

**STUDENT RECREATION & WELLNESS CENTER
WASHBURN UNIVERSITY**

INTRAMURAL 3 vs. 3 SOCCER RULES

1. **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.
2. Players may be added to the roster at any time via IMLeagues, before beginning of bracket play. Roster addition instructions are available at the SRWC or online at www.washburn.edu/getfit. All teams must have a minimum of two (2) players registered to their team on IMLeagues to take part in the league. Any team failing to have the minimum amount of registered players by the registration deadline will not be approved to join the league.
3. Prior to each match, team captains must check the roster on the score sheet for accuracy and write in jersey numbers. **THE SCORE SHEET IS NOT THE ROSTER!!** Roster checks will be made throughout the season.
4. National Federation of State High School Association rules will govern play except where Washburn Intramural modifications are stipulated.
5. Each team will consist of three (3) players. Game time is forfeit time. Teams must begin the game with a minimum of two (2) players and may end the game with a minimum of two (2) players. Teams failing to be represented by a least two (2) eligible players at game time shall forfeit the game. The intramural supervisor shall have the official time piece.
6. Jerseys with numbers on either the front or back must be worn by each player. Jerseys may be checked out from the officials. Teams may provide their own T-shirts or jerseys; however, they must be of similar color and must have **clearly visible** numbers on either front or back.
7. Shoes- molded rubber cleats and tennis shoes are the only shoes permitted. No screw-in cleats are allowed. The referee will check all players for proper playing equipment. Shin guards are recommended.
8. All games shall consist of two ten (10) minute halves. Half Time shall be five (5) minutes long. Teams will switch ends each half. At the start of each half, and after each goal, the ball shall be put in play at mid-field.
9. If a game ends in a tie, during the regular season, it will remain a tie. In playoffs, a five-minute sudden death overtime period will be used. If no victor is decided then a subsequent sudden death overtime period will be played. This will continue until a winner is determined.
10. Substitutions may be made on your own team's throw-in and any goal kicks and corner kicks and goals. Substitutes may not enter the field until allowed to do so by an on-field official. Failure to sub correctly may result in a loss of possession. **No substitutions will be permitted during the last two minutes of any period.**
11. Fouls and Misconduct: Each player is allowed four (4) fouls per game. If a player commits four fouls, the player is eliminated from the rest of the game (analogous to fouling out in basketball). A player disqualified for four fouls may be replaced by a substitute. A player shall be penalized for:
 - a. Intentionally kicking/striking, attempting to kick/strike, or jump at an opponent.
 - b. Intentionally striking an opponent by throwing the ball vigorously at him/her, or pushing him/her with the ball while holding it.
 - c. Handling the ball, i.e., carrying, striking, or propelling it with the hands or arm.
 - d. Holding or pushing an opponent with his/her hands, or with his/her arms extended from his/her body, or using his/her knee in any way against an opponent.
 - e. Charging in a violent or dangerous manner.
 - f. Obstructing an opponent when not playing the ball.
 - g. Committing a dangerous play which is likely to cause injury.
 - h. Intentionally stopping an opponent on a breakaway. Penalty: **ejection for serious foul play**. The foul does not need to be one involving physical contact.
 - i. Stopping an obvious goal scoring opportunity by his/her opponent through illegal use of the hands. Player will be **ejected for serious foul play**.

**For complete information on general intramural information and sportsmanship policies visit
www.washburn.edu/getfit**

12. The referee shall stop the play as soon as a foul is committed by signaling with his/her whistle. The official will then order the ball to be placed at the spot of the infraction, and the opposing team shall put the ball in play upon the signal of the referee.
13. Ball out of touch is awarded to the non-offending team. Inbound is by throw-in. A player who is facing the field of play, and has both feet on the ground on or behind the touchline shall throw the ball in any direction from the point where it crossed the touchline. The thrower shall use both hands with equal force and shall deliver the ball from behind and over the head in one continuous movement.
14. All dead balls must be put into play within 5 seconds. Any infractions will result in the ball given to the non-offending team. The referee judges when to begin the 5-second count.
15. When a team commits an infraction, the referee shall award the opposing team with:
 - a. 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 10 yards of the ball and intentionally interferes with the kick, the kick shall be retaken and the player shall be cautioned
16. Goal Kick: When the ball passes completely over the end line, having last been played by one of the attacking team members, it shall be kicked into play, in any direction beyond end line, by any player of the defending team.
17. Corner Kick: When the ball passes completely over the end line, having last been played by one of the defending team members, 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 10 yards of the ball until it is in play.
18. The Washburn Intramural Sportsmanship Rating System will be in effect for all games.
 - a. YELLOW CARD = unsportsmanlike conduct.
 - i. PENALTY: caution; a player receiving a yellow card must sit out until the next available substitution.
 - b. RED CARD = second yellow card, persistent misconduct, violent contact, or flagrant unsportsmanlike conduct.
 - i. PENALTY: game disqualification; the ejected player must meet with the Intramural Director before the player or their team is eligible for further play. If a player is ejected, their team will play one player short for the remainder of the game.

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