

Arkansas State University

Intramural Sports

Outdoor Soccer Rules

**Game format:**

1. Matches will consist of two 15 minute halves. If the score remains tied at the end of regulation time during pool play, the match will end in a tie. If the score remains tied at the end of regulation time during tournament play, the match will be decided by penalty kicks. Penalty kicks: each team will select three players from their roster to take a penalty kick.
2. Game time is forfeit time. If a team has the minimum amount of players (5) to begin a game at game time, and their opponent does not AT GAME TIME, the game shall be forfeited. The opposing team shall win the game 1-0.
3. Mercy rule: If at or after halftime a team is up by 5 goals or more the game shall be called.
4. A game shall be considered ‘official’ if after the start the of second half the game is stopped for any reason including inclement weather.
5. The clock does not stop unless there is an injury on the field.
6. No timeouts
7. There will be no more than 5 minutes given for halftime.
8. Substitutions are unlimited as to how many times players that have not been ejected are switched for one another.
9. The referee must recognize all substitutions before entering the field of play. Substitutions may be made when the ball is dead (goal kick, throw-in, corner kick, kick-off) or if the team substituting has possession of the ball. If the team without possession wants to substitute they can only do so if:
	1. The other team is substituting
	2. There is an injury
	3. A goal is scored
10. Goalie substitutions must always be reported to the referee.

**Game play:**

1. Kick-off
	1. All players must be in their respective half of the field. The head referee will then check to see if both goalies are ready to start.
	2. No defenders are allowed in the center circle.
	3. After the referee’s whistle the ball must be played forward. A goal cannot be scored from the kick-off.
	4. The kicker can’t touch the ball until another player touches the ball.
2. Ball in and out of play
	1. Out of play: The ball is out of play in the following situations:
		1. Ball has completely crossed the boundary line, whether on the ground or in the air
		2. The referee has stopped the game
		3. On a goal kick, until the ball has been kicked completely out of the penalty area
3. Goal kicks
	1. Awarded when an offensive player was the last to touch the ball when it goes entirely over the end line the ball is given to the defense
	2. The ball is put on the ground within that half of the goal area nearest to where it crossed the end line
	3. It can be kicked in any direction but it must leave the penalty area or it is to be retaken
4. Corner kicks
	1. Awarded when a defensive player was the last to touch the ball when it goes entirely over the end line.
	2. The ball is put in the quarter circle at the nearest corner flag point
	3. The flag cannot be moved
	4. A member of the attacking team can pass or shoot the ball into play, all goals from corner kicks count.
	5. On corner kicks there can be no players, other than the goalie, in the goalie area until the ball is played.

**Goalkeeper and scoring:**

1. Repossession rule
	1. After releasing the ball from possession, the goalie can’t touch it again until another player touches it.
	2. A teammate can’t intentionally kick the ball back to the goalie and be handled by the goalie.
	3. Throwing the ball into the air and letting it hit the ground is considered releasing the ball, and the goalie can’t retake possession unless the ball is touched or played by an opponent.
2. Scoring: A goal is scored when the whole ball passes completely over the goal line, between the goal posts and under the crossbar.

**Special rules:**

1. Dangerous play: No dangerous play will be tolerated. Dangerous play is any play that can cause harm to any player or spectator. Any conduct which will give any player undue or unnecessary advantage over any other player. The dangerous play shall be penalized in the appropriate manner by the referee on the field. Slide tackling (whether tactical or not) is illegal and will result in a red card; NO EXCEPTIONS. Playing the ball while on the ground with your opponent near is considered dangerous play and will result in a yellow card.
2. Rule knowledge: Each player is responsible for knowledge of the rules contained in this rule sheet. ‘I didn’t know’ is no excuse for inappropriate activity.

**Penalties:**

1. Offside: Because of the size of the field and number of players allowed on the field, offside violation will not be called.
2. Indirect free kick: All fouls will result in indirect free kicks. An indirect free kick means that the restart cannot be kicked directly into the opponent’s goal. It must be touched by another player first.
3. There will be no PK’s
4. Throw-in provisions: For a throw in to be legal the throw must provide 3 things:
	1. Both feet on the ground
	2. The ball must be released over the head
	3. Ball must go forward and onto the field of play

**CoRec outdoor soccer modifications:**

1. All ASU Intramural outdoor soccer rules will be in effect except for the following modifications.
2. A team shall consist of 7 players. The minimum to start the game is 5.
3. Gender format based on number of players:
	1. 5 players-2 men and 3 women OR 3 men and 2 women
	2. 6 players-3 men and 3 women
	3. 7 players-4 men and 3 women OR 3 men and 4 women
4. The ball cannot be passed three times to the same gender. The ball being passed to three men or women in succession shall constitute a violation. The ball shall be put in play by an indirect free kick at the spot of the violation.
5. If a male scores a goal it is worth 1 point. If a female scores a goal it is worth 2 points.