



# INTRAMURAL SOCCER RULES AND REGULATIONS

*INTRAMURAL SOCCER WILL BE PLAYED UNDER NATIONAL FEDERATION OF STATE HIGH SCHOOL ASSOCIATION RULES, WITH THE FOLLOWING EXCEPTIONS AND/OR AMENDMENTS*

## TEAM CAPTAIN'S MEETING

- Attendance at the team captain's meeting is MANDATORY. Any team not represented at this meeting will not be included in the league, unless the captain is able to come to the University Recreation Office and listen to an audio tape of the captain's meeting.

## SCHEDULES

- Schedules can be picked up immediately after the captain's meeting or after listening to the audio tape during office hours (7:45 a.m. – 4:30 p.m.) at the University Recreation Office.

## GENERAL PROCEDURES

1. All intramural participants must be registered with the UW-EC, and have a roster on hand with the University Recreation Department, or is a faculty/staff member affiliated with UW-EC.
2. All team sports will follow an unlimited roster policy. New players can come to the competition and be added to your roster as long as they have their UWEC Blugold I.D.
3. To be eligible for the playoffs, a player must have played at least one regular season game for that team.
4. The regular season of all competitive leagues will be followed by a single elimination playoff tournament when time permits.
5. Abusive, derogatory, and demeaning comments & gestures will NOT be tolerated in Intramural Sports. Violators will face suspension or expulsion from the program. Serious incidents or repeated abuses will be subject to sanctions under the UWEC Code of Conduct.

## GAME RULES

1. The game shall be played between two teams of eight players. Each team must have five players present to start or continue the game, or it will be forfeited. In Co-Rec play there is a gender difference of one (1) that can be either male or female. If the game is played with less than the minimum amount of players, it will be declared default. If no game is played at all, it will be declared a forfeit.
2. At the beginning of the game one player is designated as "goalie" and only he/she may use his/her hands or arms to play the ball, provided he/she remains in his/her penalty area. The goalie shall wear colors, which distinguish him/her from other players. The goalkeeper, when in possession of the ball, may not carry the ball more than four steps while holding, bouncing, or throwing the ball in the air and catching it again, without releasing it so that is played by another player.
3. Any player except the goalie can NOT play the ball with his/her hands or arms, except when making a throw-in.
4. Substitutions may be made during a throw-in, goal kick, corner kick, after a goal, and between periods. Substitutions may also be made during time-outs. (Example—to replace an injured player)
5. The game shall consist of two (2) periods of 20 minutes each, with 5 minutes between periods. The clock will be stopped only when the referee calls a time-out.
6. At the time of the kick off, the defending team must remain at least ten (10) yards from the ball until it has been kicked.
7. Games tied at the end of regulation play will be decided by a five-minute sudden death overtime period. If no goal is scored by the end of the five minute overtime period, one player from each team is designated to attempt a penalty kick until one scores and the other team does NOT.
8. A **throw-in** is taken to put the ball back into play after it has passed completely over a sideline, either on the ground or in the air. The ball is put back into play from the point where it crossed the line, being thrown in any direction by a player of the team opposite to that of the player who last touched the ball.
9. A **corner kick** is taken by a member of the attacking team when the ball passes completely over the goal line (unless a goal is scored) either in the air or on the ground, having last been played by a member of the defending team.
10. A **goal kick** is taken by a member of the defending team when the ball passes completely over the goal line (unless a goal is scored) either in the air or on the ground, having last been played by a member of the attacking team.
11. **Direct Free Kick**—A direct free kick is one from which a goal can be scored directly from the kick against the offending team.

12. **Indirect Free Kick**—An indirect free kick is one from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal.
13. A **penalty kick** is awarded for any infringement of the rules by the defending team within the penalty area, which is penalized by a direct free kick. The foul must be deliberate.

## **POINTS TO REMEMBER**

1. The ball is not considered to have crossed a line until the **whole ball** crosses over the line.
2. A ball that strikes a crossbar or goal post is in play when it rebounds onto the playing field.
3. Handling the ball by anyone other than the goalie is illegal. A player cannot use their arm or hand to play the ball. Such a play will result in a **direct kick** at the point of infraction or a penalty kick if in the penalty area.
4. A ball crossing the sideline is put into play by a throw-in. During throw-ins and kicks, no player from either team may touch the ball until after the kick or throw-in is in play. If it is touched, the kick or throw-in is retaken.
5. On all throw-ins and kicks, the thrower/kicker must not play the ball until after the ball is in play (after another player has touched it). If this is violated, an indirect kick is awarded to the opponents.
6. On all kicks, opponents of the kicker must remain at least ten (10) yards from the spot of the kick until the ball is in play, unless they are on their own goal line between the goal posts. The referee shall delay the kick until this rule is complied with.
7. On goal kicks and free kicks taken from inside the kicking team's penalty area, opponents of the kicker must remain outside the penalty area until the ball is in play. The referee shall delay the kick until this rule is complied with.
8. **NO SLIDE TACKLING OF ANY KIND IS PERMITTED IN INTRAMURAL SOCCER. ANY SLIDE TACKLING WILL RESULT IN AN IMMEDIATE RED CARD AND DISQUALIFICATION FROM THE CONTEST.**

## **SPORTSMANSHIP**

1. Team managers are responsible for the eligibility and conduct of all their players. Game umpires are instructed to speak with **team captains only!** The umpire may eject players who choose to ignore this rule.
2. The umpire may forfeit the game if physically or verbally abused by any team member or spectator.
3. If a player is ejected from a contest for any reason, the official and/or supervisor will document the reason for ejection on a daily report. Once on report, a player must meet with an Intramural Director before being reinstated for competition.

## **EQUIPMENT**

1. **NO JEWELRY** of any kind is permitted while participating in any Intramural activity. Failure to remove jewelry will result in ejection from the contest. Any exposed piercing must be taped.
2. Players must wear approved molded rubber cleated shoes or soccer type shoes.
3. Shorts may be worn with some type of shirt, although it is recommended that sweat or long pants are worn. The Recreation Office will provide colored jerseys.
4. Shin guards are recommended.

## **FORFEITS**

1. Captains of any team forfeiting a contest must contact the IM Office by 4:00 p.m. of the next business day to re-enter their team. Failure to do this will result in the team being dropped from further competition. Any team forfeiting a game will not be eligible for post-season play.
2. Any team forfeiting two games will be automatically dropped from competition. Any team may be charged with a forfeit for unsportsmanlike conduct.

## **DEFAULTS**

1. A team unable to attend a game may default their contest, if this is done twenty-four (24) hours in advance of the scheduled game time. Sunday games must be defaulted by Friday noon. A default will result in a loss by the defaulting team, and will have no effect on playoff eligibility.