Outdoor Soccer Rules

Each participant is responsible for presenting a current Photo ID at game time. NO EXCEPTIONS

Intramural Outdoor Soccer will be played according to United States Soccer Federation Rules. The following are highlighted rules and exceptions to the USSF Rule Book. *Italic print indicates special rules for co-recreational play only.*

**Eligibility**

It is the responsibility of each team to know the existing intramural rules. IGNORANCE OF ANY INTRAMURAL RULE IS NOT AN EXCUSE!! The Department of Campus Recreation does not assume responsibility for the investigation of the eligibility of all participants. The Department of Campus Recreation will, however, investigate any case as required.

- Men are not permitted to compete in the Women’s Division.
- One (1) woman is allowed to appear on the roster of a Men’s team.
- It is the responsibility of all participants to know their own eligibility status at all times.

All current members of the Fitness & Wellness Center are eligible to participate. This includes faculty/staff, students, Alumni, semester off, and EELI students. If you have access to the Fitness & Wellness Center you are welcome to play Intramural Sports.

**All participants must have a valid state/government issued PICTURE ID to play and know their identification number. Student ID with picture is recommended but we will also accept the following:**
- Driver’s License, State ID Card, Military ID and Passport.

**Exceptions:**

Any individuals who have been declared ineligible to participate through disciplinary sanctions by the Director or Assistant Director of Campus Recreation

- False Name:
  - An individual may not participate under an assumed name or use false identification. Violation of this rule will result in suspension from further participation for the individual and/or team.

**Compete on Two Teams:**

A player may participate on only one team in any given activity during a season. Note: The only exception to this rule is that a player may play on a team in the men’s or women’s division and play on a Co-Rec team. If an individual plays for more than one team in that division, all teams involved will receive a forfeit in games in which that player was involved and the player shall be suspended for a period of 1 week.

**Greek “A-Team” Rules**

1. All participants appearing on the Greek “A” team roster must be the on the official chapter roster with the office of Greek Life.
2. Alumni are not allowed to participate on Greek “A” teams.

**Playoff Eligibility:**

Team members must have participated in at least one (1) game during the regular season to be eligible for participation in the playoffs. Teams must earn at least a 7.0 Sportsmanship Rating average to participate in the playoffs.

Outdoor Soccer Rules Amended February 21, 2012
o The Intramural Staff reserves the right to declare an individual ineligible for competition if his/her participation is considered unsportsmanlike or dangerous

Professional and Olympic Athletes:
An individual who has participated as a professional/Olympic athlete in a sport is not eligible for intramural competition in that sport or similar sport.

Current and Former Intercollegiate Athletes:
Any person who participated with a varsity team in the current or last school year (i.e. practiced, red shirted, and/or played) is ineligible to participate in that intramural sport (or related activity). Ineligibility will be determined by the Assistant Director based on rosters, media guides, and participant reports which will be looked into and ruled upon. All protests on ineligibility rulings may be taken to the Director of Campus Recreation.

Ringer Rule
The ringer rule allows former varsity athletes and current sport club members the opportunity to participate in Intramurals in their sport (or related activity). Individuals are considered ringers in a particular sport for the following reasons:
1. They are a current sport club member in that sport.
2. They have competed on a College or University Varsity team at any level in that sport but are currently eligible for that Intramural sport.
Teams in open or competitive divisions may have two ringers on their roster. Teams in recreational divisions may not have ringers.
Any matter that cannot be resolved through these eligibility rules shall be brought to the Assistant Director of Campus Recreation for a decision.

The Game, Field, Players and Equipment
A. A game shall be played with a maximum of 7 players and a minimum of 5 players in Men’s and Women’s Divisions.
B. A game shall be played with a maximum of 7 players and a minimum of 5 players in the Co-Rec Division.
   7 players = 4 Males/3 Females or 3 Males/4 Females
   5 males/females and 2 males/females is also acceptable
   6 players = 3 males/3 females or 4 males/females and 2 males/females
   5 Players = 3 males/2 females or 3 females/2 males
C. Forfeit = less than 5 players present.
D. Each captain shall report to the officials on the assigned field at least 15 minutes prior to the game. The captain shall provide the EKU IDs of all players participating in the game.
E. **SHINGUARDS MUST BE WORN BY ALL PLAYERS!**
F. **NO METAL CLEATS WILL BE ALLOWED!** Players wearing metal cleats will be ejected from the game and suspended for a minimum of 1 match.

Special Co-Recreational Rules
A. The goalkeeper may be of either gender.
B. **No slide tackling allowed!** Penalty: Automatic Yellow Card

Sports Officials
The game shall be played under the supervision of 2 officials. Each team shall designate 1 team captain. If more than 1 player is designated, a speaking captain must be selected to make all decisions.

Team Representatives
Team representatives including players, spectators and other persons affiliated with the team are subject to the rules of the game and shall be governed by decisions of the officials assigned to the game. Team captains are responsible for the actions of their spectators at all times.

Outdoor Soccer Rules Amended February 21, 2012
**Position of Players**

The position of players for the first period of play shall be determined by the pre-game coin toss. The winner of the toss shall choose a goal to defend or to kick off first. The opponents shall take the remaining option.

**Substitutions**

A substitute who desires to enter the game shall report to the nearest official. The substitute shall remain at mid-field until an official beckons the player onto the field of play.

Either team may substitute an unlimited number of players:

A. Between periods.
B. On a goal kick.
C. On a corner kick
D. When a goal has been scored.
E. When an injured player is attended to on the field (the injured player must be replaced).
F. When a player is disqualified (the disqualified player shall not be replaced).

Only the team in possession may substitute:

A. On a throw-in. **If the team in possession of the ball chooses to substitute, the opposing team may substitute at that time.**

Substitutions will not be permitted by either team:

A. During penalty kicks.
B. During the run of play.

When a team repeatedly substitutes to consume time, an official shall notify the team captain of the offending team the repetition may be construed as unsportsmanlike conduct.

A player leaving the field of play during the progress of the game without consent of an official (except through normal movement of play or through obvious injury/safety concern) shall be guilty of unsportsmanlike conduct unless stopping play to assess the penalty would be an advantage to the offending team.

Entry onto the field of play by a substitute or coach is prohibited without the approval of an official.

**Any time the goalkeeper is changed, an official must be notified.**

**Player Equipment**

A. A representative from each team is responsible for picking up his/her team’s jerseys from the scorekeeper prior to each game. He/she may do this my presenting a valid EKU ID at that time. The jerseys are to be returned to the scorekeeper following each game — failure to do so could result in the team representative being charged for lost jerseys at the end of the night.

B. Teams may either agree upon a ball provided by one of the teams or use a ball provided by Campus Recreation. Balls must be official size and must be approved by the officials.

C. Shirts – If a team chooses to wear jerseys provided by Campus Recreation, **each member must wear a shirt under the provided jersey that has sleeves.** If a team chooses to provide their own jerseys, all text and graphic content must be deemed appropriate by the officials or teams could be required to turn the jerseys inside-out.

D. Optional Equipment
   a. Ace bandage no more than 2 turns thick in any given area. It can be anchored at each end by tape not to exceed two turns.
   b. Gloves with must consist of a soft, pliable and nonabrasive material.
   c. Knit or stocking cap which may have a knit ball on top but no bill.
d. Headband no wider than 2” and made of non-abrasive cloth, elastic, fiber, soft leather or rubber.

e. Hair control devices if made of soft material.

E. Illegal Equipment

a. Headwear containing any hard, unyielding, stiff material, including billed hats or items containing exposed knots.

b. Jewelry.

*Exception — medically related bracelets and necklaces.

c. Head, arm, thigh or hip pads containing sole leather, fiber, metal or any unyielding materials, even if they are covered with soft padding.

d. Hard casts or hard splints of any material, even if padded.

e. Shin guards which have exposed sharp edges.

f. Shoes with metal, ceramic, screw-in or detachable cleats.

g. Leg and knee braces made of hard, unyielding material, unless covered on both sides and all edges with at least ½” of slow recovery rubber or similar material.

When a player is removed for illegal equipment of uniform, there shall be no replacement until the next opportunity to substitute. However, the removed player may reenter during a dead ball after reporting to an official who shall be satisfied the player’s equipment is in order.

Each team captain is responsible for insuring that each of their players is properly equipped.

Game Time

10 Minute Forfeit Rule: Your team has 10 minutes after their scheduled game time show up with the required number of players to start. For each minute late the opposing team will receive a point. Example team A shows up 5 minutes late team B will receive 5 points at the start of the game. Team B also has the option not to take any points.

The game consists of two 2 halves of 20 minutes each and a 5 minute half-time period. When overtime is used, there will be a 3 minute intermission.

Overtime Periods

There will be no ties in Intramural Outdoor Soccer.

If a game ends with a tie score, there will be a 5 minute overtime period. The period will be played with normal rules regardless of the number of goals scored. If the score remains tied a second 5 minute period will be played with “sudden death” rules (first goal scored wins).

If the score remains tied after both overtimes, the tie will be broken by penalty kicks. No players are allowed to substitute at this time. All officials and team captains shall assemble at the halfway line to review the procedure as outlined below:

A. The head referee shall choose the goal at which all the kicks from the penalty mark shall be taken.
B. Each captain will select any five players, including the goalkeeper, on the field at the final whistle to take the kicks.
C. A coin toss shall be held. The team winning the toss shall have the choice of kicking first or second.
D. Teams will alternate kickers. There is no follow-up on the kick.
E. The defending team may change the goalkeeper prior to each team penalty kick.
F. Following five kicks for each team, the team scoring on the greatest number of these kicks shall be declared the winner.
G. Add one goal to the winning team score and credit the team with the victory.

If the game is still tied after the first round of five kicks, a second round will take place by taking alternating kicks in a “sudden death” format. **No player may kick for a second time until all seven players (including goalkeeper) have attempted a penalty kick after regulation. Therefore, the players that kicked in the first round of five kicks are ineligible until the other two players on their team have attempted a kick.**

If one of the five players is unable to continue participating in the penalty kick round, that player’s team may substitute *(in Co-Rec, gender for gender)* one of the remaining two players who are eligible to participate. In this situation, the opposing team has the right to select a player *(gender for gender)* from their remaining two players. The requirements regarding second and third rounds of kicks and gender will still apply.

Outdoor Soccer Rules Amended February 21, 2012
The Start of Play

When the Referee signals with a whistle, a kickoff shall initiate play at the start of each period and after goals.

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 seven (7) 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 not in play until it moves forward.

After the kickoff, the ball may be played by any player except the one who kicked off. The kicker may not play the ball until it has been played by another player on either team.

Ball In and Out of Play

The ball is out of play when it has **completely** crossed a goal line or touchline, whether on the ground or in the air.

The ball is in play at all other times, including:

A. When it rebounds from a goalpost, crossbar or corner flag post.
B. When it touches an official or linesman in the field of play.
C. Until an official sounds the whistle.
D. After a free kick or kickoff moves forward.
E. When a drop ball touches the ground.
F. A player may be out-of-bounds and legally play a ball which is on the field of play.

The referee shall sound the whistle when the ball is out of play or for a foul. As soon as the ball is in position to be played, it may be played without a second whistle. A second whistle is required to restart play for the taking of a penalty kick, after a substitution is made and after a caution, disqualification, injury or encroachment.

Drop Ball

A drop ball occurs:

A. When the ball is caused to go out-of-bounds by 2 opponents simultaneously.
B. When the ball becomes deflated.
C. Following a temporary suspension of play for an injury or unusual situation and no team has clear possession of the ball.
D. When a simultaneous foul of the same degree occurs by opponents.

The spot of the drop ball is where the ball becomes dead unless this is the goal area, in which case, the spot is the nearest point outside the goal area in the field of play. If the ball was caused to go out-of-bounds by 2 opponents simultaneously, the ball is dropped 5 yards inside the boundary line unless this is the goal area.

The ball is dropped by an official from the waist level to the ground between 2 opposing players. Other players may be positioned anywhere on the field of play provided they do not interfere with the drop ball procedure.

The ball must touch the ground before it is played.

In case of temporary suspension due to an injury or any unusual situation, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession of the ball at the point where the ball was when play was suspended. Should there not be clear possession at the time play is suspended due to an injury or any unusual situation, there will be a drop ball at the point where the ball was declared dead provided the ball is not in the penalty area.

Scoring
A goal is scored when the entire ball passes legally beyond the goal line, between the goal posts and under the crossbar provided it has not been intentionally thrown, carried or propelled by the hand or arm of a player of the attacking team. A ball on the goal line is not considered to have crossed the goal line.

A goal **may** be scored during play directly from a:
- A. Direct free kick.
- B. Penalty kick.
- C. Corner kick.
- D. Drop ball.
- E. Goalkeeper’s throw, punt or dropkick.
- F. Kickoff.
- G. Goal Kick.

A goal **may not** be scored during play directly from a/an:
- A. Indirect free kick.
- B. Throw-in.
- C. Free kick into a team’s own goal.

**Offside**

**There is no offside infraction in EKU Intramural Outdoor Soccer.**

**Fouls and Misconduct**

**Kicking, Striking, Tripping, Jumping**

A player shall not intentionally spit at, kick, strike, attempt to kick, strike, or jump at an opponent.

A player shall not intentionally trip an opponent. This includes tripping or attempting to trip an opponent by use of the legs, or by stopping in front or behind an opponent in such a manner to cause or fall or loss of balance.

A goalkeeper shall not intentionally strike or attempt to strike an opponent by throwing or kicking the ball at an opponent or by pushing an opponent with the ball while holding it.

**Handling**

A player shall be penalized for intentionally handing, carrying, striking, or propelling the ball with a hand or arm.

Exception: Goalkeeper within his/her own penalty area.

**Holding, Pushing**

A player shall not hold or push an opponent with the hand(s) or arm(s) extended from the body.

A player shall not place a hand(s) on an opponent in an effort to reach the ball.

**Charging**

A player shall not intentionally charge an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent and/or does not have arms and elbows close to his/her body, and/or does not have at least one (1) foot on the ground, when the ball is not being played and the charge is done in a dangerous manner.

A fair charge is allowed and is one in which a player makes non-violent shoulder-to-shoulder contact with an opponent, with the arms and elbows close to the body, at least one (1) foot on the ground, and the ball within playing distance.

A player having one (1) or both feet on the ground shall not charge into an opponent who has both feet off the ground.

Outdoor Soccer Rules Amended February 21, 2012
A player shall not, in any manner, charge into a goalkeeper in the penalty area unless the goalkeeper is obstructing the player or dribbling the ball with the feet.

A. An official shall disqualify, without caution, any player who flagrantly fouls the goalkeeper in possession of the ball. Possession or control of the ball includes when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play.

B. Outside the penalty area, the goalkeeper has no more privileges than any other player.

When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.

The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of throwing the ball for a kick or attempting to throw the ball or tossing the ball in the air to re-catch.

A player shall not charge into an opponent when neither player is within playing distance of the ball.

**Obstruction**

Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.

A player not attempting to play the ball, but remaining between the ball and an opponent, may be legally charged from behind provided the charge is not violent or dangerous and the ball is within playing distance of the ball.

**Dangerous Play**

A player shall not participate in dangerous play, which is an act an official considers likely to cause injury to any player. This includes playing in such a manner which would cause injury to self or another player (opponent or teammate).

**Restrictions on the Goalkeeper**

From the moment the goalkeeper takes control of the ball with the hands when playing as a goalkeeper within his/her own penalty area, the goalkeeper has six seconds in which to release the ball into play. During that interval, he/she may hold the ball, bounce it, or throw it into the air and catch it. Once the ball has been released into play, the goalkeeper shall not touch it again with his/her hands before it has been played or touched by another player of the same team outside of the penalty area, or by a player of the opposing team either inside or outside the penalty area.

A goalkeeper shall not touch the ball with his/her hands after receiving it directly from a throw-in by a teammate.

On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands.

A goalkeeper in possession of the ball shall not indulge in tactics, which, in the opinion of the referee, are designed to waste time and thus give an unfair advantage to his/her own team.

**Misconduct**

A player, coach, or bench personnel shall be cautioned (yellow card) for:

1. Entering or leaving the field of play (except through normal course of play) without the permission of an official;
2. Persistent infringement of any of the rules of the game
3. Objecting by word of mouth or action to any decision given by an official; (dissent)
4. Any incidental use of vulgar or profane language;
5. Any use of video replays or communicating with other persons by the use of electrical or mechanical amplifying devices, headphones, or megaphones during the game or any intervals to assist in coaching;
6. Unsportsmanlike conduct; including, but not limited to:
   A. Coaching outside the team area
B. Unnecessary delay (kicking, throwing the ball away on a free kick, etc.)
C. Holding a shirt, short, etc.
D. Deliberate verbal tactics
E. Encroachment
F. Intentional handball to stop an attack
G. Deliberate tactical foul
H. Faking an injury

A player, coach or bench personnel shall be disqualified (red card) for:

1. Exhibiting violent conduct or committing serious foul play:
   A. A player anywhere on the field (other than the goalkeeper within his/her own penalty area) intentionally handling a ball to prevent it from going into the goal.
   B. An intentional foul by a player against an opponent who is moving toward his/her offensive goal with an obvious opportunity to score.
   C. Spitting at another person.
2. Using foul or abusive language
3. Leaving the team area to enter the field where a fight or altercation is taking place.

A coach who is disqualified shall leave the vicinity of the playing area immediately and is prohibited from any further contact, direct or indirect, with the team during the remainder of the game. Failure to comply shall result in termination of the game.

A disqualified player can only be replaced under discretion of the referee(s).

Team Caution

A team caution is disciplinary action facing an entire team as a result of a violation(s) by a player(s) of that team. It is given at the discretion of the official at the time of cautioning a player.

A team caution may only be assessed for persistent infringement of the following:

1. Encroachment on free kicks
2. Intentional handballs by the defense to stop an attack
3. Unnecessary delay (kicking/throwing the ball away on a free kick, etc.)

The procedure for issuing a team caution is as follows:

1. The official shall stop play.
2. A caution (yellow card) shall be given to the player committing the violation.
3. The official shall notify the team captain a team caution is being issued to the team, and if any player commits that same foul, that player shall be immediately disqualified.
4. The team captain shall be instructed to inform the team members of the team caution; the official shall allow time for the captain to do so.
5. The official shall inform both coaches, the scorer and the other official(s) of the team caution before restarting play.
6. Opposing team will receive indirect free kick from the point of infraction.

Official’s Judgment

Situation:
Player A1 is on the attack with the ball under control when fouled by B1. The ball moves sideways to player A2, who controls the ball immediately.

Ruling:
The official shall immediately either whistle the foul or signal “Play On” to indicate the foul was observed, but will not immediately penalize Team B because to do so would give an advantage to the offending team, Team B. If the advantage does not materialize, the foul may be subsequently called.

Outdoor Soccer Rules Amended February 21, 2012
Free Kick

Description of a Free Kick

Free kicks shall be classified “Direct” from which a goal may be scored against the offending team or “Indirect” from which a goal may not be scored unless the ball is touched or played by another player of either team.

All free kicks, with the exception of kickoffs and penalty kicks, may be taken in any direction. Free kicks are taken from the spot of the foul except certain temporary suspensions of play, e.g., fouls for misconduct committed by bench personnel during a live ball and fouls committed in the goal area by either team.

Any free kick awarded to the defending team within its own goal area may be taken from any point within the goal area.

Any indirect free kick awarded to the attacking team within its opponent’s goal area shall be taken from the part of the goal line which runs parallel to the goal line at the point nearest to where the offense was committed.

Any player of the offended team may take a free kick.

How taken

Players opposing the kicker shall be at least seven (7) yards from the ball until it is kicked, unless they are standing on their own goal line between the goalposts. If the free kick is awarded to the defending team in its penalty area, players opposing the kicker shall be outside the penalty area in addition to being seven (7) yards from the ball and must remain there until the ball clears the penalty area.

The ball shall be kicked while it is stationary on the ground at the spot specified by the official. The ball is in play when it is kicked and moves. If the free kick is awarded to the defending team in its penalty area, the ball is not in play until it is beyond the penalty area and into the field of play. Failure to kick the ball as specified shall result in a rekick.

After the free kick, the ball may be played by any player except the one who executed the free kick. The kicker may not play the ball until it has been touched or played by another player.

Penalty Kick

A penalty kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs with the offending team’s penalty area.

All players except the kicker and the opposing goalkeeper shall be within the field of play but outside the penalty area and at least seven (7) yards from and behind the penalty kick line until the ball is kicked.

The ball shall be kicked while it is stationary on the ground from the spot or any place on the penalty kick line. To be in play, the ball shall be moved forward. Once the kicker starts his/her approach to the ball, he/she may not interrupt his/her movement. Failure to kick the ball as specified shall result in a rekick.

After the penalty kick is properly taken, the ball may be played by any player except the one who executed the penalty kick. The kicker may not play the ball until it has been touched or played by another player on either team.

If the ball touches the goalkeeper before passing between the goalposts when a penalty kick is taken at or after the expiration of time, it does not nullify any goal. If necessary, play may be extended so that the penalty kick may be taken. If a penalty kick is taken after the expiration of time, only the kicker may play the ball (once) with the goalkeeper in place.

Throw-In

A throw-in shall be awarded to a team when the opposing team last touches or plays the ball before the entire ball passes beyond the touchline either in the air or on the ground.

Outdoor Soccer Rules Amended February 21, 2012
The ball shall be thrown in any direction from the point where it crossed the touchline by a player who is facing the field of play and has both feet on the ground on or behind the touchline. The throwers shall use both hands with equal force and shall deliver the ball from behind and over the head in one continuous movement.

An opponent shall not interfere with nor in any way impede the actions of the thrower while the throw-in is being taken.

On a throw-in, the ball is playable when it has left the hands of the thrower and any part of it breaks the plane of the touchline. After the throw-in, the ball may be played by either team. The thrower may not play the ball until it has been touched or played by another player. **If the ball fails to enter the field of play, the opposing team earns a throw-in from the same spot.**

**Goal Kick**

A goal kick shall be awarded to the defending team when the entire ball crosses the goal line, excluding the portion between the goalpost and under the crossbar, either in the air or on the ground, having last been touched or played by the attacking team. A goal may be scored directly from a goal kick.

Players opposing the kicker shall remain outside the penalty area until the ball has cleared the penalty area.

Once spotted, the ball shall be kicked from the ground from any point within the goal area by a player of the defending team. A goal kick shall clear the penalty area and enter the field of play. If the ball is not kicked beyond the penalty area, the goal kick shall be repeated.

After the goal kick leaves the penalty area, the ball may be played by any player except the one who executes the goal kick. The kicker may not play the ball until it has been touched by another player.

The goalkeeper shall not pick up the ball and play it.

**Corner Kick**

A corner kick shall be awarded to the attacking team when the entire ball passes over the goal line, excluding that portion between the goalpost and under the crossbar, either in the air or on the ground, having been touched or played by the defending team. A goal may be scored directly from a corner kick.

Players of the defending team shall be at least seven (7) yards from the ball until it has been kicked.

The ball shall be kicked from the ground within the quarter circle nearest where the ball left the field of play. The ball is in play when it is kicked and moves.

After the corner kick, the ball may be played by any player except the one who executed the corner kick. The kicker may not play the ball until it has been touched or played by another player.