

## Outdoor Soccer Rules

### Players

- A legal team shall consist of 8 players (7 plus a goalkeeper). A team may start a game with the minimum of 6 players (5 plus a goalkeeper).
- Co-Intramural teams may play with any combination of the following:
  - 4 males & 4 females
  - 4 males & 3 females
  - 3 males & 4 females
  - 3 males & 3 females

- A speaking captain must be designated for each team. She/he alone may appeal to the official, and then only on interpretations of the rules. Judgment calls may not be protested. If a protest occurs, the game is to be stopped immediately and proper documentation must be filled out before play resumes.

### Who can play Intramural Soccer?

Any student, faculty or staff member of the 6 Colleges of the Fenway schools.

### How many teams can I play for?

- An individual can play for only one men's/women's team and one co-IM team.

### Who is NOT ELIGIBLE to play Intramural Soccer?

- Current varsity soccer players.

### Co-IM Modifications

- Co-Intramural teams may play with any combination of the following:
  - 4 males & 4 females

- 4 males & 3 females
  - 3 males & 4 females
  - 3 males & 3 females
- During overtime penalty kicks, where 5 players are selected from each team, males and females must alternate in the penalty kick order starting with either sex.

## Equipment

- Each team is encouraged to bring a soccer ball to warm up. There will be soccer balls available as well provided by COF Intramurals.
- All jewelry of any type must be removed.
- Head decorations, headwear, and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- No casts, splints, and metal braces will be allowed unless they have been sufficiently padded.

## Uniforms

- All team members must wear athletic apparel appropriate for soccer.
- All players must wear athletic shoes. Hard sole shoes or sandals of any kind will not be permitted.
- Leather, rubber, nylon or plastic cleats are legal. The cleats must be constructed of a material which does not chip or develop a cutting edge. Steel or metal cleats are illegal and if worn will be enforced as an automatic ejection. The official has the right to declare a shoe unsafe.
- SHINGUARDS ARE STRONGLY RECOMMENDED.
- All members of a team must wear jerseys of the same color. Pennies will be available for checkout at the equipment shed. Goalkeepers need to wear a shirt/jersey with contrasting colors from teammates and opponents that easily distinguishes them.

## Scoring

- Any game that is tied at the end of regulation will have a 5-minute sudden death overtime period (“golden goal”). If a tie still occurs at the end of the overtime period then a penalty kick shootout will follow.
- A goal shall be legal, when the WHOLE ball has crossed the plane of the goal-line, between the goalposts and the crossbar.
- A goal may be scored during play from a:
  - direct free kick
  - Corner kick
  - penalty kick
  - kick off
  - drop ball
  - goalkeepers throw, punt or drop kick
  - goal kick, to the opposing team’s goal
- A goal may not be scored during play directly from a:
  - indirect free kick
  - throw-in
  - free kick into a team’s own goal
  - goal kick into a team’s own goal
  - corner kick into a team’s own goal

## Mercy Rule

- If one team has at least a 5 goal lead over the opposing team with 2 minutes left in the second half, the game will be over. If at any time during the last 2 minutes a team reaches a 5 goal margin, the game will be over.

## **Timing Regulations**

- Each half will consist of 18-minute running time with a three (3) minute half-time.
- GAME TIME IS FORFEIT TIME so make sure that your team is on site and signed in at least 10 minutes before your scheduled game time.



## **Substitutions**

- Players shall notify the official before entering as a substitute. There are no subs “on the fly”.
- Substitutions may occur during any “dead ball” periods – goal kicks, corner kicks, free kicks, throw-ins, etc.



## **Goalkeeping**

- Goalkeepers need to wear a shirt/jersey with contrasting colors from teammates and opponents that easily distinguishes them.
- Goalkeepers may not handle the ball with their hands when it has been deliberately kicked back by a teammate.

## **Intramural Soccer Sportsmanship Policy**

- Red and Yellow cards will be used.
  - The first yellow card is a 2 minute penalty (or until the opposing team scores a goal).
  - A second yellow card shown to the same payer will enact the two card rule and results in an ejection. This player may be subbed for.
  - Any player shown a red card is ejected and may not be subbed for.
- Players & fans who argue calls with the official are subject to the yellow/red card system as written above. It is the duty of the team’s captain to keep their own fans in line.