

Soccer – Outdoor 8 v 8

Intramural soccer will be governed by the National Federation of State High School Associations (NFHS) rules with the following intramural modifications:

PLAYERS & EQUIPMENT

1. A team consists of eight players (including the goalie), but a team may start a game with six players present.
2. Participants may play for only one team in each league (CoRec A, Men's, Women's, CoRec B).
3. **All team members must wear jerseys/shirts that are the same color.** The goalie must wear a different color shirt than their teammates. Team pinnies will be provided for each team if necessary.
4. The field size is roughly 100 yards long by 110 feet wide.
5. Campus Recreation will supply the game balls. However, teams may bring their own ball and agree on the game ball.
6. All players must wear closed toe shoes. Players are permitted to use cleated soccer shoes provided that the rubber cleats are short and are molded into the sole of the shoe. Metal spikes are not permitted. Shin guards are optional. Open toed shoes, sandals, barefoot, boots, or dress shoes are not permitted.
7. No casts/splints will be allowed under any circumstances. Players who wear a knee brace with exposed metal or metal hinges altered from the manufacturer's original design/production are required to cover it. **All equipment decisions made by the Intramural Staff on duty shall be final.**
8. Jewelry is prohibited. All earrings and other visible body piercings must be removed or taped prior to the start of the game. Religious or medical-alert medals are not considered jewelry, but must be taped down and worn under the jersey. Campus Recreation will not provide tape or band-aides to cover jewelry items.
9. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of his/her own glasses.
10. The team captain must sign the score sheet following each contest to verify the score.

START OF PLAY & TIMING

- i. The official will facilitate rock-paper-scissors with team representatives to determine the kick-off and/or goal to defend.
- ii. During the kick off all players must be in their own half of the field and all defenders must be at least 10 yards from the ball.
- iii. The game will consist of two 20-minute halves with a 3-minute half time. Clock stops only for injuries.
- iv. The officials will be in charge of keeping time.
- v. Teams are not awarded any timeouts.

PLAYING RULES

1. Substitutions can be made on the fly, at any point during the game.
 - a. Substitutions must be made at the midline.

- b. The official may forbid a substitution if they judge that the substitution allows one team to gain an un-fair advantage.
 - c. The official shall be notified when a goalkeeping change is made, either by another player on the field changing places or by substitution from the sideline.
 2. Offside will be called when it is obvious to the official. Intramurals does not provide sideline judges for regular season games and will on a limited basis for tournament play.
 3. Slide tackles are allowed in men's league only.
 4. A player receiving a yellow card has been given a warning. Two yellow cards in the same contest are considered a red card. A player receiving a red card is ejected and cannot be substituted (unless otherwise signaled so by the official).
 5. Any player receiving three red cards, totaled across all soccer leagues and divisions, in the same season, spring or fall semester, will be disqualified for the remainder of the season and subject to further disciplinary measures from Intramural Management.

COREC MODIFICATIONS

1. Corec teams consist of eight players. Four men and four women.
2. A corec team can play short with six or seven players but no more than four of any one gender on the field.
3. Slide tackles are not allowed in all co-rec leagues.

TIE GAME

1. Ties stand in regular season play.
2. During all post-season contests, the winning team will be determined with penalty kicks.
 - a. Only players on the field at the end of the game may shoot.
 - b. Rock-paper-scissors will determine which team shoots first.
 - c. Kicks will alternate between teams.
 - d. Initially 3 players from each team will take their shot on goal.
 - e. If tied after all 3 players have gone, there will be a sudden death shoot out with the 4 remaining players on the field, then through subs off field, and back through the rotation until one team scores and the other does not.