

SOCCER IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

### **OPEN, IFC FRATERNITY, AND WOMENS TEAMS**

#### STARTING THE GAME

1. **START TIME:** Teams are to be at the field and signed in before the official game time. If a team is not at the field and ready to play at the scheduled game time, that game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring a current valid Photo I.D. to the playing area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with an Intramural Supervisor before entering the game.
3. **PLAY PASS:** All participants must have purchased a valid Intramural Sports Play Pass in order to be eligible to participate.
4. **SCORING:** All Officials will keep the official score.
5. **FIELD RULES:** Only officials, players (including substitutes), and one (1) coach per team wearing proper shoes are permitted on the field. Failure to comply with all Intramural Rules and Regulations for soccer and the Burdick Field Rules by spectators will result in immediate expulsion of the spectators and possible forfeiture of the game.
6. **TEAMS:** Seven (7) players on the field constitute a team. A team may not start with fewer than five (5) players. Teams may only have a maximum of thirteen (13) players on their full roster.
7. **CLUB TEAM MEMBERS:** No more than two (2) members of the active club soccer teams' rosters are eligible for participation in the game per team. No more than two (2) members of the club soccer teams may be listed on the same team's roster.
8. **GAME EQUIPMENT:** Towson University Intramural Sports will provide a game ball.
9. **UNIFORMS/PLAYER EQUIPMENT:** Teams that are designated as 'Home' on the IMLeagues schedule will be required to wear white or a matching light team color. Teams that are designated as 'Away' on the IMLeagues schedule will be required to wear black or matching dark team color. Teams who do not comply with the color policies are subject to a reduced

sportsmanship rating. Note: Goalies will not be penalized for wearing colors that differ from their team colors.

10. JEWELRY/ACCESSORIES: No jewelry or accessories may be worn. Earrings may NOT be covered with band aids or tape. A player suspected of covering an earring with tape will NOT be permitted to participate. *Clarification: Medical alert bracelets are not considered jewelry; they must be taped down with the medical information visible.*

## PLAYING THE GAME

11. GAME TIME: The game will consist of two (2) halves of twenty-two (22) minutes. A maximum of fifty-five (55) minutes per game from the scheduled starting time is permitted. The clock will only stop for official time-outs. The referee will determine if additional stoppage time is needed as well as the amount. The game will end at the referee's discretion.
12. OVERTIME: During the regular season, any game ending in a tie will be recorded as a tie. During the playoffs, the winner of a tie game will be determined by a five (5) minute sudden death overtime. If the game is still tied at the end of overtime, penalty kicks will decide a winner. The team that had the ball first in overtime will kick first. Each team will then have five (5) kicks. If the score remains tied, the process will continue with each team receiving one (1) kick until the tie is broken (the team that kicks second will have an opportunity to match a goal scored by the first team). A different player must be used for each kick until the roster has been played through. After that, the team must go through the roster in the same order as the first time.
13. SUBSTITUTIONS: Substitutions are unlimited, but must be made during a dead ball and from mid-field.
14. GOAL: A goal is scored when the entire ball passes over the goal line. A goal may not be scored from an indirect free kick, throw-in, or any free kick into a team's own goal.
15. GOALKEEPER: The goalkeeper has six (6) seconds to clear the ball. Goalkeepers may not use their hands when the ball is kicked directly to them by a teammate. The penalty is an indirect free kick from the nearest point outside the penalty box.
16. SLIDE TACKLING: No form of slide tackling is permitted. The penalty is a yellow card and direct free kick for the opposing team. If the act is deemed intentional and/or dangerous, a red card may be issued.
17. DIRECT FREE KICK: The following penalties result in a direct free kick:
  - Slide tackling
  - Holding, pushing, kicking, striking, or tripping an opponent
  - Hand ball (includes by the goalie outside of the penalty box)
  - Yellow or red card
  - Any other unsportsmanlike conduct

*Note: Any direct kick awarded to the offense inside the penalty box will result in a penalty kick.*

18. INDIRECT FREE KICK: The following penalties result in an indirect free kick:
  - Illegal Substitution
  - Offsides
  - Goalkeeper illegally touching a teammate's kicked pass with his/her hands inside the penalty box
  - Goalkeeper Interference
  - Obstruction

- Dangerous Play
  - Goalkeeper Delay (holding the ball for more than 6 seconds)
19. OFFSIDES: There must be two (2) defenders (GK and last defender) between an offensive player and the goal when the ball is played by a teammate. Being even with the second defender is considered to be onsidess. *Note: a player shall not be penalized for offsides if he/she receives the ball directly from a goal kick, corner kick, or throw-in.*
  20. MERCY RULE: A game will be ended if a team is six (6) or more goals ahead with five (5) minutes or less remaining in the second half.

### SPORTSMANSHIP

21. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
22. UNSPORTSMANLIKE CONDUCT FOUL LIMIT: Two (2) unsportsmanlike conduct penalties (yellow cards) on the same player will result in an ejection. A red card will also result in an ejection. If two (2) players from the same team are ejected from a game (for sportsmanship related issues), that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining. In addition, if a team receives three (3) unsportsmanlike conduct fouls the game will be ended as stated above.
23. BENCH CONDUCT: All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
24. DRUG, ALCOHOL & TOBACCO POLICY: Teams and fans are not permitted to bring alcohol, and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco products on Burdick Field. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.
25. INTRAMURAL POLICIES: Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

### **CO-ED TEAMS**

26. TEAMS: Seven (7) players constitute a team. No more than four (4) males or females may be on the field at a time. The goalkeeper can be a male or a female. Teams may play with as few as four (4) field players and a goalkeeper if necessary. Teams may have a plus one for either gender to maintain the following ratios—4M:3F, 3M:4F; 3M:3F, 2M:3F, 3M:2F.
27. SCORING: Any goal scored by any participant will count as one (1) point.
28. SHOOTOUT: If an overtime game goes to penalty kicks, three (3) females and two (2) males or three (3) males and two (2) females will shoot from each team. The shooting order must alternate male, female, male, etc. or female, male, female, etc. In the event of additional penalty

kicks, the shooting order must continue to alternate (even if a shooter of one gender must repeat prior to all shooters of the opposite gender having a turn).