a Colvin Recreation Center Activity Card.
- Before participation in an Intramural Sport, individuals must be registered on an entry form filed on the Intramural Sports Website. This entry form becomes the official team roster.
 - For each Intramural Sport(s) there are a maximum and minimum number of players allowed. These numbers vary per intramural sport/activity and they are known as roster limitations. At no time will the Intramural Sports Office accept an entry form that does not fit within the roster limitations.
 - Roster additions and deletions may be made throughout the sport season in the Intramural Office, or they may be completed at the game site.
 - During scheduled contest(s), new players' full names may be added at the game site up to the roster limitations.
 - If there is no space remaining on the team roster, names must be deleted and the new name of the team member(s) inserted into that roster spot.
 - The full names, CWID MUST be clearly written on the appropriate score sheet for the new team member to be added to the permanent roster. Players are not eligible until this occurs.
 - If this procedure is completed properly the Intramural Sports Office will add and delete the player(s) to the permanent team roster. Note: Roster deletions are permanent. The deleted player will not be eligible to compete unless she/he is added back to the roster.
 - For all intramural activities the final opportunity to add/delete a player(s) is during the first contest played in playoffs.
 - No roster additions/deletions will be taken over the phone.
 - Substitutions in individual/dual sports must be made before a player's first scheduled game/match. The original player cannot re-enter the tournament after the substitution is completed.

- An individual may not participate for more than one team within a division in a given sport. For example: a male may not play in Men's A league and Men's B league, but is allowed to play on a Men's team and a CoRec team.
 - If a player wishes to change from one team to another, he/she must do so in the Intramural Sports Office before the player competes.
 - A player listed on two rosters will be considered a member of the team he/she first plays for. *Any player signed in on a game score sheet will be considered to "have played."
 - The Intramural Database will recognize ineligible players by marking them ineligible via the score sheet. There are many reasons why players are marked ineligible on the score sheets, but the most common reason is due to players participating for multiple teams. *Ineligible players must visit the IM Sports Office to become eligible.*
- Any person playing under an assumed name or ID number shall be barred from intramural competition during that season and the team penalized with forfeits/losses for all the games in which the violator participated.
- Any person who is a member of a varsity or junior varsity squad shall not be eligible to participate in that sport or corresponding sports.
- Any person who has competed as a professional in a sport shall not be eligible to participate in that sport or corresponding sport(s) until the lapse of seven (7) years from their last season on a professional roster.
- In order to participate for a fraternity or sorority an individual must be associated with that organization as a pledge, member or alumni.
- In order to compete on a residence hall team, a player must be a current or past resident of the hall. The maximum number of past residents on a team's roster is two (2).
- Independent teams may be composed of persons who may or may not belong to a previously mentioned group.
- Consequences for using an ineligible player(s):
 - The team shall forfeit all contests in which the ineligible individual(s) played.
 - Players participating illegally are referred to the Intramural Sports Coordinator for further disciplinary action.

For any additional information on eligibility please see the Intramural Sports 2007-2008 Policies and Procedures Handbook which can be viewed online at <http://campusrec.okstate.edu/> or visit the Intramural Sports Office in room 104 Colvin Recreation Center

EQUIPMENT

- Gym shoes or molded rubber cleats are allowed. Shoes must be "gym or running shoes." Shoes with pliable rubber cleats may be worn on the outdoor Intramural fields. NO METAL SPIKES, plastic cleats with metal tips, or shoes with a toe cleat will be allowed. ALL PLAYERS MUST WEAR SHOES (No Flip-Flops, or open toe shoes).
- Shin guards optional but recommended. If you choose to wear shin guards you must provide your own.
- All team members must wear similar colored shirts.
- Numbered pennies will be available for check out from the supervisor on duty.
- The Intramural Office will provide a game ball for each scheduled contest. If teams wish to warm-up, they must bring their own.
- No pads, splints, casts, or protective devices may be worn. Mouthpieces are acceptable.

- Headgear is not allowed to be worn by any participant during an Intramural event, except for one-piece head/sweat bands that do not have to be tied or do not have any form of knot(s) and approved soft-padded soccer headgear.
 - Illegal headgear consists of any hats, bandannas, baseball caps, winter/wool hats, and any other such similar headgear. For outdoor sports, winter/wool hats are allowed and any baseball-like hats are allowed only during Intramural Softball/Quickball.
- Players must REMOVE ALL JEWELRY prior to participating, including any viewable body piercing.(no exceptions)

PLAYERS

- A team will consist of eleven (11) players, however you may start and play with seven (7). If a team drops below seven (7) players due to an injury, it will be to the official's discretion if the game shall continue.
- If a team drops below seven (7) players due to an ejection the game will be forfeited.
- Co-Rec teams will play with a 6:5 ratio, but may begin with a 3:4 ratio. You may never have more than a one (1) person sex advantage.
- Varsity soccer players from any four-year institution are not eligible to play Intramural soccer during the same school year in which they were last on a Varsity roster.
- **Only two (2) soccer club members** are allowed to participate on the same team, including Co-Rec games and must play in "A" level competition.

FORFEITS

- ****GAME TIME IS FORFEIT TIME, THERE WILL BE NO GRACE PERIOD****
- If a team is scheduled to play at 7pm, they must be signed in, jerseys on and ready to BEGIN playing at 7pm or a forfeit will be declared. It is recommended that teams arrive at least fifteen (15)-minutes prior to the start time to ensure they are ready to play on time.
- In team sports, a Forfeit Fee of \$25.00 will be charged for any forfeited contest.
 - Team Forfeit Fees may be paid in the Intramural Office within 24 hours of the forfeit. Otherwise, they will be charged to the Captain's Bursar Account.
 - All forfeits, regardless of cause, will result in the Forfeit Fee being charged (i.e. sportsmanship or illegal player).
- In order to claim a forfeit, the opposing team must have the minimum players present and ready to play at game time.
- **Conceding:** A team captain may concede a game/contest (No Forfeit Fee will be charged) by notifying the Intramural Office prior to 12-noon the day of the contest that they will not play. (5pm Friday for weekend games).
- If a team forfeits or concedes two (2) contests during a sport season they will be dropped from further competition in that sport.
 - All teams scheduled to play that team will automatically receive a victory and a four (4) sportsmanship rating unless another team is inserted in its place.
 - Members of a team, which has forfeited out are not eligible to participate for another team. Exception: a team, which did not show up for any contests prior to forfeiting out, only by the permission of the coordinator of that sport.
- All teams, which forfeit out of a sport, will not receive All-University Points.

PROTESTS

- The team captain must file all protests with the IM sports Supervisor/official at the time a question occurs.
- Only protests that concern rule interpretations, policy and procedure, or player eligibility will be considered.
- When a team requests a protest, a time out will be charged. If the ruling is changed the timeout will be an official's timeout. If the ruling is not changed it will be a charged timeout.
- Rule interpretation protests:
 - **PROTESTS THAT CHALLENGE THE ACCURACY OF A JUDGEMENT CALL BY AN OFFICIAL/SUPERVISOR WILL NOT BE ACCEPTED.**
 - Rule protests must be filed at the time a question occurs and will be settled at that time by the Supervisor.
 - NO contests or portions thereof will be replayed due to improper rules enforcement. If you have a question captains, please ASK it.
 - All protests that challenge rule interpretation will be recorded by the IM Supervisor.
 - For further questions about protests, please see the Intramural Sports Calendar.
- Player eligibility protests
 - Eligibility protests can be made at any time during regular season. However, during PLAYOFFS they must be made **BEFORE** the contest begins.
 - Players found to be ineligible after the contest during regular season will result in that contest being forfeited and/or that player being suspended.

MERCY RULE

- If at the end of the first half a team is down by 10 or more goals then the game will be over.
- If with two (2) minutes remaining in the second half a team is down by 6 or more goals the game will be over.

PLAY

- All games shall be governed by current NFHS soccer rules, except where special intramural rules apply. All players are responsible for knowing the rules.
- Length of game.
 - The game will consist of two 20-minute halves (running clock) separated by a 5-minute half time.
 - During play, the clock will only stop for injuries.
 - During the regular season, games WILL end in a tie.
 - During playoffs, if a game is tied at the end of regulation, it will be decided on penalty kicks.
- Substitutions
 - Either team may substitute an unlimited number of players between periods, when a goal is scored, or on a goal kick.

- The team in possession of the ball may substitute an unlimited number of players on a throw-in or a corner kick. The team NOT in possession of the ball may substitute an unlimited number of players at a throw-in or corner kick if the team in possession of the ball is also substituting.
- **ALL** substitutes must be beckoned onto the field of play by the official and be checked in on the team's roster before they may enter the game.
- **Substitutions may not be made on indirect or direct kicks.**
- Substitutions must be made for injured or cautioned players. **No substitutions will be allowed for ejected players.**
- Unlimited substitutions are allowed.
- **Start of Game**
 - The game will begin with a coin toss, the winner of which will have the choice to kickoff or designate the goal they will defend.
 - Teams will switch ends at half time. The team that did not kick off to start the game will do so at the start of the second half.
 - At the moment of the kickoff, all players shall be in their team's half of the field. Players opposing the kicker shall be at least 10 yards from the ball until it is kicked.
 - The ball shall be kicked while it is stationary on the ground in the center of the field of play. **A goal may be scored directly from the kickoff.** The ball is in play when it moves forward.
 - The player that initially puts the ball into play may not touch the ball a second time until another player has touched it.
- Scoring
 - A goal is scored when the entire ball passes beyond the goal line, between the goal posts and under the crossbar provided it has not been deliberately thrown, carried or propelled by the hand or arm of a player of the attacking team.
 - A goal **MAY** be scored directly from a:
 - Kickoff
 - Direct free kick
 - Goal kick
 - Penalty kick
 - Corner kick
 - Drop ball
 - Goalkeeper's throw, punt or drop-kick
 - A goal **MAY NOT** be scored directly from a/an:
 - Indirect free kick
 - Throw-in
 - Free kick into a team's own goal
- Out of Bounds
 - The ball is out of play only when it has entirely crossed a goal line or touchline, whether on the ground or in the air.
 - A throw-in is awarded to the team that the ball did not go out off of.
 - Throw-ins must come directly from behind the head with both hands on the ball and both feet on the ground.
 - A goal kick is awarded to the defending team when the entire ball crosses the goal line, excluding the portion between the goal posts.

- A corner kick is awarded to the attacking team when the entire ball passes over the goal line, excluding that portion between the goal posts.
- Goalie play
 - The goalie may clear the ball in any of the following manners:
 - Rolling the ball on the ground.
 - Throwing the ball.
 - Punting the ball.
 - From the moment he/she takes control of the ball, the goalie is allowed six seconds to put the ball back into play, regardless of the number of steps that might be taken.
 - Once the goalie puts the ball on the ground and plays it with his/her feet, they may not pick it up again until it is touched by another player.
 - When a player deliberately kicks or throws the ball to his/her goalkeeper, the goalkeeper is not permitted to touch it with their hands. The goalie can only pick up the ball if a player uses a part of their body above the waist to play it back. The player may not flick the ball with his/her foot in order to head it back to the goalkeeper. (VIOLATION: indirect free-kick)
 - In the case of a throw-in the ball may be thrown to the goalie, however the goalie may not play it with their hands. (VIOLATION: indirect free-kick)
- Goal Kicks
 - A goal kick must be outside the 18-yard box before being touched by another player. (VIOLATION: re-kick)
 - The kicker may not play the ball a second time after it has passed beyond the penalty area and before another player has touched it. (PENALTY: indirect free-kick from the point of the infraction)
- Penalties
 - The following infractions will result in a **DIRECT FREE KICK**:
 - Handling the ball.
 - Intentionally handling the ball by a player, other than the goal keeper, to prevent a goal results in an automatic red card/ejection.
 - Holding, pushing, striking, tripping, or jumping at an opponent.
 - Kicking or using your knee on an opponent.
 - Charging an opponent violently and dangerously.
 - Handling of the ball by a goalkeeper while outside the penalty area.
 - Violently or intentionally fouling the goalkeeper while they are in possession of the ball in the penalty area.
 - Goalkeeper intentionally striking or attempting to strike an opponent with the ball.
 - Charging illegally when the ball is not within playing distance, unless being obstructed.
 - Spitting at an opponent (automatic red card/ejection).
 - Slide tackling from behind will result in an automatic red card/ejection.
 - Slide tackling with spikes up can also be considered grounds for removal from the contest.
 - All direct kicks awarded to the offensive team in the penalty area will result in a penalty kick.
 - Any of the above may warrant an ejection if deemed necessary by the official.

- The following infractions will result in an **INDIRECT FREE KICK**:
 - Improper substitution
 - Offside
 - Charging illegally (not violent or dangerous)
 - Dangerous play
 - Interfering with the goalie
 - Obstruction
 - Unsportsmanlike behavior
 - Yellow or red carding of player, coach, or fans. Any player receiving a red card will also be ejected from the game.
 - Goalie not releasing the ball within 6 seconds.
- Offside
 - When less than two opponents are between you and the goal when the ball is played to you or you affect the play. Being even with the second defender is being on-side (EVEN IS ON!). This will be determined from the time that the ball is kicked.
 - VIOLATION: Indirect free kick
 - A player is not offside if that player receives the ball directly from a throw-in, corner kick, or goal kick.
- Slide Tackles
 - Slide tackling is LEGAL.
 - However, contact must be kept to a minimum.
- TIE BREAKERS (**Only during the play-offs**)
 - If at the end of regulation play, the score remains tied, the winner is determined by a penalty kick tie-breaker.
 - The winner of the coin toss elects to kick first or last.
 - Each team will receive 5 penalty kicks (taken alternately). The team that scores the most points will win.
 - If necessary, the penalty kicks will continue after the initial series of 5 on a sudden-death basis: The first team to score an unanswered goal wins.
 - A different player will take each kick and only players who are on the field at the end of regulation are eligible to kick in the tie-breaker.
 - Once the entire roster of players (on the field) is completed, the initial kicking order will be repeated.
 - Only a player on the field at the end of regulation may be designated as the goal keeper for the penalty kicks. This does not have to be the player that was in goal at the end of regulation.

CARDS

- Yellow cards can/will be given for the following offenses: entering or leaving the field of play without the official's permission, persistent infringement of the rules, dissent toward official (either verbal or non-verbal), incidental use of vulgar/profane language, and unsporting conduct.
 - Any player receiving a Yellow Card must be substituted for immediately and can reenter the game at any subsequent substitution opportunity.
- Red cards can/will be given for the following offenses: taunting, violent conduct, striking or attempting to strike an opponent or official, committing serious foul play, slide tackling a player from behind, deliberately handling the ball to prevent a goal (other than keeper), committing a foul that denies an obvious opportunity

to score, spitting at another player, vulgar/abusive/offensive language toward another player or official, and leaving team area (bench) during a fight/altercation.

PLAYER AND COACH CONDUCT

- Team captains and coaches are responsible for the conduct of their players and fans.
- Only the captain or designated coach is allowed to address the officials about rules interpretations during play (this does not mean they can yell at them).
 - Coaches must stay at the team bench area during play.
 - Acts of unsportsmanlike conduct include, but are not limited to, the following: unnecessary roughness, arguing with officials, fighting, and abusive language directed towards officials/opponents. These actions will result in the player(s) involved being ejected from the game.
 - **Any player ejected from a game will be ineligible to participate in any intramural sport until he/she meets with the Graduate Assistant (Casey Ramey)**
 - Penalties for ejected players may include, but are not limited to, the following: probation, suspension from one or more contests, disqualification for the remainder of the sport and/or upcoming sports, being banned from Intramural Sports competition for the remainder of that school year, or future years.

CO-REC MODIFICATIONS

- A female goal will be worth two (2) points.
- Co-Rec teams will play with a 6:5 ratio, but may begin with a 4:3 ratio. You may never have more than a one (1) person sex advantage.
- A penalty kick taken by a female will be worth one (1) point. A penalty kick taken by a male will be worth one (1) point.
- When a defensive player stops an obvious goal-scoring opportunity for a woman by committing a direct free kick foul and a female takes the penalty kick the goal will be worth two (2) points. If a male takes the penalty kick it will be worth one (1) point.
- In the case of penalty kicks to determine the winner of a game during playoffs, teams may choose to start with a male or female kicker. However, they must ALTERNATE GENDERS for the remainder of the penalty kicks.

PLAYOFFS

- All teams that complete the season, win one game, and have an acceptable sportsmanship average are eligible for playoffs.
- A playoff captain's meeting will be held before the playoffs start on October 28th, 2009 @ 7pm in ENG S 317

MISCELLANEOUS

- Decisions concerning weather relating to postponements will be made by the Intramural Office no later than 3pm each day. Captains/players should call the Rec Check line at 744-7533 in order to get daily rain out information. **CALLS WILL NOT BE MADE TO TEAMS.**
- Each team shall designate a captain to act as team spokesperson and make decisions. This captain will be solely responsible for making the following decisions: pre/post-

game/post halftime/overtime choices. Only the captain may talk to officials. Team representatives including players, spectators, team managers, coaches, and group members are subject to all Intramural rules. This includes the trash left by those mentioned. If a captain fails to maintain a litter free sideline, the team will be penalized sportsmanship points, or be removed from the league if necessary.

- No alcohol will be allowed on the playing fields, or any OSU property.
- Players/fans are not allowed to use any tobacco (i.e. chewing tobacco & cigarettes) products during their contest or on the Intramural playing fields.
- No glass containers will be allowed on the playing fields.
- No bikes will be allowed on the playing fields.
- **No pets are allowed on the fields.**
- The above rules concerning, but not limited to unsportsmanlike conduct, is to be considered the teams' verbal warning for the remainder of the season including playoffs. This will be the only verbal warning!
- If $\frac{3}{4}$ (half-way through the second half) of a game is played, and it is called off due to the weather, it will be considered a complete game.

***ALL RULES STATED ABOVE FOLLOW NFHS RULES, EXCEPT WHERE THOSE SPECIAL INTRAMURAL RULES APPLY.**