

# Bellarmine University Intramural Sports

## OUTDOOR SOCCER RULES

### ELIGIBILITY RULES:

1. Bellarmine University Intramural Sports program participation is voluntary and individuals use facilities at their own risk. Participation in any physical activity involves inherent risk and even when safety precautions are utilized, injuries and accidents can occur. The Sport, Recreation, and Fitness (SuRF) Department would like to encourage each individual to consult their physician and obtain adequate personal health/accident insurance prior to participation in our programs.
2. You must have a Bellarmine University ID to participate. NO ID, NO PLAY...NO EXCEPTIONS!
3. No Person shall play on more than one team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
4. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly SuRF for a period of time determined by the Intramural Director.

### THE GAME

1. There will be a "5 Minute Grace Period". At game time the clock will start and the team who is present will receive 1 goal every minute. At the end of 5 minutes if the opposing team has not shown up the game will be declared a forfeit. The team that is present will win the game 6 – 0 (1 goal at the start of the clock and 1 goal each minute). If a team shows up during the grace period the contest will begin with the score that accumulated during the that 5 minute period (the team shows up 3 minutes late and will be down 4 – 0 with 12 minutes to go in the first half).
1. **Team:** A team should have six (6) players. A team may have no less than five (5) players to start and/or continue a game. All participants must have a valid BU ID with them at each game.
2. **Substitution:** Unlimited substitution is allowed during any normal game with the game stopped and with the consent of the referee. The referee will only allow substitutes for either team on a goal kick, or a kick off. Substitutions on throw-ins and corner kicks are allowed for the offensive team. If the offensive team chooses to substitute on a throw-in or corner, the defensive team may substitute as well. Do not enter the field until beckoned by the referee.
3. **Captains:** Teams are reminded that the only spokesman for the team is the field captain. Penalties may be given to team members violating this rule.
4. **Shoes and Shin Guards:** Tennis/running shoes and rubber molded cleats are permitted. Spikes and cleats with metal or ceramic exposed are prohibited. Any player caught wearing spikes will not be permitted to play, and must change before returning to the field. Shin guards are suggested for all players.
5. **Ball:** A team ball may be used only after the approval of the referee and opposing team. It is recommended that extra balls are made available in the event that the game ball is kicked over the fence.

6. **Equipment:** The Intramural Office will furnish jerseys, goals, and nets. Each team captain will check out equipment for his team by presentation of his I.D. card to the supervisor on the field who, in turn, will be responsible for the equipment being returned to the Intramural Supervisor on duty.

## **PLAYING REGULATIONS**

1. **Rules:** Official soccer rules developed by the Intramural Office will be in effect. If not covered by the IM rules, then National Federation rules will govern.
2. **Mercy Rule:** The game will be called if there is a 5-goal difference in the last five (5) minutes of the game.
3. **Game Time:** Games will consist of two twenty (20) minute halves and a two (2) minute intermission, no time outs. The clock will not stop automatically if the ball is kicked over the fence. However, the official may stop the clock at his/her discretion. Behaviors that are unsportsmanlike in nature that consume time (i.e intentionally kicking the ball over the fence) may be given a yellow card. Game times might be shortened to accommodate for more teams to participate in the league.
4. **Offsides:** Offsides will **not** be called.
5. **Punting:** Punting and dropkicking **IS ALLOWED**; the goalie must throw the ball in or kick it from the ground when clearing the penalty area within ten (10) seconds. There are no limitations on how far a goalie may kick or throw the ball.
6. **Goal Keeper:** Can only play the ball inside the first white line (football end zone), outside that box the goalie becomes another fielder and can no longer play the ball with his/her hands (it will then be considered a hand ball). The goalkeeper may not come out "feet first" in attempt to defend a shot or offensive threat.
7. **Kick Off:** Team winning opening coin toss has choice of ball or side they want to defend. Kick off will be taken from the midfield line with the opposing team at least 10 yards off the ball. To begin play the ball must roll forward.
8. **Slide Tackling:** Slide tackling is **not** allowed. Any slide tackle will result in a yellow card. Slide tackles from behind that are malicious in nature may result in a red card and player ejection. A goalkeeper coming out feet first is considered a slide tackle and will be penalized with a yellow card.
9. **Charging:** An opposing player may not charge the goalie or any other player on the field.
10. **Overtime (Post season only):** If a game is tied at the end of regulation play, there will be a five (5) minute sudden death overtime. If neither team has scored, the game will be decided through penalty kicks. A coin toss will determine the offensive team and choice of goal. The only players eligible for these kicks are the six players on the field at the end of the game, including the goalie. Team B's goalie will take his/her position and a player from team A will be allowed to take a penalty kick. Thereafter, Team A's goalie will take his/her position and Team B's player will take a penalty kick. After four (4) A and four (4) B players have taken a shot at the goal, the team with the most goals scored will be declared the winner. If a tie still exists, a sudden death procedure will be used. In the sudden death, any 4 players can be used.

**FOULS:** The following is a list of fouls that will result in direct or indirect kicks:

### **DIRECT KICKS (Goal can be scored directly by the kicker)**

- A. Kick or attempting to kick an opponent (also ejection from the game).
- B. Tripping an opponent.
- C. Jumping at an opponent.
- D. Violent charge.
- E. Charging from behind.
- F. Striking or attempting to strike an opponent (also ejection from the game).
- G. Holding an opponent.
- H. Pushing an opponent.
- I. "Intentional" handling of the ball.

### **INDIRECT KICKS (Ball must touch another player before going in the goal)**

- A. Obstructing an opponent and **not** attempting to play the ball.
- B. Dangerous play.
- C. Dissent by or action of referee's decision.
- D. Unsportsmanlike conduct.
- E. Goalkeeper punting ball (taken just outside the front of the penalty area).
- F. Goalkeeper takes more than four (4) steps while holding or bouncing the ball without being played by another.
- G. Goalkeeper takes more than ten (10) seconds to put the ball into play.
- H. Charging the goalkeeper.
- I. A goal keeper who handles a pass back from own teammate. (Exception: the keeper may handle a ball that is controlled by the upper body or head of a teammate)
- J. A goal keeper who handles a throw-in from own teammate.

### **PENALTY KICKS**

Penalty kicks will be taken when a direct free kick is awarded to offense within the defenses penalty area. The kick shall be taken from the first stripe in front of the goal. The Goalkeeper is the only defender. All other players will remain five yards behind the kicker until the ball is kicked.

### **SPECIAL POINTS OF EMPHASIS**

1. A "charge" is defined as shoulder to shoulder with at least one foot on the ground, attempting to knock a player with ball off balance in order to steal the ball. This charge becomes illegal when the ball is not within playing distance, when the charge comes from behind a player or when the charge is done violently.
2. **Free kicks** - all players of the opposing team will be the appropriate distance (five yards) away from the ball until the ball is kicked. Any disobedience of this rule can result in a yellow card.
3. A **yellow** card shall be given for:
  - a. Entering or leaving the field without permission of the referee.
  - b. Persistently committing fouls.
  - c. Showing dissent from a decision of the referee.
  - d. Unsportsmanlike conduct.
  - e. An intentional handball inside the box.
  - f. Slide tackling
  - g. A player receiving a yellow card must sub off the field.
4. A **red** (no substitute allowed for player receiving a red card) card shall be given for:

- a. Violent conduct or serious foul play.
- b. Any player given a red card must leave the game immediately and may not be replaced by a substitute.
- c. Using foul or abusive language to either another player or the referee.
- d. A second yellow card offense. This is considered a "soft red," and therefore a substitute is allowed to enter the game)

### **CO-ED MODIFICATIONS**

1. The match is played between two teams of 6 players each. Teams must begin and end each match with a minimum of 5 players.
2. Teams may play with 3 men and 3 women, or 3 of one gender and 2 of the other.
3. Penalty shots may be attempted by any member of the offended team provided that member is the same gender as the player fouled.
4. During the shoot out of an overtime game: Female shooter must have a female goalie. Male shooter: can be male or female (Defensive choice)
5. For penalty kicks that occur during the course of regular play, the defense is not required to switch goalies to match gender. However, they are permitted to if they wish. The replacement goalie must remain in goal until the next opportunity for a legal substitution arises.

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