

University of California, Merced

Recreation & Athletics

Intramural Outdoor Soccer Rules

Intramural indoor soccer will be governed by the USA Soccer rules with the following intramural modifications:

GENERAL INFORMATION

1. The team captain and all team members are responsible for all information contained in the outdoor soccer rules, Intramural Policy & Procedures and IMleagues.
2. All participants must have their current valid UCM ID with them to participate. No player will be allowed to play without their own valid UCM ID.
3. The players must check-in with the supervisor on duty, which will check their UCM ID.
4. Teams may add players under the following circumstances:
 - a. The player must not have played for another team in their respective division.
5. Each team shall designate to the referee a team captain(s) for the contest. The captain is required to sign the scoresheet at the end of the each game verifying the final score, and that all participating players have checked-in.

Protests: Protests are not allowed on judgment calls. Team managers may protest a misapplication of the rule **before the restart of play** to staff on duty. The supervisor and officials will make a decision before the restart. The team captain may protest the game at that point if they believe that the decision is still incorrect. Protest procedures are laid out in the Policy & Procedure manual. Protests regarding plays will not be heard at any other time. Eligibility protests may be made at any time to staff on duty. The staff will then alert the opposing team of the eligibility issue. Any further eligibility protests must be made in the Competitive Sports Office.

Playing Field: All games will be played at Bobcat Field.

Game Balls: Game balls will be provided. Teams must play with the ball provided.

Players

1. A team consists of 6 players and 1 goalkeeper. 7 players and 1 goalkeeper for Co-Rec.
2. The minimum requirements is 5 players to field a team.
3. If a team has only 5 players, the opponent may play with 7 (8 for Co-Rec).
4. If the 6th, 7th or 8th player arrives late, they may enter the game when they are ready to play and have checked in with the supervisor on duty.
5. All Co-Rec teams must have at least one male player, but not more than 4, on the field.
6. The following are acceptable Co-Ed combinations: 4 men 4 women, 3 men 5 women, 2 man 6 women, 1 men 7 women, 2 men 3 women, 1 man 4 women, 3 men 2 women, 4 man 1 women.

No Show

1. If a team is not present and ready to play by (5) five minutes after scheduled game time, the team present will be awarded a goal, kickoff, and choice of direction for the first half.
2. If a team is not present and ready to play by (10) minutes after the original scheduled match time, the entire match will be considered a No Show with a score of 7-0.

Mercy Rule

1. If a team is ahead by 7 points or more at any time following the start of the second half, the game will be ended.
 - In this situation, teams could be allowed to use the field for the remainder of the game time, but the officials will not officiate the game.

Equipment

1. Players must play with shoes. No sandals, boots, metal cleats or screw-in cleats will be allowed. Molded cleats may be no longer than ½" in length.
2. No jewelry is allowed during intramural contests. All jewelry must be removed prior to participation in intramural contests.
3. No baseball caps are permitted.
4. No casts or metal/hard plastic splints will be permitted.
5. Shin guards are recommended.
6. The Intramural supervisor on duty will have final authority on all equipment issues.

Timing

1. All games shall consist of two eighteen (18) minute halves, with a three (3) minute half time.
2. The clock will run continuously except for a team or a referee timeout.
3. No overtime will be played for games tied at the end of regulation in the regular season.
4. Each team will be allowed one 1-minute timeout per game.
5. A timeout can be called: after a goal has been scored, on your free kick after a foul or on your free kick when the ball has crossed out-of-bounds.
6. Any player on the field may call a timeout.
7. If a player calls a timeout after they have already used their timeout for the game, a yellow card will be assessed to that player.

Starting the Game and Second Half

A coin toss will be held to determine who will kick-off in the first half. The captain of the home team will call the toss to determine which team will have the option to kick-off first or defend a particular end. Prior to kick-off, all players should be in their half of the field and all players opposing the kicker must remain ten feet from the ball until it is kicked. Once the referee has given the signal, the game will begin with a player kicking the ball in any direction. The kicker cannot touch the ball again until it has been touched by another player, otherwise, a free kick will be awarded to the opposing team.

To begin the second half, teams will change ends. The team that did not kick-off in the first half will take the kick-off to begin the second half.

Substitutions

1. During the game, players and goalies may be substituted on an unlimited basis. Neither the player entering the game nor the player exiting the game may participate while both are on the field. Otherwise, a yellow card will be given to a member of that team.
2. Guaranteed Substitution – the restart of play will be delayed to allow the completion of substitutions after the following occasions:
 - a. After a goal has been scored
 - b. After a penalty has been awarded
 - c. During an injury timeout
 - d. During a team timeout
 - e. When the ball goes out of bounds
 - f. At an unusual stoppage of play and acknowledgement of the referee.
3. If the referee stops play for an injured player, the player must be substituted.

4. Players sustaining injuries causing an open wound must leave the game, and may not re-enter until the flow of bodily fluids stops, is covered, and the referee and supervisor approve re-entry.

Scoring

A goal is scored when the entire ball has passed over the goal line, between the goal posts, and under the crossbar. All goals will count for one point.

There will be no offsides.

Ball In and Out of Play

The ball will be out of play:

1. When the ball goes out of play beyond a boundary line.
2. On the referee's whistle.
3. When a goal is scored.

The ball is considered in play at all other times.

Goalkeeper restrictions

1. The goalkeeper has five seconds to release the ball after each possession.
2. The goalkeeper may not bounce the ball after gaining possession.
3. The goalkeeper may not play the ball with their hands if the ball has been passed back by a teammate.

Direct Free Kicks— Penalized by awarding of a direct free kick to the opposing team. The offending team must give at least 10 yards between the kicker and the nearest player.

1. Kicking
2. Tripping
3. Charging
4. Striking
5. Holding with the intent to injure
6. Pushing
7. Purposely kicking the ball at a player
8. Handball

Indirect Free Kicks— penalized by awarding an indirect free kick to the opposing team. The team must touch it twice in order to score. The offending team must give at least 10 yards between the kicker and the nearest player.

1. The goalkeeper grabs it with his hands after his teammate passes the ball to him except:
 - a. Heading the ball back to the goalie
 - b. Chesting the ball back to the goalie

In addition to the above offenses, the following infractions may result in a direct free kick and possible penalty being charged to the guilty player:

1. **No slide tackles will be permitted.**

Unsporting Conduct — Penalized by awarding a direct free kick to opposing team and possible yellow card.

1. Dissent in word or action
2. Persistent violation of the rules of the game.
3. Dangerous play (i.e. sliding, high kick, etc.)
4. Unnecessary delay
5. Encroachment
6. Obstruction
7. Charging the goalkeeper
8. Interference by players on the bench.

Penalty Kicks

Major offenses by the defensive team, within their own penalty area, will result in a penalty shot being awarded to the offensive team as follows:

1. The fouled player will take a penalty shot from the penalty spot at the penalty point line.
2. The goalie may move side-to-side along the goal line between the goal posts prior to the kick being taken. The goalie may not move forward until the ball is kicked.
3. All other players must remain outside the penalty box until the player kicks the ball.
4. A missed shot that remains in play will be a live ball.

Free Kick Ball Placement

1. Enforcement of free kicks will be at the spot of the foul unless the foul occurred inside the penalty area.
2. A goal may be scored from any free kick unless it is an indirect free kick. Two players from either team must touch the ball in order for the goal to be counted.

Cautions

A player will be cautioned (yellow carded) if they:

1. Persistently violates the rules.
2. Shows any type of dissent by words or actions.
3. Is guilty of unsportsman like conduct.

NOTE: A team receiving four (3) card offenses will forfeit the game and is ineligible for the playoffs.

Ejections

A player will be ejected (red carded) from the game for:

1. Violent conduct or dangerous play in the opinion of the referee.
2. Foul or Abusive language.
3. Persistent misconduct after having received a caution.

Accumulated Cards (Repeat offender/ per player)

One Red Card = Two (2) yellow cards.

1. Two (2) yellow cards in one (1) game = Automatic Ejection
2. Three (3) yellow cards throughout the season = minimum one (1) game suspension and must meet with Competitive sports Coordinator to determine further actions.
3. Four (4) yellow cards throughout the season = suspension and must meet with Competitive sports Coordinator to determine further actions.

Playoffs and Tie Breaker Procedure

1. During the playoffs, one five-minute, golden goal overtime period will be played to determine the winner. A coin toss will be conducted using the same method as to start the regulation game.
2. If the score is tied after the overtime period, the winner will be determined by kicks from the penalty mark as follows:
 - a. The Home team will call the toss to determine which team will shoot first. The winner of the toss may elect to kick first or last.
 - b. Each team will select five players to take penalty shots. The goalie may be selected as one of the five kickers in the tiebreaker. In Co-Rec, teams will alternate female-male, beginning with a female.
 - c. Each team will alternate through the first series of five kickers. The team scoring the most goals in the shootout will be declared the winner.
 - d. If the score is still tied after each team has taken five shots, the order will repeat from one through five in a sudden death format until a winner is declared.