

Intramural Sports – 11v11 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 an FIU MMC student or 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. FIELD AND EQUIPMENT

SECTION 1. BALL

ART. 1...FIU IM Sports will provide the game balls for all games.

ART. 2...If teams can provide a ball (Size 5) that both captains agree to use, it can be utilized as a game ball.

SECTION 2. FIELD

ART. 1... The field shall be approximately 110 yards long by 70 yards wide.

ART. 2... The goal box extends 12 yards from the end line and is 20 yards wide.

ART. 3... The penalty area extends 18 yards from the goal line and is 44 yards wide.

ART. 4... The goals will be 8 feet by 24 feet.

SECTION 3. EQUIPMENT

ART. 1...Players must **wear same colored team jerseys**, with the goalkeeper having a distinctive jersey. If teams do not have team jerseys, mesh pullovers will be issued.

ART. 2... **All** jewelry must be removed before participating. If jewelry is discovered during the game, the offender may be issued a yellow card.

ART. 3... All players must wear close-toed shoes.

ART. 4... Rubber cleated shows will be allowed. No screw-in cleats, open toe, open heel, or hard soled shoes will be allowed. **Metal cleats may not be worn.**

ART. 5... Shin guards are not required but strongly encouraged.

ART. 6... Players may not wear hats with hard bills or any other headgear with a protruding knot

RULE 2. OFFICIALS AND THEIR DUTIES

SECTION 1. GENERAL

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

SECTION 2. OFFICIALS' JURISDICTION

ART. 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.

ART. 2...The officials' jurisdiction, prior to the game, begins when they arrive at the field.

ART. 3...The officials' jurisdiction extends through periods when the game may be momentarily stopped for any reason.

ART. 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

ART. 1... Each of the three assigned referees have full authority to enforce the Laws of the Game control each game.

SECTION 4. OFFICIALS' GENERAL DUTIES

The officials shall conduct the game in accordance with the rules. This includes:

ART. 1...Conducting the pregame coin toss or rock/paper/scissors.

ART. 2...Notifying the captains when play is about to begin at the start of the game.

ART. 3...Putting the ball in play.

ART. 4...Determining when the ball become dead.

ART. 5...Administering penalties.

SECTION 5. OFFICIALS' ADDITIONAL DUTIES

The officials shall:

ART. 1...Penalize unsporting conduct by any player, coach, substitute, team attendant or follower.

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.*

ART. 2...Penalize and disqualify the offender if flagrant misconduct occurs.

ART. 3...Remove a player from the game who commits a dangerous foul.

ART. 4...Notify the captain/head coach and then notify the player on a disqualification.

SECTION 6. INTRAMURAL SUPERVISOR'S DUTIES

The supervisor's duties, relative to the soccer game, include, but are not limited to:

ART. 1...Sign all players in prior to the game

NOTE: *All players must show a valid FIU ID to participate.*

ART. 2...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.

ART. 3...Keep a running summary of the points scored.

ART. 4...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 3. PLAYERS AND SUBSTITUTES

SECTION 1. TEAM, CAPTAIN

ART. 1...Each team consists of eleven (11) players, one of whom is the captain.

ART. 2... A team must have a minimum of eight (8) players present at game time in order to begin and finish the game and avoid a forfeit. If, at the scheduled game time, a team does not have 8 players, the captain of the opposing team will have two choices. The captain may choose to either take the win or allow for a 10-minute grace period to be granted in an attempt to ensure that the game is played. The 10-minute grace period will be deducted from the actual game time. During this grace period, the team with the minimum number of players present will be awarded 1 goal for every 2 minutes after the scheduled start time up to the tenth minute. If, at the end of the grace period, the team still does not have the minimum number of players the game will be declared a forfeit.

ART. 3...The captain is the representative of their team and may address an official on matters of interpretation or to obtain essential information if it is done in a courteous manner.

ART. 4...If a player is bleeding, they will be removed from the contest immediately. If a player has blood on their clothing, they will be removed from the contest upon detection. The blood may or may not be their own blood. Even a player who has someone else's blood on their clothing will be removed from the contest. The player is ineligible to re-enter the contest until the contaminated clothing has been removed. Before any player re-enters the contest, all bleeding must be stopped, and any open wound or laceration covered.

ART. 5...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.

CO-REC MODIFICATIONS

ART. 6... Each Co-Rec team consists of **eleven (11)** players. A team must have **eight (8)** players with a minimum of three players of each gender to begin and continue a game. Team composition may have different ratios.

Field Player Acceptable Co-Rec Ratios

5 Men	5 Women
5 Men	4 Women
5 Men	3 Women
4 Men	5 Women
4 Men	4 Women
3 Men	5 Women

No other combinations are permitted.

ART. 7... The goalkeeper may be male or female.

SECTION 2. ROSTERS

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

NOTE: All players must show a valid, physical Panther ID to participate.

SECTION 3. SUBSTITUTIONS

ART. 1... The team may substitute an unlimited number of players during any dead ball period at the referee’s discretion. All subs must enter at midfield.

ART. 2... If a team substitutes for an injured player during a penalty kick situation, then that substitute may not take the penalty kick.

ART. 5... Teams may not substitute for a player that has been disqualified. The team must play the remained of the game shorthanded.

ART. 6... A team that begins a game shorthanded may add additional players during a stoppage of play.

ART. 7... Substitutes may not enter the field until beckoned by the official.

ART. 8... The goalkeeper may change places with a player on the field during any dead ball period.

RULE 4. DEFINITIONS

SECTION 1. SLIDE TACKLING

ART. 1... Slide tackling is not permitted. Slide tackling is defined as any player leaving their feet and leading with their feet to play the ball, while an opponent is controlling the ball. It is considered to be dangerous play and should be avoided at all times.

ART. 2... The goalkeeper may lead with their feet in an attempt to make a save, provided that an opponent is not controlling the ball.

ART. 3... Any player who slides (no contact with the opponent) will result in an indirect kick and a yellow card. **Any** slide tackle involving contact with an opponent will result in a red card being issued to the offender.

SECTION 2. OFFSIDES

ART. 1... A player is in an offside position when nearer to their opponents' goal line than the ball, unless:

- A. The player is in their own half of the field of play; or
- B. The player is not nearer to the opponent's goal line than at least two opponents
 - a. NOTE: The position of any part of the player's head, body, or feet will be the deciding factor, not the player's arms.

ART. 2... A player shall not be penalized for being in an offside position if the ball is received directly from a goal kick, a corner kick or a throw-in.

ART. 3... It is not an offense in itself to be in an offside position. A player shall only be penalized for being in an offside position if, at the moment the ball touches or is played by a teammate, that player is involved in active play by:

- A. Interfering with play or with an opponent; or
- B. Gaining an advantage by being in that position.

SECTION 3. PENALTY

ART. 1... A penalty kick shall be awarded when a foul, which ordinarily results in a direct free kick, occurs within the offending team's penalty area.

ART. 2... 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.

ART. 3... 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. They must have one foot on the line at the time of the kick.

ART. 4... Penalty (Articles 2 and 3): Encroachment by the defending team is not penalized if a goal is scored. If a goal is not scored, then the kick is retaken. If there is an infringement by the attacking team and the ball enters the goal, the goal does not count, and the kick shall be retaken. If the ball does not go into the goal, there is no re-kick. If the ball rebounds into play, the game shall be stopped and restarted with an indirect free kick for the defending team at the spot of the foul. If the ball is saved and held by the goalkeeper, play shall continue. In cases where players from both teams infringe, the kick shall be retaken regardless of the outcome.

ART. 6... The ball shall be kicked while it is stationary on the ground from the penalty mark. To be in play, the ball shall be moved forward. Once the kicker starts their approach toward the ball, they may not fully stop their movement. Failure to kick the ball as specified shall result in a re-kick.

ART. 7... 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:

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

ART. 8... After the penalty kick is properly taken, any player except the kicker may play the ball. The kicker may not play the ball until another player has legally touched it.

ART. 9... If necessary, a half may be extended to allow for a penalty kick.

SECTION 4. FREE KICK

ART. 1... Free kicks shall be classified “direct”, from which a goal may be scored against the offending team. Indirect free kicks must be touched a second time before a goal may be scored.

ART. 2... Free kicks are taken from where the referee judges to be the spot of the foul.

ART. 3... Any free kick awarded to the defending team within its own goal area may be taken from any point within the goal area.

ART. 4... Any indirect free kick awarded to the attacking team within its opponent’s goal area shall be taken from the part of the goal-area line which runs parallel to the goal line at the point nearest the infraction.

ART. 5... Any player of the offended team may take a free kick.

WHEN AWARDED:

ART. 1... Direct free kicks are awarded:

- A. If a player spits, kicks, strikes, attempts to kick or strike, or jumps at an opponent.
- B. If a player trips or attempts to trip another person.
- C. If a goalkeeper attempts to strike, strikes, or pushes an opponent with the ball.
- D. If a player, other than the goalkeeper in their own penalty area, deliberately handles the ball.
- E. If a player pushes an opponent with the hands or arms extended from the body.
- F. If a player holds an opponent.
- G. If a player charges an opponent.
- H. If a player charges into the goalkeeper.

ART. 2... Indirect Free Kicks are awarded:

- A. If the ball is played next by the kicker following the kickoff
- B. If a player fairly charges into an opponent while neither is within playing distance of the ball.
- C. If a player not in possession of the ball obstructs another who is attempting to play the ball.
- D. If a player attempts to kick the ball while in possession of the goalkeeper.

- E. For dangerous play.
- F. If the goalkeeper takes more than six seconds before releasing the ball for play.
- G. If the goalkeeper illegally handles the ball while in their own penalty area.
- H. If the goalkeeper handles the ball after it is deliberately kicked by a player to his / her own goalkeeper
- I. If the goalkeeper handles the ball when receiving it directly from a teammate on a throw in.
- J. If the goalkeeper handles the ball before another player has touched it.
- K. For temporary suspension of play for an injury or other special circumstance when a team is in clear possession of the ball at the time of the stoppage.

HOW TAKEN:

ART. 1... Players opposing the kicker shall be at least 10 yards from the ball until it is kicked unless they are standing on their own goal line between the goal posts. 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 10 yards from the ball and must remain there until the ball clears the penalty area.

ART. 2... 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. 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 re-kick.

Note: *An official may caution a player who fails to remove the required distance away.*

ART. 3... The kicker may not play the ball until another player has touched it.

SECTION 6. THROW-IN FROM THE TOUCHLINE

ART. 1... A throw-in shall be awarded to a team when the opposing team last touches the ball before it entirely passes beyond the touchline either in the air or on the ground. A goal may not be scored directly from a throw-in.

ART. 2... 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.

ART. 3... An opponent shall neither interfere with nor in any way impede the actions of the thrower.

ART. 4... On a throw-in, the ball is playable when it has left the hands of the thrower and any part of the ball breaks the plane of the touchline. The thrower may not play the ball until another player touches it.

ART. 5... If the ball fails to enter the field of play on a throw-in, the throw-in is retaken.

SECTION 7. GOAL KICK

ART. 1... A goal kick shall be awarded to the defending team when the ball crosses the goal line after last being contacted by a member of the attacking team.

ART. 2... The ball must be stationary and is kicked from any point within the goal area by a player of the defending team

ART. 3... The ball is in play when it is kicked and clearly moves

ART. 4... After the goal kick leaves the penalty box, any player may play the ball. The kicker may not play the ball until someone else touches the ball.

ART. 5... Opponents must be outside the penalty area until the ball is in play

ART. 6... The goalkeeper may not pick up the ball to put it into play.

SECTION 8. CORNER KICK

ART. 1... A corner kick shall be awarded to the attacking team when the ball crosses the goal line after last being contacted by a member of the defending team. A goal may be scored directly from a corner kick.

ART. 2... Players of the defending team shall be least 8 yards from the “corner arc” ball until it is kicked.

ART. 3... 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. Failure to kick the ball as specified shall result in a re-kick.

ART. 4... The kicker may not play the ball until another player has touched it.

RULE 5. SCORING AND TIMING REGULATIONS

SECTION 1. THE GAME

ART. 1... Games consist of two 25-minute halves with a continuous clock. The clock may be stopped at the officials’ discretion for injuries and other such occurrences.

ART. 2... Halftime shall be three minutes in length. There are NO team timeouts.

ART. 3... The team winning the coin toss shall choose which end of the field to defend. Teams shall change sides after each period.

ART. 4... Regular season games may end in ties. Knockout matches will go directly to penalty kicks.

Note: *Semifinals and Finals will have a 10-minute golden goal period. The shootout will consist of five players who must be present on the field at the end of overtime from each team alternating shots at the goal selected by the captains. Only the shooter and the opposing goalkeeper will be allowed in the area during the shootout. IF the game is still tied after the first five shooters, then the shootout will continue alternating shots in a sudden death format until a winner is determined. Each player signed in from a team must attempt one shot before any player may to attempt their second.*

ART. 5... Mercy Rule: If a team at any point is leading by 8 or more goals, the game will be ended. Additionally, if a team leading by 5 or more goals with 10 minutes or less remaining in the 2nd half, the game shall be ended.

SECTION 2. KICKOFF

ART. 1... When the official sounds the whistle, a kickoff shall initiate play at the start of each period and after goals.

ART. 2... 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.

ART. 3... The ball shall be kicked while stationary on the ground in the center of the field. A goal may be scored directly from the kickoff. The ball is in play once it has moved forward.

- A. 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 someone else.

SECTION 3. BALL IN AND OUT OF PLAY

ART. 1... The ball is out of play when it has completely crossed a goal line or touchline, whether on the ground or in the air.

ART. 2... The ball is in play at all other times, including:

- A. When it rebounds from a goal post, crossbar, or flag post.
- B. When it touches an official in the field of play.
- C. After a free kick or kickoff.
- D. When a drop ball touches the ground.
- E. When a player who is outside the boundary lines plays the ball while it is still in the field of play.

SECTION 4. SCORING GOALS

ART. 1... A goal is scored when an entire ball passes beyond the goal line within the area of the goal provided it has not been deliberately thrown, carried, or propelled by the hand or arm of a player of the attacking team.

ART. 2... A goal MAY be scored during play directly from a:

- A. Kickoff
- B. Direct free kick
- C. Goal kick
- D. Penalty kick
- E. Corner kick
- F. Goalkeeper's throw or drop-kick

ART. 3... A goal MAY NOT be scored during play directly from:

- A. An indirect free kick
- B. A throw-in
- C. Drop ball
- D. A free kick into a team's own goal
- E. A goal kick into a team's own goal
- F. A corner kick into a team's own goal

RULE 6. FOULS AND MISCONDUCT

SECTION 1. SPITTING, KICKING, AND STRIKING

ART. 1... A player shall not spit, kick, strike, attempt to kick or strike, or jump at an opponent.

ART. 2... A player shall not trip, or attempt to trip, an opponent.

ART. 3... A goalkeeper shall not strike an opponent by throwing or kicking the ball at an opponent or by pushing an opponent with the ball in hand.

SECTION 2. HANDLING

ART. 1... For the purposes of determining handball offences, the upper boundary of the arm is in line with the bottom of the armpit. Not every touch of a player's hand/arm with the ball is an offence.

It is an offence if a player:

- A. deliberately touches the ball with their hand/arm, for example moving the hand/arm towards the ball
- B. touches the ball with their hand/arm when it has made their body unnaturally bigger. A player is considered to have made their body unnaturally bigger when the position of their hand/arm is not a consequence of, or justifiable by, the player's body movement for that specific situation. By having their hand/arm in such a position, the player takes a risk of their hand/arm being hit by the ball and being penalized
- C. scores in the opponents' goal:
 - o directly from their hand/arm, even if accidental, including by the goalkeeper
 - o immediately after the ball has touched their hand/arm, even if accidental

SECTION 3. HOLDING, PUSHING

ART. 1... A player shall not hold or push an opponent with the hands or arms extended from the body.

SECTION 4. CHARGING

ART. 1... A player shall be penalized for charging an opponent in a dangerous or reckless manner or using excessive force.

- A. An allowable fair charge is when opposing players make shoulder-to-shoulder contact while in an upright position and while within playing distance of the ball. Each player must have at least one foot on the ground and their arms held within the frame of their shoulders.

ART. 2... A player shall not charge into the goalkeeper in the penalty area unless the goalkeeper is obstructing the player or dribbling the ball with the feet.

- A. An official shall disqualify any player who flagrantly fouls the goalkeeper in possession or control of the ball.
- B. Outside the penalty area, the goalkeeper has no more privileges than any other player.

ART. 3... The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent.

ART. 4... A player shall not charge into an opponent when neither player is within playing distance of the ball.

SECTION 5. OBSTRUCTION

ART. 1... 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.

SECTION 6. DANGEROUS PLAY

ART. 1... A player shall not participate in dangerous play, which is an act an official considers likely to cause injury to any player.

SECTION 7. RESTRICTIONS ON THE GOALKEEPER

ART. 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.

ART. 2... The goalkeeper is not allowed to touch a ball deliberately kicked to him/her by a teammate with the hands.

ART. 3... A goalkeeper may not touch the ball with their hands when receiving it directly from a throw-in by a teammate.

ART. 4... The goalkeeper may punt the ball.

SECTION 8. MISCONDUCT

ART. 1... A player or substitute shall be cautioned (yellow card) 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 by word of mouth or action to any decision given by an official.
- D. Unsporting conduct, including, but not limited to:
 - a. Unnecessary delay.
 - b. Holding a shirt, short, etc. of an opponent.
 - c. Encroachment.
 - d. Intentionally handling the ball.
 - e. Deliberate tactical foul.
 - f. Player who displays reckless play.
 - g. Faking an injury or “diving.”
 - h. Excessive celebration, which is defined as any delayed, excessive, or prolonged acts by which a player attempts to focus attention on him/herself and/or prohibits a timely restart of the game.

ART. 2... A player or substitute shall be disqualified (red card) for:

- A. Second caution
- B. Taunting = use of word or act to incite or degrade another individual.
- C. Exhibiting violent conduct

- D. Committing serious foul play.
- a. A player anywhere on the field who illegally and deliberately handles a ball to prevent it from going into the goal.
 - b. A foul against an offensive player who is moving toward their offensive goal with an obvious opportunity to score.
 - c. Spitting at another person.
 - d. Leaving the team area to enter the field where a fight is taking place, unless summoned by an official.

Note: *A disqualified player cannot be replaced.*