

SOCCER LEAGUE

RULES

National Federation of High School Sports Rules will be used in all games played, with the following adaptations:

The Field of Play

The field of play will be 50 yards by 70 yards.

Number of Players

1. Seven (7) players on each team, one of whom shall be the goalkeeper. A team can start with five (5) players on the field, one of whom shall be the goalkeeper. Teams can have a maximum of 11 players on their roster.
2. A male or female may play the goal keeper position. Of the seven (7) on the field you can have any combination of men and women
3. FORFEITS
If at the scheduled game time, a team does not have the minimum of (5) players to start the game, they will be given (10) minutes to have the minimum number there before the game is called a forfeit. If at any time during the 10-minute forfeit period the team shows up, they will be allowed to play, but they will be assessed the following forfeit period penalties:
 1. Lose the right to protest the game.
 2. All choices will go to the opposing team.

Players Equipment

1. The use of any hard or dangerous head, face or body protection equipment is illegal. Padding for body protection must be either felt or sponge rubber. **All players must wear shin guards.**
2. No jewelry is allowed. There will be an initial warning issued. Once play has begun, any jewelry is a yellow card.
3. Mesh game jerseys will be provided to all participants. Goalkeeper will wear alternate color jersey. Teams may use their own jerseys as long as they are all the same colored jersey.
4. The game ball will be supplied by Intramural Sports. Practice balls must be supplied by the teams.
5. Equipment that may be dangerous to another player such as hats, bandannas, and casts are not allowed. The supervisor or official will determine if an article is dangerous and will ask the player to remove the article. If the player refuses, she or he will be asked to leave the field.

Substitution

1. Substitutes will be allowed to enter the game when the ball is out of play and in your team's possession (throw in or corner kick). If the team
2. Either team may substitute after a goal or on a goal kick.
3. If a player leaves the game due to injury either team may substitute.

Duration of the Game

1. The duration of the game shall be two (2) equal halves of 20 minutes. Halftime shall be five (5) minutes. The clock may stop for the scoring of a goal, a player injury, carding a player or at official's discretion.
2. Overtime Games: During the regular season, games which end in a tie will stay as a tie. In playoffs, we will use the following overtime procedure: one 5 minute overtime period, sudden death will be played. If the game remains tied, Kicks from the mark will follow.

The Start of Play

1. At the beginning of the game a coin toss will be executed by the Referee. The team which wins the toss will have the choice of kicking off or deciding what goal to defend. Teams will switch ends of the field at the start of the second half and play will start with a kickoff by the team which did not kickoff to start the game.

2. A goal shall not be scored direct from a kickoff. If the ball is not properly kicked forward, the ball will again be placed on the kickoff mark and properly kicked forward.

Ball In and Out of Play

1. The ball is out of play:
 - a. When it has completely crossed the goal line or touch line whether on the ground or in the air, or
 - b. When the official sounds his/her whistle.
2. There will be no second whistle to restart play except:
 - a. When a team asks the official for 10 yards,
 - b. When play has been stopped to caution a player,
 - c. For a penalty kick, or
 - d. When a goal is scored, the first of two whistles is blown. The second whistle is to restart play on the ensuing kickoff.
3. The ball is put back into play after it has crossed the touch line at the point on the touch line where it went out of play, with a throw in any direction by a player of the team opposite to that of the player who last touched it.

Method of Scoring

1. A goal is scored when the whole of the ball has passed over the goal line. Each goal is worth one point.

Fouls and Misconduct - Free Kicks

1. Free kicks shall be classified under two types: DIRECT (from which a goal can be scored directly against the offending side), and INDIRECT (from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing into the goal). All free kicks, except Penalty kicks, may be kicked in any direction. All free kicks are taken from the point where the infraction occurred, except the penalty kick, which must be taken at the twelve (12) yard mark and kicked forward.
2. Offenses for which a DIRECT free kick can be given are:
 - a. Handling the ball. A player shall be penalized for intentionally handling, carrying, striking, or propelling the ball with a hand or arm. Moving the hands or arms to protect one's self is intentionally handling.
Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands, or arms to play the ball. The official shall call out "play on" and raise both arms in a forward sweeping motion to indicate that he/she has seen the incident.
 - b. Using foul or abusive language directed towards a player or official. A yellow card will be issued.
 - c. Placing hands or arms on an opponent in an effort to reach the ball, or to hold an opponent.
 - d. Pushing an opponent.
 - e. Striking or attempting to strike an opponent.
 - f. Jumping at an opponent.
 - g. Kicking or attempting to kick an opponent.
 - h. Tripping an opponent.
 - i. Using the knee on an opponent.
 - j. Charging an opponent from behind.
 - k. Charging an opponent violently or dangerously. A player who leaves the ground with both feet or throws his/her weight against an opponent is guilty of charging. A fair charge is one in which a player makes non-violent shoulder-to-shoulder contact with an opponent, with the arms and elbows close to his/her own body, at least one foot on the ground, and the ball within playing distance.
 - l. A player shall be ejected (red card) for charging into the goalkeeper in the penalty area, unless the goalkeeper is obstructing an opponent.
 - a. The official will remove, without caution, any player who intentionally charges the goalkeeper. The player will be removed from the game without substitution.
 - b. Possession or control of the ball will include when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground, or when the goalkeeper throws the ball into the air and catches it again.

- c. Outside of the penalty area the goalkeeper has no more privileges than any other player.
 - m. Charging an opponent while both feet are off the ground in an effort to head the ball.
 - n. Handling by the goalkeeper outside the penalty area.
 - o. All direct kicks awarded in the penalty area are penalty kicks.
- 3. Offenses for which an INDIRECT free kick can be given are:
 - a. A player playing the ball a second time before it has been played by another player at the kickoff, a throw-in, a free kick, a corner kick, a goal kick if the ball has passed outside the penalty area.
 - b. If the goalie takes more than 6 seconds to kick or throw the ball in the air or down the field.
 - c. On any occasion when a player deliberately kicks the ball to his/ her own keeper and they touch it with their hands.

Offside - There is no offside rule in the intramural league.

Penalty Kick

1. A penalty kick shall be taken from the penalty mark which is 12 yards from the goal line. When it is being taken, all players with the exception of the player taking the kick and the opposing goalkeeper shall be within the field of play, but outside the penalty area, behind the ball, and at least ten (10) yards from the penalty mark.
2. The defending team's goalkeeper must start with both feet on the goal line, they may not advance forward before the taking of the kick, lateral movement on the line is allowed, Penalty--Encroachment. Encroachment by the defending team or foot movement by the defending team's goalkeeper is ignored if the goal is scored; but if the penalty shot is missed or saved, the penalty kick is retaken.
3. Should the ball hit the goal posts or cross-bar and rebound into play, the player who played the ball must not play it again until it has been played by another player. Penalty--indirect kick.

The Throw-In

When the ball passes COMPLETELY over a touch line, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who last touched it. The thrower at the moment of delivering the ball must face the field of play and part of each foot shall be on the ground outside or on the touch line. No part of the feet may be in the field of play. The thrower shall use both hands and arms and shall deliver the ball from over and behind his/her head. The ball shall be in play immediately when thrown, but the thrower shall not again play the ball until it has been touched or played by another player. A goal shall not be scored direct from a throw-in.

1. If the ball is improperly thrown-in, the throw-in shall be taken by a player of the opposing team.
2. If the ball fails to enter the field of play, the throw-in shall be taken by a player of the opposing team.
3. If the thrower plays the ball a second time before it has been touched or played by another player, an indirect free kick shall be taken by a player of the opposing team from the place where the infringement occurred.
4. If an opponent interferes with or in any way impedes the actions of the thrower while the throw-in is being taken, the official will administer a yellow card for unsportsmanlike conduct and restart with an indirect free kick.

Drop Ball

A drop ball occurs:

1. Following a temporary suspension of play for an injury or unusual situation and no team has clear possession of the ball.
2. When the ball becomes deflated.

Goal Kick

1. A goal kick shall be awarded to the defending team when the entire ball crosses the goal line, excluding that portion between the goal post and under the crossbar, either in the air or on the ground, having last been played by the attacking team.

2. Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area.
3. The ball shall be kicked from the ground from any point within the goal area by 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.
4. 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 outside of the penalty area. PENALTY: Indirect free kick awarded to the opponents from the spot of the foul.
5. The goalkeeper shall not pick up the ball and play it. NOTE: ALL FREE KICKS TAKEN BY THE DEFENSE WITHIN THE PENALTY AREA MUST LEAVE THE AREA IN ORDER TO BE CONSIDERED A "LIVE" BALL. INFRACTION: REKICK FROM THE ORIGINAL SPOT WHERE THE KICK WAS TAKEN.

Corner Kick

1. When the ball passes completely over the goal line, excluding that portion between the goal posts and under the cross bar, either in the air or in the ground, having last been touched by one of the defending team, a member of the attacking team shall take a kick from within the quarter-circle at the nearest corner flag which must not be removed. The corner flag may not be removed to take the corner kick. A goal may be scored directly from such a kick.
2. Players of the team opposing that of the player taking the corner kick shall not approach within ten (10) yards of the ball until it is in play, i.e., it has traveled the distance of its own circumference; nor shall the kicker play the ball a second time until it has been touched or played by another player.

SUMMARY

A goal may be scored:

- a. From a direct free-kick.
- b. Directly from a penalty kick.
- c. Directly from a corner kick.
- d. Directly from a drop ball.
- e. Directly from a goalkeeper's throw, punt or drop-kick.

A goal may not be scored:

- a. Directly from a kick-off.
- b. Without first touching a second player on an indirect free-kick.
- c. Directly from a goal-kick.
- d. Directly from a throw-in.

Conduct and Sportsmanship

Abusive language will not be tolerated at any time (before, during or after the game). A player cautioned by a yellow card shall be substituted for immediately and not return until the next legal substitution opportunity. The same player receiving a 2nd yellow card shall be disqualified and the number of players on the field shall not be reduced. A player receiving a red card shall be disqualified and cannot be replaced. During a game, if a red card or two yellow cards are issued to a team, the next red or yellow card issued to that team will automatically end the game with the opponent declared the winner. Any player or spectator assessed red card will automatically be suspended from the game and must leave the field. In addition, he/she will be suspended from the team's next scheduled game, i.e., playing or attending the next game.

A Player shall be Issued a Yellow Card (cautioned) if she or he:

- a. demonstrates unsportsmanlike behavior
- b. dissents by word or action
- c. persistently infringes the law of the game
- d. illegally enters the game
- e. illegally exits the game
- f. delays the restart of the game (throw in, corner kick, free kick)
- g. does not assume the 10 yards on a corner kick or free kick
- h. commits 2nd non-malicious slide tackle

A Player Shall be Issued a Red Card (sent out of game) if she or he:

- a. demonstrates violent conduct
- b. demonstrates serious foul play
- c. uses foul and abusive language
- d. receives a second yellow card in the same game
- e. intentionally physically impedes a player with an obvious opportunity to score a goal
- f. denies his opponent a goal by intentionally handling the ball
- g. commits a malicious slide tackle

Please keep The Sun Devil Way in mind while participating, meaning individuals should play and participate with integrity and respect for others. Good sportsmanship is vital to the success of the intramural sports program and the quality of experience for all participants. A team is responsible for the actions of individual team members and spectators related to their team. Organizations shall be held responsible for their behavior before, during and after the match. In order to encourage proper conduct during the game, supervisors, and administrative personnel shall make decisions on whether to warn, penalize, or eject persons and/or teams for poor sportsmanship. These decisions shall be final. Any team receiving an unacceptable sportsmanship rating shall have their captain meet with the intramural advisory committee before they will be considered for continued intramural participation. Any individual ejected from an intramural contest will have to meet with the intramural advisory committee individually before they can be considered to again participate in intramural events.

Any team receiving two unacceptable sportsmanship ratings in the same season will be ineligible for playoffs and possibly subject to further sanctions.