

**STUDENT RECREATION & WELLNESS CENTER**  
**WASHBURN UNIVERSITY**  
**INTRAMURAL OUTDOOR SOCCER RULES**

**Location**

- Games will be played west of the Student Recreation and Wellness Center (SRWC) on Intramural Field 1.

**Schedule**

- Regular season will be played for 3 consecutive weeks at your scheduled day and time. Playoffs for qualifying teams will follow the regular season.
- If your team is unable to make your game contact the Intramural Office at 785-670-1314 by 3:00pm the day of your game to default.

**Eligibility**

- ALL PARTICIPANTS MUST BRING THEIR CURRENT WASHBURN PICTURE ID TO PLAY. ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. Washburn Intramural guidelines concerning eligibility are in effect.

**Players**

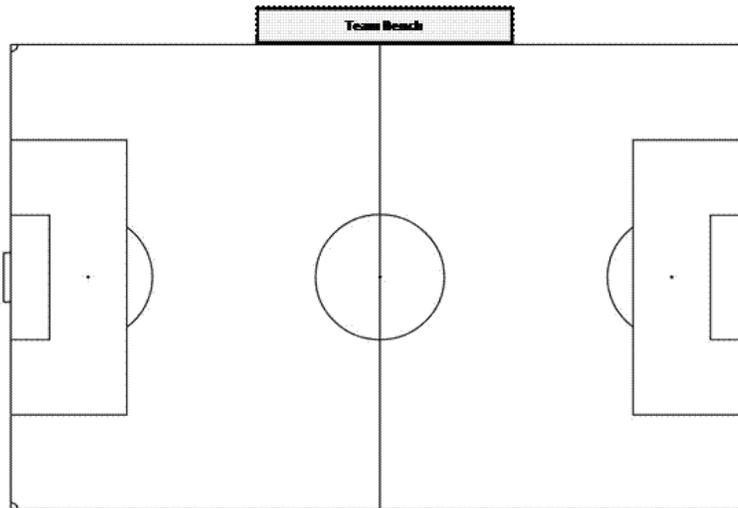
- Each team will consist of seven (7) players. Game time is forfeit time. Teams must begin the game with a minimum of five (5) players.
- Teams must have a minimum of seven (7) players registered on IMleagues to be entered into the league.
- Players may be added to the roster via IMLeagues, before the end of the regular season. Roster addition instructions are available at the SRWC or online at [www.washburn.edu/getfit](http://www.washburn.edu/getfit).

**Equipment**

- No jewelry is permitted.
- Head decorations, headwear, hats and bandannas are illegal. Only elastic headbands and hair control devices are permitted.
- All players must wear molded rubber cleats or tennis shoes, they are the only shoes permitted. No screw-in cleats are allowed. The referee will check all players for proper playing equipment.
- SHINGUARDS ARE STRONGLY RECOMMENDED
- All teams must wear the same color shirts or jerseys, the goalie must wear a shirt/jersey of a different color. Jerseys will be provided if needed, and T-shirts must be worn under these jerseys.
  - Shirts/Jerseys are not required to have numbers on the back.

## Gameplay

- **The Playing Field**



- The boundaries will be defined as the white spray-painted lines. Cones will be placed in each corner as markers.
  - The game will begin with a kick off that can go any direction. The person kicking off cannot touch the ball again until another player does.
  - When the ball leaves the field of play and is considered out along the sidelines:
    - The whole ball needs to be over the line for it to be out
    - A throw-in will be given to the team that did not last touch the ball
  - If the ball leaves the field of play along the end line:
    - Last touched by offense: goal kick
    - Last touched by defense: corner kick
  - The ball is in play at all other times including:
    - When it rebounds from a cross-bar, or post
    - When it rebounds off the referee who is in the field of play
- **Game Timing**
    - Each half will consist of a 20-minute running clock with a 3-minute halftime.
    - Teams will switch ends at half.
    - There are no timeouts. The referee may stop the clock at any time if needed.
    - Mercy Rule
      - If a team is winning by 10 or more any time in the second half
    - Regular Season – no overtime will be played in the regular season. Games will end in a tie if necessary.
    - A team winning by forfeit will receive a score of 5-0.

- **Scoring**

- A goal shall be legal, when the **WHOLE** ball has crossed the plane of the goal-line, between the goalposts and the crossbar; pending no foul has occurred.
- A goal may be scored during regular play from:
  - Normal Play
  - Direct Kick
  - Penalty Kick
  - Drop Ball
  - Corner Kick
  - Goal Kick
  - Kickoff
- A goal may not be scored from:
  - Indirect Kick
  - Throw-in

- **Goalkeeping**

- Goalkeepers need to wear a shirt/jersey with contrasting colors to easily distinguish from teammates and/or opponents.
- Goalies can come out of the box to play the ball, but will lose all goalie privileges until they return to the box.
- Goalkeepers may not handle the ball when it has been deliberately kicked back by a teammate or handle the ball outside the box.
- Goal kicks can take place anywhere inside the 6 yard box.
- When in possession of the ball, the goalkeeper may not hold it for more than five seconds. They must not deliberately delay getting rid of the ball.
- When in possession of the ball, the goalkeeper must not be interfered with or impeded in any manner by an opponent until they clear the ball.

- **Fouls**

- A **direct free kick** (can go directly into goal) shall be awarded to the offended team from the spot closest to the infraction for the following offenses:
- Handling: deliberately handling, carrying, striking or propelling the ball with a hand or arm. Handling the ball in the box will result in a penalty shot, and intentionally handling a shot on goal when not the goalie will result in a red card and penalty shot.
- **Obstruction**: Deliberate act by a player, not in possession of the ball and/or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.
- **Other examples include but are not limited to:**
  - Tripping
  - Kicking
  - Jumping at
  - Striking
  - Pushing
  - Holding
  - Charging
  - Interfering with the goal keeper
  - Dangerous play
- Offsides
  - Offsides will not be a penalty and will not be called

- An **indirect free kick** (must touch another player before going in goal) shall be awarded to the offended team from the spot nearest the infraction for the following offenses:
  - Playing in a manner considered dangerous by the referee, i.e. "dangerous play." (high kicks, playing the ball while prone on the ground).
  - When not playing the ball, intentionally obstructing an opponent, i.e. "obstruction."
  - From the moment the goalkeeper takes control of the ball with the hands when playing as a goalkeeper within his/her own penalty area, he/she has six seconds in which to release the ball into play. During that interval, he/she may hold the ball, bounce it, or throw it into the air and catch it. Once the ball has been released into play, the goalkeeper may not touch it again with the hands until it has been played or touched by another player of the same team outside of the penalty area, or by a player of the opposing team either inside or outside of the penalty area.
  - A goalkeeper shall not deliberately parry the ball and then touch it again with his/her hands before it has been played or touched by another player of the same team outside of the penalty area, or by a player of the opposing team either inside or outside of the penalty area.
  - As the kicker on a kick-off, free kick, corner kick, or goal kick, playing the ball again before it has been touched or played by another player.
  - Intentionally obstructing the opposing goalkeeper in an attempt to prevent him/her from putting the ball into play.
  - Any infringement by the attacking team during a penalty kick.
  - If during a throw-in, the thrower plays the ball a second time before it has been touched or played by another player.
  - Goalkeeper touches the ball with his/her hands if it has been deliberately kicked or thrown in to him/her by a teammate.
- Advantage clause: The referee shall refrain from penalizing when it would be an advantage to the offending team. When this occurs, the referee will signal that advantage is being called, and give the verbal indication "play on."

- **Red and Yellow Cards**

- **Yellow card:** Will be given to players that exhibit poor behavior and/or commit a hard foul. Must sub out and wait for next dead ball to sub back in.
  - Leaving or entering the field of play without first getting the signal from the referee.
  - Persistently infringing the rules of the game.
  - Showing by word or action dissent from any decision given by the referee.
  - Being guilty of unsportsmanlike conduct (i.e. unnecessary delay of game, holding a shirt or shorts, intentional handball to stop an attack).
  - During a free kick, dancing or making gestures in a way to distract an opponent.
  - An unsuccessful attempt to deny an opponent an obvious goal-scoring opportunity by a foul (goal is scored anyway) is unsporting conduct and shall result in a caution.

**PENALTY:** A cautioned player shall be substituted for immediately and not return until the next legal substitution opportunity. The restart after a card has been issued shall be an "indirect free kick" awarded to the non-offending team from the spot of the ball when the referee stopped play, unless the game had been stopped for some other reason calling for a different restart. The Intramural Sports Program shall keep a record of yellow cards given in all games. Once a player has earned 2 behavior related yellow cards in the league, he/she will be referred to as ejected and must meet with the Intramural Sports

Assistant Director prior to his/her next game. The player WILL be allowed to finish the game in which the second yellow card was received. The duration of the player suspension shall be determined by the Intramural Sports Assistant Director according to existing ejection procedures. In the event that a player receives 2 behavior related yellow cards in the same game, the player will be ejected and the team WILL play shorthanded for the remainder of the game. Final decisions concerning sportsmanship issues shall be made on site according to the officials and Intramural Sports Supervisor. Cumulative yellow cards do not reset at the start of playoffs. A player that has been cautioned once during the season will have the caution for the remainder of the season.

- **Soft Red card:** This will be given to an individual player receiving two yellow cards. When a team's player receives a soft red, they may not substitute a person for this player.
- **Red card:** An immediate red card will be awarded for any player exhibiting extremely poor sportsmanship or a severe penalty. Is disqualified from the game and will need to meet with the Assistant Director before playing in next game.
  - Being guilty of violent or serious foul play.
  - Using foul or abusive language.
  - Being guilty of misconduct after having received a caution (referee shall show both a yellow and a red card).
  - A player anywhere on the field (other than a goalkeeper within his/her own penalty area) intentionally handling a ball to prevent it from going into the goal.
  - A successful attempt to deny an opponent an obvious goal-scoring opportunity by a foul (goal is not scored).
  - Slide tackle from behind.
  - Conduct which warrants ejection in the judgment of the referee.
  - In the event of a fight, any bench personnel that enters the field of play.

**PENALTY:** A disqualified/ejected player (on the field/in the game) cannot be replaced (no substitution and team must play short for the remainder of the game). Ejected bench personnel or an ejected coach does not reduce the number of players on the field. The restart after a card has been issued shall be an "indirect free kick" awarded to the non-offending team from the spot of the ball when the referee stopped play, unless the game had been stopped for some other reason calling for a different restart.

- **Substitutes**

- Unlimited substitutions may be made during a game
- Substitutions may be made only on your team's throw-in or corner kick and any goal kicks or goal.
  - If the team in possession of the ball chooses to substitute, the opposing team may substitute at that time.
- Substitutes must check in with the official and be beckoned in at the next occurring dead ball.
- If substituting for the goalie, players must let the official know that before entering.
- The goalkeeper can switch positions with a player on the field at any time a substitute is allowed, provided the referee is informed before the change is made.
- A team MUST substitute for a player who is bleeding. Officials can stop play immediately when there is an immediate dangerous situation/injury.

- **Playoffs**

- All teams will qualify for playoffs, as long as the team meets these stipulations
  - 3.0 Average Team Sportsmanship Rating or higher
  - No forfeits
- Rankings are determined in this order

- Winning Percentage
  - Head to Head
  - Differential (based on final score)
  - Points Against (based on final score)
- **Overtime**
  - Overtime will be used during playoffs only.
  - Overtime will consist a 3-minute sudden-death period. If the score is still tied at the end of sudden death, a shootout will be played.
  - During the shootout each team shall select five shooters per round of the shootout. Each team alternates kicks until every player on the team has attempt a penalty kick before any player can shoot a second time. If the game is still tied after the first five shooters from each team have kicked, another shootout will take place. Goalkeepers WILL shoot penalty kicks. If, after the first round of the shootout, the score is still tied, the shootout will continue with sudden death kicks, wherein if one team scores and the other team does not score, the game is ended without more kicks being taken.
  - Once a player who is taking a penalty kick begins his/her approach to the ball, they may not interrupt their movement by faking a kick, stopping or hesitating, then proceeding to kick the ball. Failure to kick the ball as stated in this rule results in a rekick. The goalkeeper may move laterally on the goal line. If the goalkeeper violates the provisions of the penalty kick such as moving off the goal line before the kicker contacts the ball, a rekick will be awarded if the shot is missed, but the goal will count if made. During regulation, all players other than the goalkeeper and the kicker must be at least 10 yards from the ball and behind the ball until the kick is taken. Once kicked, it may be played by anyone other than the kicker. The ball must be played by another player before being played again by the kicker.

### **CoRec Modifications**

- CoRec teams may play with any combination of the following:
  - 3 males & 3 females on the field + a goalkeeper of either gender
  - 3 males & 2 female on the field + a goalkeeper of either gender
  - 2 males & 3 females on the field + a goalkeeper of either gender
  - 2 males & 2 females on the field + a goalkeeper of either gender
    - Number of players needed to start the game is 4

### **Sportsmanship**

- The Washburn Intramural Sportsmanship Rating System will be in effect. Any person receiving a yellow card must come out of the game until the next available substitution. Any person receiving a red card or second yellow card will be ejected from the game. All ejected players must leave the SRWC and vicinity immediately and arrange to meet with the Assistant Director of Intramural Sports before they are eligible for further competition.