

Outdoor Soccer Rules

Revised: January 2014



Any rule not specifically covered will be governed in accordance with the [2013-2014 National Federation of State High School Associations Soccer Rule Book](#).

ASSUMPTION OF RISK STATEMENT

All Intramural Sports participants are responsible for their own medical expenses. Any participant unsure of his/her physical condition should check with their physician or the University Clinic before participating in an Intramural Sports contest.

Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an unsportsmanlike penalty, ejection or forfeiture of the game. Team Captains will be held responsible for spectator, team and sideline misconduct. Two ejections from any contest will result in an automatic forfeiture.

RULES CHANGES

All rules changes for the 2013-14 seasons have been highlighted for you to easily identify them.

RULE 1: ELIGIBILITY

- 1. PARTICIPATION:** Participation is limited to currently enrolled, fee-paying University of Southern Mississippi students and faculty/staff members with Recreational Sports Memberships.
- 2. SOUTHERN MISS ID CARD:** A current Southern Miss ID must be presented to the Supervisor to participate at each Intramural Sports activity.
- 3. NUMBER OF TEAMS:** Players can compete for only one single sex team and one Co-Rec team, regardless of league classification (example: participants cannot play for a men's recreational team and a men's fraternity team).
- 4. SIGNED IN:** Once a participant has signed in for a team, he/she may not transfer to another team.

RULE 2: TEAM COMPOSITION

- 1. TEAMS:** Each team will consist of 7 players. A minimum of 5 players are required to start the game.

2. **CAPTAIN:** Each team shall designate a team captain to make all decisions.
3. **PARTICIPANTS:** Team representatives including players, coaches, spectators, and other persons affiliated with the team are subject to these sport rules and all Intramural Sports policies.

RULE 3: DEFAULTS, FORFEITS AND PROTESTS

1. **FORFEITS:** If a team fails to appear with the required minimum number of players, ready to play, at the scheduled location at the scheduled start of the game, a member of the Intramural Sports staff will declare the contest a forfeit. Teams that forfeit will receive a 'C' for sportsmanship and will be required to pay \$15 to the Payne Center welcome desk. **The captain of the forfeiting team will be suspended from play until that payment is made.** Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
2. **DEFAULTS:** If a team knows that they will be unable to play a scheduled game, the team captain must contact the Intramural Sports office by 12:00 PM the day of the contest to declare a default. The defaulting team will receive a loss and a 'B' for sportsmanship. Teams are allowed one default or forfeit per sport. Upon the second infraction that team will be dropped from the league.
3. **PROTESTS:** Protests involving rule interpretations will be considered immediately following the incident in question. Play will be suspended until an Intramural Sports supervisor rules on the protest. If a team continues to play without calling the Supervisor to the game site, then that team forfeits its right to a protest. Protests will not be honored after play has resumed. Judgment calls cannot be protested. If the protest is not approved, the protesting team is charged with a time out. If the protest is upheld, they delay shall count as an official's time out. Official's judgment calls cannot be protested.

RULE 4: PLAYING AREA AND EQUIPMENT

1. **PLAYING AREA:** All games will be played on the Intramural Sports fields.
2. **BALLS:** Balls will be provided by the Intramural Sports program.
3. **SHOES:** All players must wear shoes. Tennis/running shoes are required. Rubber cleats may be worn without metal spikes. No bare feet, no sandals, no flip flops.

4. **JERSEYS/SHIRTS:** Teams are encouraged to furnish their own like-colored jerseys. Jerseys must be tucked in at all times. The goalkeeper must wear a jersey of a different color from either team.
 5. **ATTIRE:** Players must wear athletic attire.
 6. **SUNGLASSES:** Players may not wear sunglasses that are metal or rigid.
 7. **PADS/BRACES:** No pads or braces may be worn above the waist. Leg and knee braces made of hard material must be covered on both sides and all edges with appropriate slow-recovery padding. Pliable gloves are permitted if the player desires.
 8. **SHIN GUARDS:** It is highly recommended that participants wear shin guards. Shin guards will be made available by the Intramural Sports staff.
 9. **HEADWEAR:** Knit and stocking caps are allowed. Rubber or cloth elastic bands may be used to control hair.
 10. **JEWELRY:** No jewelry may be worn. Jewelry must be removed before the participant will be allowed to participate. Taping of jewelry is not permitted.
 11. **BLOOD RULE:** When a player is bleeding, has an open wound, or an excessive amount of blood on his/her uniform the player will be directed to leave the game. The injured player is not to return until the bleeding has stopped, the wound is covered, and the bloody uniform is changed.
- *** The Intramural Sports staff has the right to deem certain equipment unsafe or illegal.

RULE 5: LENGTH OF THE GAME AND TIMING

1. **LENGTH OF THE GAME:** The length of the game will be 2 halves of 20 minutes. Halftime will be 3 minutes. During the regular season, games may end in a tie.
2. **COIN TOSS:** 3 minutes prior to the start of the game, the referee will toss a coin, and the visiting team captain shall call the toss. The captain winning the toss shall have the choice of options on whether he wants his team have ball first or choose which side of the field they want.
3. **OVERTIME:** Regular season games can end in a tie. Overtime will only be played during the postseason. Overtime procedures will be as followed.
 - a. Overtime will be a 5 person shootout.
 - b. A coin toss will take place to determine which team shoots first.
 - c. The only players eligible for these kicks are the 7 players on the field at the end of regulation.

- d. Each team will receive 5 shots. Teams will alternate after each shot.
 - e. Goalkeeper changes may occur only at the beginning of the shootout, as long as the new goalkeeper was a player on the field at the end of regulation.
 - f. The team with the most goals scored during the shootout will be declared the winner.
 - g. If a tie still exists, any of the five previous shooters may take the kick in any order but all must take an attempt before any player may shoot again.
 - h. The games will be won if, after any equal number of shots, the tie is broken.
4. **MERCY RULE:** The game will end if there is a 5 goal difference in the last 2 minutes of the game.

RULE 6: PLAYING THE GAME

1. **START OF THE GAME:** The Official shall have a Captains' meeting before each game, where he/she will remind players of specific rules and take clarification questions from captains. The coin toss will be made 3 minutes prior to the game.
2. **FREE KICKS:** For direct (a goal may be scored directly) or indirect (a goal may not be scored directly) free kicks, players of the opposing team must be at least 7 yards from the ball when the kick is taken. Direct free kicks shall be awarded in the following situations:
 - Offenses committed with the hands or arms (deliberately handling the ball, holding, using the hands or arms on an opponent in order to reach the ball, pushing, and striking)
 - Offenses committed with the feet and legs (kicking, tripping, use of the knee, and jumping at an opponent)
 - Offenses committed with the body (charging from behind, charging violently, and charging an opponent who has both feet on the ground)
 - Offenses involving the goalkeeper (touching, or charging the goalkeeper)Indirect free kicks are awarded in the following situations:
 - Offenses involving persons on the sidelines (subs)
 - Offenses concerned with a player kicking the ball in a second time before the ball has been played by another player (kickoff, throw in, free kick, corner kick, and penalty area)
 - Offenses involving the goalkeeper
 - Offenses concerned with unsportsmanlike conduct
3. **PENALTY KICKS:** Penalty kicks shall be awarded when a player commits a deliberate foul in his/her own penalty area, and the kick shall be taken from the penalty mark. The goalkeeper must remain on the goal line; he/she may move laterally, but must not move off of the goal line until the penalty kicker has contacted the ball. Only the player taking the penalty shot and the goalie may kick the ball when stationary and all other players must remain outside the penalty area. Once the penalty kicker has moved the ball toward the goal; any player may play the ball. The penalty kicker may not contact the ball again until

another player has made contact with the ball.

4. **GOALIE:** Goalkeepers may not throw or kick the ball over mid-field. The ball must bounce prior to mid-field. If this is violated, team offended will get indirect kick from midfield. On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalie is not permitted to touch it with his/her hands.
5. **SUBSTITUTIONS:** All substitutions must take place at the mid-field area. The exiting player must be off the field prior to the substitute entering the field. Both teams may substitute an unlimited number of players on goal kicks, after a goal is scored, at halftime, when a player is cautioned (yellow card), when a player is disqualified (red card), and during an injury. If the team possessing the ball substitutes on a throw-in or corner kicks, then the other team can as well.
6. **THROW-INS:** Throw-ins are awarded when the ball is passed completely over the touch line either on the ground or in the air. The ball is thrown in from the spot where it crossed the touch line, and any player on the team with possession may throw in the ball.
7. **GOAL KICKS:** Goal kicks are awarded when the ball is last touched by an offensive player and passes over the goal line without resulting in a goal. The kick may be made from anywhere within the goalkeeper box and must not cross mid-field before bouncing.
8. **OFFSIDES:** There shall be no enforcement of the offside rule.
9. **SLIDE TACKLING:** Any player using a slide tackle, in the referee's judgment, shall receive a yellow card. A slid tackle is defined as "a maneuver in which one or both feet slide on the ground in an attempt to tackle the ball which is in possession of an opponent".
10. **CARDING:** A player that is issued a red card at any point during the game will be automatically ejected and must meet with the Rec Sports Coordinator within 24 hours of ejection for reinstatement to the Intramural Sports Program. 2 yellow cards in 1 game are equivalent to one red card and the player will be ejected from the game. 2 red cards or 3 yellow cards given to a team in the course of 1 game will result in forfeiture of the game.

RULE 7: SPORTSMANSHIP

- 1. RATING:** Each team will begin the contest with a 4 sportsmanship rating and shall be rated by the officials at the end of the contest. The authority of the official's ratings exists prior to, during, and following all contests to which that official is assigned, and extends to all persons on, at, or near the playing site. Sportsmanship ratings shall be marked on the score sheet prior to captain signing off on the score and sportsmanship rating.
 - A. (4.0) – Excellent Sportsmanship:** Players cooperate fully with the intramural sports staff and opposing team members. If necessary, the captain converses calmly with officials about rule interpretations and calls.
 - B. (3.0) - Good Sportsmanship:** Team members verbally complain about some decisions made by the Intramural Sports staff and/or show minor dissent which may or may not merit a conduct warning (unsportsmanlike penalty / technical foul / yellow cards / etc.). Teams that receive one conduct warning will receive no higher than a "B" rating.
 - C. (2.0) - Mediocre Sportsmanship:** Team constantly comments to the intramural sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection or two conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "C" rating.
 - D. (1.0) - Below Average Sportsmanship:** Team constantly comments to the Intramural Sports staff or the opposing team. The team captain exhibits little or no control over teammates or him/herself. Teams that receive one ejection and one conduct warning or a combination of three conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive no higher than a "D" rating and the game will be forfeited.
 - F. (0) - Unacceptable Sportsmanship:** Team is completely uncooperative. Captain has no control over teammates and/or him/herself. Any team that receives two ejections or four conduct warnings (unsportsmanlike penalty / technical foul / yellow cards / etc.) will receive a "F" rating and the game and season will be forfeited.

Rule 8: Co-Rec Clarifications

- 1. TEAM COMPOSITION:** Each team will consist of 8 players. A minimum of 5 players are required to start.
 - a. 8 players on the field – 4 males and 4 females
 - b. 7 players on the field – 3 males and 4 females or 4 males and 3 females
 - c. 6 players on the field – 3 males and 3 females or 2 males and 4 females or 4 males and 2 females
 - d. 5 players – 3 males and 2 females or 2 males and 3 females

- 2. SCORING:** Goals scored by men shall be 1 point and goals scored by women shall be 2 points. The last offensive player to touch the ball before a goal shall be credited for the score. (The only exception is in a shootout and all goals are worth 1 point regardless of gender.)