

# Intramural Sports – 7 v 7 Outdoor Soccer Rules

## GENERAL INFORMATION

1. All participants must meet the eligibility requirements listed in the Intramural Sports Policies and Procedures handbook. **Each player must be a currently enrolled FIU student or a currently employed FIU Wellness and Recreation Faculty/Staff Member.**
2. Participants must have their Panther ID at every game.
3. All intramural participants must personally sign the Waiver Release and are responsible for their own medical expenses.
4. Any games in which an ineligible player signs in will be considered a forfeit.
5. Teams are responsible for keeping their players and spectators under control. Misconduct of players, coaches, managers or spectators may result in penalty, ejection or forfeiture of the game. Spectators must also remain within the area designated by the Intramural Sports staff.
6. Alcoholic beverages, smoking, and pets are prohibited from all intramural contests.
7. Officials and Supervisors will have absolute authority during the contest and can make decisions on any matter or question not specifically covered in the rules.

## RULE 1. EQUIPMENT

### SECTION 1. EQUIPMENT

1. Players must wear similarly colored team jerseys. If teams do not have team jerseys, pinnies will be issued.
2. Goalkeeper must have a distinctive color from both their team and opponents.
3. All jewelry must be removed before participating.
4. Athletic footwear must be worn at all times.
5. Rubber cleated shoes will be allowed.
  - a. No screw-in cleats, open toe, open heel, or hard soled shoes will be allowed.
  - b. **Metal cleats may not be worn.**
6. Hats and any other headwear that has a hard bill or creates a knot-like protrusion are not permitted.
7. Shin pads are strongly encouraged.
8. Game Balls will be provided by Sport Programs. Participants may use their own size 5 soccer ball as long as both captains agree.

## RULE 2. PLAYERS AND SUBSTITUTES

### SECTION 1. PLAYERS

1. Roster size is limited to 15 players. Players may be added to the roster throughout the regular season. Rosters will be frozen upon completion of the regular season.

2. Teams will consist of 7 players each, including a goalkeeper (**7 total players**)
3. A team must have 6 players present at game time to begin and finish the game and avoid a forfeit. If, at the scheduled game time, a team does not have 6 players ready for play, then the game will be declared a forfeit.

## **SECTION 2. SUBSTITUTES**

1. Teams will be allowed an unlimited number of substitutions. Substitutions may occur at any dead ball period stoppage. All substitutes must remain at their designated team area. Can only enter when official beckons player into the field.
2. Any player who exhibits signs, symptoms, or behaviors consistent with a concussion shall be immediately removed from the game and shall not return to play until cleared by an appropriate healthcare professional.
3. If an IM Sports participant is bleeding, he/she will be removed from the contest immediately. If an IM Sports participant has blood on his/her clothing, he/she will be removed from the contest upon detection. The blood may or may not be his/her own blood. Even a participant who has someone else's blood on their clothing will be removed from the contest. The participant is ineligible to re-enter the contest until the contaminated clothing has been removed. Before any participant re-enters the contest, all bleeding must be stopped, and any open wound or laceration covered.
4. Teams may not substitute for a player that has been disqualified. The team must play the remainder of the game shorthanded.
5. Either team may notify the referee that they intend to substitute their goalkeeper with a player on the field during any dead ball period.
  - a. Failure to notify a change in goalkeeper may result in penalization.

## **RULE 3. THE PLAYING AREA**

### **SECTION 1. PLAYING DIMENSIONS**

1. All matches will be played at the WRC North Turf Fields.
  - a. The playing surfaces will be designated as Field 1 & Field 2.
2. The field shall be approximately 75 yards long by 40 yards wide.
  - a. The goal box extends 5 yards from the end line and is 12 yards wide.
  - b. The penalty area extends 14 yards from the goal line and is 26 yards wide.
  - c. The goals will be 6 1/2 feet by 18 feet.
3. Teams and spectators shall be placed on opposite sidelines.
4. No team members, spectators, and their equipment are permitted behind either goal line.

## **RULE 4. OFFICIALS AND THEIR DUTIES**

### **SECTION 1. GENERAL**

1. Each game is controlled by a head referee and two assistant referees.

### **SECTION 2. OFFICIALS' JURISDICTION**

1. The officials shall make decisions for infractions of the rules committed within or outside the boundary lines. The use of any replay or television monitoring equipment by the officials in making any decision relating to the game is prohibited.
2. The officials' jurisdiction, prior to the game, begins when they arrive on the field.
3. The officials' jurisdiction extends through periods when the game may be momentarily stopped for any reason.
4. The jurisdiction of the officials' is terminated and the final score has been approved when all officials leave the visual confines of the playing area or when the next game has begun.

### **SECTION 3. REFEREE'S AUTHORITY**

1. Three referees who have full authority to enforce the Laws of the Game control each game.
2. The officials shall conduct the game in accordance with the rules. This includes:
  - a. Conducting the pregame coin toss or rock/paper/scissors.
  - b. Notifying the captains when play is about to begin at the start of the game.
  - c. Putting the ball in play.
  - d. Determining when the ball become dead.
  - e. Administering penalties.

### **SECTION 3. OFFICIALS' ADDITIONAL DUTIES**

1. The officials shall:
  - a. Penalize unsporting conduct by any player, coach, substitute, team attendant or follower.
  - b. NOTE: The captain or head coach for spectator behavior, insofar as it can reasonably be expected to control the spectators. The officials may call fouls on either team if its supporters act in such a way as to interfere with the proper conduct of the game. Discretion must be used in calling such fouls, however, lest a team be unjustly penalized. When team supporters become unruly or interfere with the orderly progress of the game, the officials shall stop the game until the head coach or captain resolves the situation and the game can proceed in an orderly manner. The supervisor may remove team supporters.

- c. Penalize and disqualify the offender if flagrant misconduct occurs.
- d. Remove a player from the game who commits a dangerous foul.
- e. Notify the captain/head coach and then notify the player on a disqualification.

#### **SECTION 4. SUPERVISOR'S DUTIES**

1. The supervisor's duties, relative to the soccer game, include, but are not limited to:
  - a. Sign all players in prior to the game
    - i. All players must show a valid FIU ID to participate.
  - b. Signal the officials by using the game horn or a sounding device unlike that used by the referee and umpire(s). This may be used immediately if, or as soon as; all balls are dead or are in control of the offending team.
  - c. Keep a running summary of the points scored.
  - d. Record the yellow and red cards called on each player and notify an official immediately when a yellow or red card is charged to any team member, bench personnel, or the head coach.

### **RULE 5. THE GAME**

#### **SECTION 1. TIMING**

1. The game will consist of two, 16-minute halves.
2. Half time shall be no more than 3 minutes.
3. The game clock will run continuously for the duration of the 1<sup>st</sup> half.
  - a. The clock will stop on every whistle within the last 2 minutes of the 2<sup>nd</sup> half.
4. Prior to the start of the game, the officials will hold a captains' meeting and conduct a coin toss. The team winning the coin toss shall have the option of kicking off or choosing which end of the court to defend.
5. Teams will switch sides to begin the second half.

#### **SECTION 2. SCORING**

1. A goal is scored when the entire ball passes the entirety of the goal line.
2. All goals are worth one point.
3. A goal cannot be scored directly from any restart except a penalty kick.
4. A Mercy Rule is enforced when there is a six (6) goals or greater lead with 2 minutes remaining in the 2<sup>nd</sup> half. When a Mercy Rule is enforced, the official game will be over.
5. Regular season games may end in a tie.
6. In the case of a tie during playoffs, a 5-minute sudden death overtime period will be played. Prior to the start of overtime, the officials will conduct a coin toss. The

team winning the coin toss shall have the option of kicking off or choosing which end of the court to defend. The first team to score will be the winner. If the score remains tied at the end of the first overtime, then the game will be decided by penalty kicks.

## **RULE 6. DEFINITIONS**

### **SECTION 1. BALL IN AND OUT OF PLAY**

1. The ball remains in play, except for the following situations:
  - a. When the referee halts play.
  - b. When the ball fully goes out of bounds.
2. When the ball has been declared dead, the following restart procedures shall apply:
  - a. Throw-in: When the official declares the ball out of play along the sidelines, the team that last touched the ball shall lose possession. The opposing team will be awarded the ball at the spot closest to where the ball went out of play.
    - i. The ball needs to be thrown in legally to restart play.
    - ii. A legal throw in consists of a player who is facing the field of play and has both feet on the ground on or behind the touchline shall throw the ball in any direction from the point where it crossed the touchline. The thrower shall use both hands and shall deliver the ball from behind and over the head in one continuous movement.
      1. Foul throws will result in a violation awarding possession to the opposing team.
    - iii. If the ball fails to enter the field of play on a throw-in, the throw-in is retaken.
  - b. Corner Kick: When the official declares the ball out of play along the endline and last touched by the defending team, a corner kick shall result. The ball shall be placed at the corner nearest to where the ball went out of play.
    - i. The ball may be placed on any part of the corner arc.
    - ii. The corner flag CANNOT be moved to attempt the corner kick.
  - c. Goal Kick: When the official declares the ball out of play along the endline and last touched by the offensive team, a goal kick shall result. The ball may be played anywhere within the goal box.
    - i. NOTE: The ball does not need to leave the penalty area to be live.
  - d. Kickoff: When the official awards a goal, a kickoff will be awarded at the center circle as the restart.

- i. At the moment of kickoff, all players shall be on their team's half of the field. Players opposing the kicker shall be at least 8 yards from the ball until it is kicked.
  - ii. The ball shall be kicked while stationary on the ground in the center of the field.
  - iii. The ball is in play once it has been legally touched.
  - iv. 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 legally touched by someone else.
- e. Drop Ball
- i. The game is restarted with a drop ball when:
    1. The ball is caused to go out of bounds simultaneously by two opponents.
    2. When the ball becomes deflated.
    3. When simultaneous fouls of the same degree occur.
  - ii. The spot of the drop ball is where the ball became dead, unless it is inside the goal area, in which case the ball will be dropped on the part of the goal area line which runs parallel to the goal line nearest to where the ball was when play was stopped. If the ball is caused to go out of bounds simultaneously by opposing players, then the ball will be dropped five yards inside the boundary line.
  - iii. An official from waist level to the ground between two opposing players drops the ball. Other players may be positioned anywhere on the field, as long as they do not interfere with the drop ball.
  - iv. The ball shall touch the ground before it is played.
- f. Members of the opposing team must remain at least 8 yards away from the kicker.

## **SECTION 2. FREE KICKS**

1. All Free kicks shall be classified "indirect free kicks" for 7 v 7 soccer.
  - a. An "indirect free kick" is a restart from which a goal may not be scored unless the ball is legally touched by another player.
  - b. All free kicks, apart from penalty kicks, may be taken in any direction. Free kicks must be taken from the spot of the foul.
  - c. Any player of the offended team may take a free kick.
2. The administration of indirect free kicks:
  - a. Players from the non-offended team must be at least 8 yards from the ball until it is kicked.
  - b. The ball shall be kicked while it is stationary on the ground at the spot specified by the official. To be in play, the ball shall be moved in any

direction. Failure to kick the ball as specified shall result in a re-kick. **An official shall caution a player who fails to remove the required distance away.**

- c. The kicker may not play the ball until another player has touched it. **Indirect free kick awarded to the opponent at the spot of the foul.**

### SECTION 3. PENALTY KICKS

1. Penalty kicks will be taken from the penalty spot with all other players behind the penalty box. No players may cross the penalty box line.
  2. Any player of the offended team may take the penalty kick.
  3. The ball shall be kicked while it is stationary on the ground at the spot specified by the official.
  4. The procedure of a penalty kick is as follows:
    - a. All players, except the kicker and the opposing goalkeeper, shall be within the field of play but outside the penalty area and at least 8 yards from and behind the penalty mark until the ball is kicked.
    - b. The opposing goalkeeper shall stand on the goal line, between the goal posts, facing the kicker, until the ball is kicked. Lateral movement is permitted, but the goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is in play.
    - c. After the players have taken positions in accordance with this rule, the referee signals for the penalty kick to be taken.
      - i. The player taking the penalty kick must kick the ball forward.
      - ii. They must not play the ball again.
      - iii. The results of a penalty kick are as follows:
        1. If the ball fully crosses the goal line:
          - a. a goal is awarded, and play will be restarted with a kickoff.
        2. If the ball does not fully cross the goal line (hits the post, goes out of play etc.)
          - a. Play continues.
5. Infringements
  - a. Infringements: If the referee gives the signal for a penalty kick to be taken and, before the ball is in play, one of the following occurs:
    - i. An attacking player infringes the Laws of the Game:
      1. The referee allows the kick to be taken
      2. If the ball enters the goal, the kick is retaken
      3. If the ball does not enter the goal, the referee stops play and the match is restarted with an indirect free kick to the defending team.
    - ii. A defending player infringes the Laws of the Game:

1. The referee allows the kick to be taken
  2. If the ball enters the goal, a goal is awarded
  3. If the ball does not enter the goal, the kick is retaken
- iii. A player of both the defending team and attacking team infringe the Laws of the Game:
1. The kick is retaken

#### **SECTION 4. FOULS**

1. Penalties will be assessed by the officials against any player committing a foul or an act of misconduct. A kick will be awarded for any offense to the offended team at the spot of the foul. Fouls and acts of misconduct include:
  - a. Spitting, Kicking, and Striking: A player shall not spit, kick, strike, attempt to kick or strike, or jump at an opponent. A player shall not trip, or attempt to trip, an opponent.
  - b. Handling: A player shall be penalized for deliberately handling, carrying, striking, or propelling the ball with a hand or arm.
  - c. Holding and Pushing: A player shall not hold or push an opponent with the hands or arms extended from the body.
  - d. Charging: A player shall be penalized for charging an opponent in a dangerous or reckless manner or using excessive force.
  - e. Obstruction: Obstruction is a deliberate act of a player, not in possession of the ball and/or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.
  - f. Dangerous Play: A player shall not participate in dangerous play, which is any act an official considers likely to cause injury to any player.
  - g. Slide Tackling / Sliding: Slide tackling/ sliding, which is defined as any player leaving his/her feet and leading with his/her feet to play the ball while the ball is being controlled by an opponent, is not permitted. Contact does not need to occur for slide tackling to be illegal. Anyone who completes a slide tackle/ slide will receive an automatic red card. Sliding to save the ball is still considered a red card. Sliding will be prohibited in Intramural 7 v 7 soccer due to safety issues.

#### **SECTION 5. MISCONDUCT**

1. A player shall be cautioned for:
  - a. Entering or leaving the field of play, except through normal course of play, without the permission of an official.
  - b. Persistent infringement of any of the rules of the game.
  - c. Objecting to any decision given by an official.
  - d. Unsporting conduct, including, but not limited to:
    - i. Unnecessary delay



- ii. Holding a shirt, short, etc. of an opponent
  - iii. Deliberate verbal tactics
  - iv. Encroachment
  - v. Deliberate handball to stop an attack
  - vi. Deliberate tactical foul
  - vii. An unsuccessful attempt to deny an opponent an obvious goal-scoring opportunity by a foul.
2. A player shall be disqualified for:
  - a. Slide Tackling.
  - b. Taunting.
  - c. Excessive celebration.
  - d. Exhibiting violent conduct.
  - e. Committing serious foul play:
    - i. A player anywhere on the court who illegally and deliberately handles a ball to prevent it from going into the goal.
    - ii. A successful attempt to deny an opponent to an obvious goal-scoring opportunity by a foul.
  - f. Spitting at another person.
  - g. Leaving the team area to enter the playing area where a fight is taking place, unless summoned by an official.

## **SECTION 6. RESTRICTIONS ON THE GOALKEEPER**

1. From the moment the goalkeeper takes control of the ball with the hands when playing as a goalkeeper within their own penalty area, they have six seconds in which to release the ball back into play. Once the ball has been released into play, the goalkeeper may not touch it again with the hands until it has been played by a player of the same team outside of the penalty area, or by an opposing player anywhere on the field of play.
2. The goalkeeper is not allowed to touch a ball deliberately kicked to him/her by a teammate with the hands.
3. A goalkeeper may not touch the ball with his/her hands when receiving it directly from a throw-in by a teammate.
4. The goalkeeper may punt the ball.

## **SECTION 7. SLIDE TACKLING**

**ART. 1...** Slide tackling/ sliding, which is defined as any player leaving his/her feet and leading with his/her feet to play the ball while the ball is being controlled by an opponent, is not permitted. **Contact does not need to occur for slide tackling to be illegal.** Anyone who completes a slide tackle/ slide will receive an automatic red card. Sliding to save the ball is still considered a red card. Sliding will be prohibited in Intramural soccer due to safety issues.

**ART. 2...** The goalkeeper may lead with their feet in an attempt to make a save, provided that their primary objective is to *block* a shot attempt, not to win possession of the ball.