



UC MERCED INTRAMURAL SPORTS

OUTDOOR SOCCER RULES

The NCAA Soccer Rule Guide shall govern any rules not covered by this supplement.

RULES AND REGULATIONS

1. Number of Players.

- a. 7 players per team in the Men's and Women's divisions, 8 players per team in Co-Ed division.

2. Equipment

- a. The game ball will be provided by the referees.
- b. No metal spikes allowed. Shin guards are recommended.

3. Duration of the Game

- a. A game will consist of two 20 minute halves during which the clock shall run continually.
- b. There will be no over time periods during regular season play. Ties are recorded as such.
- c. Playoff games will result in two 5 minute periods of sudden death. If the game remains tied then a shootout will be conducted. Total score at the end of 5 shots per team will determine the winner. Repeat this method until the game is decided.
- d. Allowance will be made in either period for time lost due to transportation of an injured player. The referee shall determine that time.
- e. Teams must arrive at the site of the scheduled game within ten minutes of scheduled game time. A forfeit loss will be incurred by the team not arriving on time (10 min. after scheduled game time.)

4. Ball in play and Out of Play

- a. The ball will be deemed out of play:
 1. When it has wholly crossed the goal line or touch the line
 2. When play has been stopped by a referee
- b. The ball will be deemed in play:
 1. A kick off or free kick once the ball has traveled the distance of it's own circumference.
 2. A throw-in once the ball has entered the field of play.
 3. A drop ball once the ball has touched the ground
 4. A free kick or goal kick from within one's own penalty area once the ball has traveled the distance of its own circumference beyond the penalty area.
- c. A throw-in shall be taken by a player of the team opposite to that of the player who last touched the ball before it wholly crossed the touch line.

1. The thrower at the moment of delivering the ball
 - i. Must face the field of play with some part of their body
 - ii. Must have part of each foot placed either on the touch line or on the ground outside of the touch line
 - iii. After having delivered it from behind and over the head, the thrower must release the ball with equal force from both hands
2. If the ball is improperly thrown in, a player of the opposite team should take the throw-in. A throw-in taken from any position other than the point where the ball crossed over the touchline, will be considered improperly thrown.

5. Offside

- a. Offside - There is no offside rule in effect for intramural play.

6. Scoring and Substitutions

- a. All goals count as one point
- b. Substitutions are allowed on the fly. Incoming players cannot effect play until the person subbing out has left the field of play.
- c. Goal keeper substitutions must notify the referee.

7. Fouls and Misconduct

- a. Direct offenses: from which a goal can be scored directly against the offending team
 1. Kicking or attempting to kick an opponent
 2. Tripping an opponent
 3. Jumping at an opponent
 4. Charging an opponent in a violent or dangerous manner
 5. Charging an opponent from behind, unless the opponent is obstructing
 6. Charging the goalkeeper while in the penalty area
 7. Striking or attempting to strike an opponent
 8. Holding or Pushing an opponent
 9. Handling the ball i.e. carrying, striking or propelling the ball with the hands or arms, with the exception of the goalkeeper while in the penalty area.
 10. Slide tackling from behind.
 11. The goalkeeper intentionally throwing at or striking an opponent with the ball
- b. Indirect offenses: The ball shall be touched by at least one player before a goal can be scored.
 1. Play deemed dangerous by the Referee
 2. Charging fairly without intent to play the ball
 3. Intentionally obstructing an opponent with the ball
 4. A player playing the ball a second time once it has immediately been put into play, before it has been played by another player.
 5. Play deemed unfair by the Referee

6. From the moment the goalkeeper takes possession of the ball, the goalkeeper may take only 4 steps while handling the ball
 7. Having had possession of the ball and releasing it into play, the goalkeeper may not handle the ball until it has been played by an opponent or a team member outside the penalty area.
 8. The goalkeeper cannot touch the ball with his hands after it has been deliberately kicked to him by a teammate or after he has received it directly from a throw-in taken by a teammate.
 9. The goalkeeper may not delay in releasing the ball to gain an unfair advantage
 10. Interfering with the goalkeeper or impeding the distribution of the ball while it is in the possession of the goalkeeper
 11. Playing the ball while the player is on the ground
 12. To resume play following the issuance of a yellow/red card
- c. A player shall be cautioned for:
1. Persistent use of tactics to gain an unfair advantage
 2. Persistent infringement of the rules
 3. Showing or by word or action dissent from any decision given by the Referee
- d. A player shall be sent (removed from play) for: *(Note, all individuals who are removed from play must meet with the Head of Intramurals PRIOR to playing their next game, failure to do so may result in a forfeit of that game).*
1. Violent conduct
 2. Use of foul or abusive language directed at an opponent or the Referee
 3. Persistent misconduct after having received a caution
- e. On all awarded kicks, the offending team must be at least 10 yards away or on their own goal line, between the posts. Persistent infringement of this rule will be considered a tactic to gain unfair advantage and is punishable accordingly

8. Penalty Kicks

- a. The penalty mark shall be 12 yards from the goal line
- b. A penalty kick will be awarded to the offensive team for direct offenses committed inside the defensive penalty area by the defending team
- c. All players except the kicker must be behind the plane of the penalty area and the penalty arc. Players may not encroach the area or penalty arc until the ball is kicked.
- d. The goalkeeper must stand on the goal line, between the goal posts, without moving his feet forward off the line until the ball is kicked.
- e. The kick must be played forward and the kicker may not play the ball a second time until the ball has been played by another player
- f. For any infringement of this rule:
 1. By the defending team; if the kick does not result in a goal, the kick does not result in a goal, the kick will be re-taken

2. The attacking team, other than the kicker; if a goal results, no points will be given and the kick must be taken again
3. By the kicker; after the ball is put into play, the defending team will be awarded an indirect kick