

University of Montevallo INTRAMURAL SOCCER RULEBOOK

General Guidelines:

- Teams must be ready to play with seven players at the time scheduled.
- A team is allowed to field a minimum of four players to begin a game.
- Only players listed on team roster will be eligible to play with that team. The participation of an ineligible player will result in his/her team losing by default.
- Each captain will meet at midfield five minutes before a game to compete in a best-of-three, paper/rock/scissors match.
- The winner chooses to start on offense, defense or which side of the field to defend.
- The losing captain chooses one of the remaining options.

Clock Management:

- Games consist of two twenty-minute halves.
- The clock is a running clock in each half.
- Halftime is five minutes.
- If a game is tied after regulation, there will be one five-minute overtime. Golden Goal rule applies (first to score, wins)
- If a game is tied after the one overtime period, the game will end in a tie aside from the postseason.
- In the postseason, if a game is tied after the one overtime period (Golden Goal), the game will immediately go to Penalty Kicks (Most of Five). If the game is still tied after five penalty kicks, teams will alternate penalty kicks until the tie is broken.

Game Play:

- The game will begin with a kick off by the offense. At the moment of the kick off all players must be in their team's half of the field and all defenders must be at least ten yards from the ball, outside the center circle.
- The ball is in play when it moves forward.
- After the ball is kicked, the kicker may not play the ball again until it is touched by any other player.

Scoring:

- A ball must be 100% over the line to count as a goal.
- A goal may be scored directly from a kick-off, a direct free kick, a goal kick, a penalty kick, a corner kick, a drop ball, or a goalkeepers' throw, punt, or drop kick.
- A goal may NOT be scored directly from an indirect kick, a throw in, a free kick into a team's own goal.

Mercy Rule:

- If a team manages to gain a seven goal advantage in the first half, or a ten goal lead in the second half, the mercy rule will be invoked and the game will be called.

Substitutions:

- Substitutes for either team may enter the game during halftime, after a goal and on goal kicks.
- Substitutes for the team in possession may enter on a throw in.
- When a player(s) has been cautioned, or if a player is injured, he/she may be substituted. If such a substitution is made, the opponent shall have the opportunity to make a like number of substitutions.
- Players must be waved in by the officials on all substitutions.

Free Kicks (Direct and Indirect):

- Free kicks shall be classified DIRECT (from which a goal may be scored directly) or INDIRECT (from which a goal may not be scored directly unless the ball is played or touched by a player other than the kicker).
- All free kicks are taken from the spot of the foul.
- For all direct and indirect kicks, the defensive team must be at least 10 yards from the ball.
- Direct free kicks are awarded for the following offenses:
 - a) Spitting, kicking, striking, attempting to kick or strike, or jumping at an opponent.
 - b) Tripping or attempting to trip an opponent.
 - c) Goalkeepers striking, pushing or attempting to strike or push opponents.
 - d) Intentionally handling the ball by players other than the goalkeeper.
 - e) Pushing an opponent with hands or arms extended from the body.
 - f) Holding or placing hands on an opponent in an attempt to reach the ball.
 - g) Any player charging an opponent at any time.
- Indirect free kicks are awarded for the following offenses:
 - a) If the ball is played next by the kicker following a kick off, a free kick, a penalty kick, a goal kick, or by the thrower following a throw in.
 - d) Kicking or attempting to kick the ball while in possession of the goalkeeper.
 - e) Dangerous play.
 - g) The goalkeeper touches with his or her hands a ball deliberately kicked or thrown back to them by a teammate.

Goal Kick:

- The goalkeeper shall not pick up the ball and play it, nor receive it with the hands directly from the goal kick.
- When the ball passes completely over the goal line, excluding that portion between the goalposts, either in the air or on the ground, having last been played by one of the attacking team, it shall be kicked into play, in any direction beyond the penalty-area from a point within the goal area, by any player of the defending team.

Corner Kick:

- When the ball passes completely over the goal line, excluding that portion between the goalposts, whether in the air or on the ground, having last been played by one of the defending team, a member of the attacking team shall take a kick from within the quarter-circle at the nearest corner.

- Players from the opposing team shall not approach within ten yards of the ball until it is in play.

Throw-In:

- The ball shall be thrown in any direction from the point where it crossed the touchline by a player who is facing the field of play and has both feet on the ground outside or on the touch line.
- The thrower shall use both hands with equal force and shall deliver the ball from behind and over the head in one continuous movement.
- If the ball fails to enter the field of play, it shall be re-thrown.
- The thrower shall not play the ball before it has been touched by another player.

Slide Tackles:

- Slide tackles are illegal in intramural soccer.

Equipment:

- Shin guards are highly recommended but are NOT required.

Offsides:

- Offsides is not in effect for intramural soccer.

Fouls and Misconduct:

- A player shall be penalized if:
 - a. He/she intentionally kicks, strikes, attempts to kick or strike or jumps at an opponent.
 - b. A player handles the ball, i.e., carries, strikes, or propels it with the hands or arm. (This does not apply to the goalkeeper within his/her own penalty area).
 - c. Holds or pushes an opponent with his/her hands, or with his/her arms extended from his/her body, or uses his/her knee in any way against an opponent.
 - d. Charges a goalkeeper in the penalty area unless the goalkeeper is obstructing an opponent.
 - e. Kicks or attempts to kick the ball when it is held by the goalkeeper.
 - f. A player who intentionally stops an opponent on a breakaway, who has an obvious chance of scoring a goal, will be ejected for serious foul play. The foul does not need to be one involving physical contact.
 - g. A player who stops an obvious goal scoring opportunity by his opponent through illegal use of the hands will be ejected for serious foul play. This includes the goalkeeper outside the penalty area.
 - h. Intentional passes from a teammate's foot to a goalkeepers hands are **ILLEGAL**.
- The referee shall stop the play as soon as a foul is committed by signaling with his/her whistle; he/she will then order the ball to be placed on the spot of the infraction, (unless it is a penalty kick) and the opposing team shall set the ball in play upon the signal of the referee.

- When an infraction is committed by a team, the referee shall award the opposing team with:
 - a. An indirect free-kick, from which a goal cannot be scored unless the ball has been played or touched by any player other than the kicker before passing through the goal.
 - b. A direct free-kick, from which a goal may be scored directly against the offending side. All free-kicks may be kicked in any direction from the point of the infraction. If a player of the opposing team is within ten yards of the ball and intentionally interferes with the kick, the kick shall be retaken and the player shall be cautioned.
 - c. Penalty-kick: Any infringement of rules which ordinarily requires the awarding of a direct free-kick shall be punished by a penalty-kick if the foul is committed by a defending player within the penalty area. When it is being taken, all players, with the exception of the player taking the kick and the opposing goalkeeper shall be within the field of play, but outside the penalty area, and at least ten yards from the penalty mark. The opposing goalkeeper shall stand on the goal line, between the goal posts, until the ball is kicked. Lateral movement is allowed, but the goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is in play.
- If a player is issued a Yellow Game Card, the player is cautioned.
- If a player is issued a Red Game Card, the individual is ejected from the game.

Goalkeeper:

- The goalkeeper shall be distinguished from the rest of his/her team by wearing a different colored jersey than his/her teammates or opposing team.
- When the goalkeeper has possession of the ball, he/she must not be interfered with or impeded in any manner by an opponent until he/she clears the ball.

Postseason Seeding:

- Once the regular season finished, postseason seedings will be made based on those results.
- The top six teams will be selected for postseason play.
- The top two teams will be awarded a first-round bye.
- The third seed will play the sixth seed and then fourth seed will play the fifth seed.
- In the second round (semi-finals), the first seed will play the lowest remaining seed while the second seed will play the highest remaining seed.
- In the event of a tie for playoff positioning, seeding will be set by the following criteria in this order:
 - i. Head to Head Match Up (if applicable)
 - ii. Sportsmanship Rating
 - iii. Winning Percentage
 - iv. Point Differential
 - v. Coin Flip