

# OUTDOOR SOCCER RULES

## CHICO STATE INTRAMURAL SPORTS

In cases where a rule is not directly outlined in the following rules, the Intramural Sports Staff, Competitive Sports Coordinator, and/or the Assistant Director reserve the right to use common sense, fairness and the “Spirit of the Game” in providing interpretations on the rules, policies and procedures.

### **INCLUSION**

Intramural Sports values diversity and seeks to create a safe and fun environment that is accessible to the Chico State Community. Intramural Sports is committed to maintaining an environment without discrimination as to race, religion, national origin, gender identity/expression or sexual orientation.

### **CONDUCT**

The Chico State Intramural Sports program promotes good sportsmanship by staff, participants, and spectators. We request everyone’s cooperation by supporting the participants and staff in a positive manner. Profanity, racial or ethnic comments, anti-LGBTQ comments or other intimidating actions directed at staff, participants, or other spectators will not be tolerated and are grounds for removal from the site of competition and further disciplinary action.

### **ACCIDENT INSURANCE**

The State of California and Chico State cannot accept liability for injuries. Participants are encouraged to provide their own accident insurance. Participants are not insured by Chico State or the State of California. Insurance is available at the University Health Center.

### **GENERAL**

In order to participate a valid CSUC or photo ID is required for check-in at each game. Any problems with lost, stolen and/or misplaced IDs must be taken care of prior to game time.

### **BLOOD RULE**

A player with a bloody injury or blood on his/her uniform must leave the game. The player may not return to the game until the wound is no longer bleeding, the wound is covered and/or the uniform is changed.

### **FORFEITS**

- A. Game time is forfeit time.
- B. No Show = No team members show up to a schedule game and the Intramurals Office was not contacted. A No Show can result in elimination from end of the season playoff participation.
- C. Forfeit = A team does not have the minimum amount of players to begin a contest. A team notifies the Rec. Sports Office of their forfeit by 3pm on gameday. One notification of a forfeit to Intramural Sports made by 3pm on gameday will not result in removal from league or postseason.

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D. Multiple forfeits may result in elimination from the end of the season playoff participation

### **PLAYERS**

Rosters size is unlimited, please note that only double the amount of players on the field will be awarded Intramural Champion t-shirts. Seven players per side are on the field at one time, six players and one goalie. It takes a minimum of five players to start the game, four players and one goalie. Substitutions are permitted at half-time or in ball possession situations where the ball is out of play over a goal line or sideline. Either team can substitute during an injury, provided the ball is out of play or there is a lack of threat. You must tell a referee before you substitute when the ball is out of play.

Co-Ed teams must play with three women and four men. Co-Ed teams starting w/five players can start with 2 men and 2 women in the field and a keeper of either gender. However having more females on the floor than males is not penalized.

### **EQUIPMENT**

- A. No bare feet or metal cleats. Soccer style cleats only.
- B. Team members must all wear the same colored jerseys and it is recommended that teams bring a second dark or light jersey.
- C. Goalkeeper must wear colors that distinguish himself/herself from the other players and referee.
- D. Shinguards are highly recommended and must be provided by each participant.

### **TIME**

Forty minute game consisting of two twenty minute halves with running time. Five minute intermission break at discretion of officials. Time is kept by official on the field.

### **SCORING**

A goal is scored when the whole ball has passed over the goal line, between the goal posts, and under the crossbar. Ball may strike the post before entering the net on a goal. A goal is one point.

### **MERCY RULE**

If a team is ahead by 8, or more, with five minutes remaining in the second half and the game is deemed dangerous or lackadaisical by the officials it may be called.

### **TIE GAMES**

1<sup>st</sup> Overtime

5 minute "Golden Goal" overtime with running clock.

2<sup>nd</sup> Overtime

Each team will be given the opportunity to attempt five penalty kicks. For Coed there must be 3 girls 2 men in their lineup. The team which scores the greater number of goals shall be declared the winner. If still tied, repeat single penalty kick attempts until tie is broken.

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### **GAME PLAY**

A. Ball out of Play

The ball is out of play when it has completely crossed the goal line or side line, on the ground or in the air, or when play has been stopped by an official.

B. Throw-In/Kick-In

When the ball has crossed the sideline, it is put back in play by either a throw-in or kick-in from the spot where it went out, by a player from the opposite team that last touched it. A goal cannot be scored directly from a throw-in or kick-in.

C. Corner Kick

When the ball has crossed the goal line after last being touched by a player from the defending team, it is put back in play by a kick from the corner of the field nearest the side it went out.

D. Goal Kick

When the ball has crossed the goal line after last being touched by a member of the attacking team, it is put back in play by a kick from the goal area by the defending team.

### **GOALKEEPERS**

A. Once a goalkeeper has gained control of the ball he/she must release it into play within ten seconds.

B. After releasing the ball, the goalkeeper cannot play the ball again with hands until another player has touched it.

C. Any violation of these restrictions will result in a direct free kick.

D. All goalkeeper infractions that occur in the goal box will result in a direct kick.

E. The goalie may pick up the ball if it is passed backed to them by their own team. The goalie may only receive one pass from their teammates until an opposing player touches the ball.

F. The goalie may throw or punt the ball past the center line.

### **INFRACTIONS**

A. There is no offside.

B. Opposing team is awarded a direct kick from the point of infraction when a player:

- Attempting to kick, strike, trip, push, slide tackle, jump, or charge at an opponent.
- Attempting to hold or pull on an opponent in an effort to reach the ball.
- Player without the ball attempts to obstruct an opponent who is attempting to play the ball.
- Player attempts to kick the ball while in position of the goalkeeper.
- There is dangerous play.
- Goalkeeper takes more than four steps before releasing the ball into play.
- Goalkeeper delays relinquishing the ball.
- Players opposing the kicker must 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 awarded to the defending team in its penalty area, players opposing the kicker must 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.
- Four personal fouls are allowed per team per half. On the fifth foul, a penalty kick is awarded to the opposing team. After a team's fifth foul of the half, every third foul will result in a penalty kick.

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C. Penalty Kick

- Awarded when a flagrant foul occurs within the offending team's penalty area.
- All players must be within the field of play but 10 yards from the penalty area and behind the penalty-kick line until the ball is kicked.
- Goalkeeper is to remain on the goal line. He/she may only move laterally until the ball is kicked.

D. Yellow Card Infractions. Cautioned player must leave the field and may be replaced. Direct kick from the spot of the ball.

- Entering or leaving the field without the permission of the official.
- Persistent infringement of any rules of the game.
- Objecting by word of mouth to the actions of the official.
- Incidental use of vulgar language.
- Unnecessary delay.
- Deliberate verbal tactics.
- Deliberate tactical foul.
- Two yellow cards will result into a red card.

E. Red Card Infractions. Disqualification of the player and number of players on the field will be reduced for the remainder of the half the red card is given.

- Direct kick from the spot of the ball.
- Second caution - If a person receives two yellow cards, that will result in a red card and that player must leave the field, however the team does not need to play down a player.
- Violent conduct or serious foul play.
- Spitting on another person.
- Using foul or abusive language.
- Leaving the team area to enter the field where a fight is taking place.