

Intramural Outdoor Soccer Rules (Spring 2019)



@ukcampusrec



@ukrecwell



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@UK Campus Recreation and Wellness

Campus Recreation
and Wellness



GENERAL INFORMATION

All participants must register at <https://recwellservices.uky.edu/> to participate
To access Fusion IM, Log In with your UK Link Blue account, select Fusion IM & Register
Electronically sign the online waiver and pass a participant quiz based on Participant Handbook

Participation in ALL Intramural Events Require:

Valid UK or BCTC student, faculty or staff ID required for all contests to participate
Jewelry is NOT permitted
No hats, skull caps, bandanas, or other headgear. Terry-cloth headband without exposed knots
Review specific sport rules for additional attire restrictions

BCTC student/faculty/staff must pay the "Recreation Fee" before access to Fusion IM or participation

Information about "Recreation Fee" <http://www.uky.edu/plusaccount/uk-estore-information>
Pay "Recreation Fee" at <https://iweb.uky.edu/ukestore/> and retain your electronic receipt
Then email the Intramural Director, Natosha Harris at neharris1@uky.edu before participation; please provide your email address you'd like to use to log into your Fusion IM account. She will create you an account within the Fusion system enabling you to register for a team and then participate

These groups must send an email neharris1@uky.edu to have an account made:

Religious Advisors
Spouses of current UK student/faculty/staff can only play on Co-Rec teams

Inclement Weather/Defaults/Forfeits:

Decisions on inclement weather will not be made until at least 3pm on game day and a message will be sent through Fusion IM and or social media.

Defaults vary depending on tournament design

A person undertaking the role of team captain, Greek chair or Residential chair is assuming responsibility for that team and agrees that if the team forfeits a contest, the team captain, Greek chair or Residential chair will be assessed a \$20 forfeit fee and must pay the fee before the next scheduled contest

Loss by default will not be counted as a forfeit, nor affect your sportsmanship rating while two defaults result in a forfeit or are the same as a forfeit.

Submit Default for your game via Fusion IM by clicking the "Default" Button with your corresponding game at least three (3) hours prior to your scheduled game time. Failure to submit your default before designated time will result in a forfeit and the \$20 forfeit fee will be assessed to your team captain, Greek Chair or Residential Chair.

Forfeits applies to various team sports and 10-minute rule applies to various sports:

If a team is not prepared to play with the required or minimum number of players signed-in when the appointed time arrives, that team will have 10 minutes to become ready to play. To obtain a contest victory by forfeit, the required or minimum number of participants must be present, signed-in on the score sheet and ready to play. If a double forfeit occurs, both teams will receive a forfeit; in tournament play both teams will receive a forfeit and no team will advance to the next round.

The Intramural Sports Program reserves the right to rule on any instances not specifically covered in these rules IFAB 2018/2019 Laws of the game and the NFHS Soccer rule book will be used for anything not covered in these rules.

LEAGUE PLAY

- For pool play each team will play 4 games.
- Teams with 3.0 or better sportsmanship rating and .500 or better record will advance to the knockout stage.
- Decisions on rainouts will not be made until at least 3pm on game day and a message will be sent through Fusion IM, email and social media.

Forfeit Rule: A 10-Minute Rule is in effect with 1 goal being awarded to the prepared team at the start of the clock and on every 5 minutes until the opposing team is ready to play. After 10 minutes elapses, the game will result in a 2-0 forfeit.

I. The Field of Play

- The touchline (sideline) will be 100 yards and the goal line (end line) will be 40 yards wide.
- The goal area will be 12 yards wide and extend 6 yards into the field of play from the goal line.
- The Penalty area will be 26 yards wide and extend 18 yards into the field of play from the goal line.
- The Corner area will be an arc drawn where the touchline meets the goal line with a 1-yard radius.
- The goal will be placed on the center of each goal line.
- Each goal will be 7 feet tall and 7 yards wide.

II. The Players and Rosters

- Teams shall consist of 8 players, 7 field players and 1 designated goalkeeper. 6 players **ARE REQUIRED** to begin the game (5 field players and 1 designated goalkeeper).
- Each team is required to have a goalkeeper on the field at all times.
- The goalkeeper must wear a different color than both teams and the Referee crew.
- Roster limits are 16 for all teams; men's women's and Co-Rec teams.
- Players may play for **ONLY ONE** single gender team whether Greek or Independent and/or **ONLY ONE** Co-Rec Team.
- Players are not officially on a team until they have shown their ID to check in for a game.
- Once a player has played for a team that is the team, they shall be on that team remainder of the league.
- To be eligible to play in the outdoor Soccer League playoffs, any player must be on the roster before the first playoff game and has signed in to at least one game.
 - If an opponent defaults or forfeits a match, any player on the winning team may come to the Johnson Center Intramural office between 11am and 4pm to check in the following day.
 - A team has a limit of 1 default and 1 forfeit, 2 defaults, or 2 forfeited before they are removed from the league.
- Co-Rec teams cannot have more than 4 male players on the field at a time.
- Substitutions are allowed during any stoppage of play if they receive the permission of the Referee first.
- An illegal Substitution will result in an IDK for the offended team.
- Please review our Wildcard Player Participation Policy to assist team to avoid forfeits and/or play competitively.

III. Equipment

- Shoes --- Rubber molded cleats may be worn. No Screw in cleats. No bare feet will be allowed. If any exposed metal is showing on any style of cleat, that cleat will not be permitted.
- Goalies may wear gloves.
- The Intramural Sports Office will provide game balls. However, a game may be played with any regulation size 5 ball that both captains agree upon.
- Teams are not allowed to wear yellow jerseys.
- **Shin guards are not required and will not be provided but are highly recommended.**

IV. Game length

- Each game will consist of two 20-minute halves and a 5-minute halftime.
- The clock will run continuously except on injuries and when the official's discretion warrants stopping the game.
- The Referee may extend either half to allow for time lost as a result of the opposing team deliberately delaying the game (IE: Repeated Substitution, Injury Time, ETC).
- **Mercy rule:** At any point in the second half that there is a 7-goal differential between teams.
- **Overtime:** In the event that the game is tied after 40 minutes Kicks from the mark will be used to determine the outcome of the match (See Section VIII).

V. Starting and Restarting

- Kick-Off,
 - The team that wins the coin toss will decide which goal to defend first and the other team will start with the ball.
 - For the second half, teams will switch the goals they are attacking and the team that won the coin toss will start with the ball.
 - After a team scores a goal the opposing team will restart play with a kick off.
 - Every player must be within their own half of play and the opposing team must be 10 yards away from the ball.
 - A goal can be scored directly from a kick off.
- Dropped Ball,
 - The Referee drops the ball at the position where it was when play was stopped.
 - The ball is in play when the ball hits the ground.
 - Any number of players may be involved in a drop ball.
 - If the ball enters a goal before touching a second player it will result in a,
 - Goal kick for the opposing team if it enters the opponent's goal.
 - Corner kick for the opposing team if it enters their own team's goal.

VI. The ball in and out of play

- Ball out of play,
 - When it has entirely passed over the goal line or touchline on the ground or in the air.
 - Play has been stopped by the Referee.
- Ball is in Play,
 - The ball is in play at all other times including rebounding off a match official, goalpost, crossbar, or corner flag and remains in the field of play.

VII. Scoring

- A goal is scored when the entire ball passes completely beyond the goal line, between the goal posts and under the crossbar provided it has not been deliberately thrown, carried or propelled by the hand or arm of a player of the attacking team.

VIII. Kicks from the Mark (PK's/Overtime)

- If the game is tied at the end of regulation the captain will select 5 players to participate in KFTM. Any Player on/off the field can be selected to kick.
- In Co-Rec at least 2 of the shooters must be from each gender and must alternate genders when taking the kicks.
- A Coin toss will be conducted between the captains. The winner of the coin toss will have the option to kick first or second.
- The Referee will select which goal to shoot at.
- The goalie is required to stay on the goal line until the ball is kicked.
- Once the shooter has started forward motion he must continue moving forward until the ball is kicked and may only kick the ball once.

- After all five kicks have been taken the team with the most goals wins. If the score is still tied the procedure will continue with the five selected players in a sudden death format with each team taking one kick in the same order that they initially kicked.
- No kicker may take a second kick until all five players have kicked once. No kicker may take a third kick until all five kickers have kicked twice, etc.
- The Goalie is not required to be one of the five kickers but is allowed to be if the captain selects him.
- The Kick from the mark is not considered over until the ball is declared dead.
- The ball is not considered dead until it has,
 - The ball entirely crosses the goal line.
 - The ball crosses the touch line.
 - The ball comes to a stop.
 - The ball is touched twice by the kicker.

Offside: There will be no penalty for playing from an offside position in outdoor intramural soccer.

IIX. Fouls and Misconduct

- A **Direct Free Kick (DFK)** and an **Indirect Free Kick (IFK)** can only be awarded when the ball is in play.
- A Direct Free Kick is awarded if a player commits any of the following offences against an opponent in a manner considered by the Referee to be careless, reckless, or with excessive force.
 - Charging.
 - Jumps at.
 - Kicks or attempts to kick.
 - Pushes.
 - Strikes or attempts to strike.
 - Tackles or Challenges.
 - Trips or attempts to trip.
- A Direct Free Kick is awarded if a player commits any of the following offences,
 - Deliberately plays the ball with their hand. (Unless a goalkeeper within their own penalty area)
 - Holds an opponent.
 - Spits at an opponent.
- An Indirect Free Kick is awarded if a player,
 - Plays in a dangerous manner.
 - Impedes the progress of an opponent without making contact.
 - Prevents the goalkeeper from releasing the ball from the hands.
 - For any non-contact misconduct that is penalized by the Referee.
- An Indirect Free Kick is awarded if a goalkeeper, inside the penalty area, commits any of the following offences,
 - Controls the ball with their hands for more the six seconds.
 - Touches the ball with their hand after,
 - Releasing it and before it has touched another player.
 - It has been deliberately kicked by a teammate.
 - Receiving it directly from a teammates throw in.
- **Advantage:** The Referee may play advantage whenever an infringement or offence occurs but should consider the following in deciding whether to apply the advantage or stop play,
 - The severity of the offence.
 - The position where the offence was committed.
 - The chance of an immediate, promising attack.
 - The atmosphere of the match.
- **Disciplinary Action,**
 - **Cautionable Offences:** A player is cautioned and shown a **Yellow Card** if they are guilty of,
 - Delaying the restart of the game.
 - Dissent by word or action.
 - Entering, re-entering, or deliberately leaving the field of play without the permission of the Referee.

- Failure to respect the required distance when play is restarted with a corner kick, thrown in, or free kick.
 - Persistent infringement of the rules.
 - Unsporting Behavior,
 - Attempts to deceive the Referee.
 - Changes places with goalkeeper without consent of the Referee.
 - Commits a DFK offense in a reckless manner.
 - Commits a foul to stop a promising attack.
 - Use of their hands to score a goal or prevent a goal regardless if they were successful or not.
 - Shows a lack of respect of the game.
 - **Sending-Off Offences:** A player is sent off, shown a **Red Card**, and Unable to be replaced by a substitute if they are guilty of,
 - Denying the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball. (Exception for a goalkeeper within their own penalty area).
 - Denying the opposing team a goal or an obvious goal scoring opportunity by a penalty punishable by a DFK.
 - Serious foul play.
 - Spitting at an opponent or any other person.
 - Violent Conduct.
 - Using offensive, insulting, or abusive language and/or gestures.
 - Receiving a second caution (Yellow Card) in the same game.
 - **Unsportsmanlike Conduct Yellow Cards:** YELLOW CARD UNSPORTSMANLIKE CONDUCT PENALTIES would include contact penalties committed deemed excessive and unsportsmanlike.
 - The official shall present the YELLOW CARD at the time of the incident and verbally declare the incident as an “Unsportsmanlike Conduct Yellow Card” or words to that effect.
 - The Unsportsmanlike Yellow Card shall be recorded on the score sheet as with all yellow and red cards but will be marked to differentiate it from any Common Yellow Cards.
 - The official shall inform the team captain as to the number of Unsportsmanlike Conduct Fouls (Yellow and Red Cards) the team has to that point and how many remain until forfeiture of the contest shall occur.
- **Tackling,**
 - Tackling is when a player challenges for ball with their foot.
 - A **careless tackle** is when a player shows a lack of attention of consideration when making a challenge or acts without precaution. A DFK is awarded to the offended team.
 - A **reckless tackle** is when a player acts with disregard to the danger to, or consequences for, an opponent. A DFK is awarded to the offended team and the player is cautioned (Yellow Card).
 - A tackle committed with **excessive force** is when a player exceeds the necessary use of force and endangers the safety of an opponent. A **DFK** is awarded to the offended team and the player must be sent off (Red Card).
 - **Sliding on the ground,**
 - Sliding on the ground will be permitted when no opposing player is within a 5-yard radius of the sliding player.
 - Sliding on the ground will not be permitted when an opposing player is within 5 yards of the sliding player and will result in the following:
 - When an opposing player is within 5 yards, sliding on the ground without causing contact will be penalized with an IFK.
 - When an opposing player is within 5 yards, sliding on the ground and contacting the opposing player will result in a DFK.
 - When sliding on the ground creates contact with an opposing player the sliding player may be cautioned (Yellow Card) or sent off (Red Card) depending on the discretion of the Referee.
 - **Goalkeepers are permitted to dive/slide in an attempted save if they are within their own penalty area.** However, if the contact made by the dive/slide is deemed by the Referee to be careless, reckless

or with excessive force they can still be penalized with a DFK (Resulting in a penalty kick) and/or caution/send off the goalkeeper.

- A goalkeeper outside of their own penalty is considered a normal field player with regards to restriction with sliding on the ground.

IX. Free Kicks

- Direct and Indirect free kicks are awarded to the opposing team of a player who is guilty of an offence or infringement.
- If a free kick enters a goal,
 - On a DFK, if it directly enters an opponent's goal than a goal is awarded.
 - On an IFK, if it directly enters an opponent's goal than a goal kick is awarded.
 - On either a DFK or IFK the ball is kicked, and it directly enters the team own goal than a corner kick is awarded.
- Indirect Free Kicks (IFK),
 - The Referee will indicate an IFK by raising the arm above the head: the signal is maintained until the kick has been taken and touched by second player.
 - An IFK must be retaken if the Referee fails to signal that the kick is indirect, and the ball is kicked directly into a goal.
- All free kicks must be taken from the spot of the foul unless the foul occurred inside the goal area then the ball will be moved to closest spot along the goal area line.
- The ball must be stationary before it is kicked, and the kicker is not allowed to touch the ball again until it is touched by another player.
- The ball is in play when it has been kicked and clearly moved.
- Until the ball is in play all opposing players must be at least ten yards away
- For free kicks placed inside the penalty area to be taken by the defense must,
 - Have no opposing players within the penalty area
 - The ball must leave the penalty area before it can be touched by any player on either team.
- If a player fails to respect the required distance or deliberately delays the restart of play the Referee may caution (Yellow Card) the player.
- If the kicker touches the ball twice before being touched by another player, then an IFK is awarded to the opposing team.

X. The Penalty Kick

- A penalty kick is awarded if a player commits a DFK offense within their own penalty area.
- The ball will be placed at the penalty spot (12 yards away from the goal).
- The player taking the penalty kick must be properly identified.
- The defending goalkeeper must remain on the goal line, facing the kicker, between the goalposts until the ball is kicked.
- All players who are not participating in the penalty kick must be, 10 yards away from the ball, behind the penalty mark, outside the penalty area and inside the field of play.
- The player kicking the ball must kick the ball forward.
- The ball is in play when it is kicked and clearly moves.
- The kicker must not kick the ball again until it has touched another player.

XI. The Throw-in

- A Throw in is awarded to the opponents of the player that last touched the ball before it crossed over the touchline.
- A goal cannot be scored directly from a throw in.
 - If it enters the opponent's goal, a goal kick is awarded.
 - If it enters the throwers goal, a corner kick is awarded.
- When the thrower releases the ball, the thrower must:
 - Face the field of play.

- Have part of each foot on or behind the touchline.
- Throw with both hands from behind and over the head.
- The thrower may not touch the ball until it has touched another player.
- If an illegal throw in occurs a throw in is awarded to the opposing team at the same spot.
- If a ball thrown by the thrower never enters the field of play the throw is retaken.
- Opponents must stand at least 2yds away.

XII. The Goal Kick

- A goal kick is awarded when the whole of the ball passes over the goal line having last touched a player on the attacking team and a goal is not scored.
- A goal may be scored directly from a goal kick however if the ball ends up in the kickers own goal a corner kick is awarded to the opposing team.
- The ball must be stationary and cannot be touched until the ball has left the penalty area.
- If the ball never leaves the penalty area or a player from either team touches the ball before it leaves the penalty area the kick is retaken.

XIII. The Corner Kick

- A corner kick is awarded when the whole of the ball passes over the goal line having last touched a player on the defending team and a goal is not scored.
- A goal may be scored directly from a corner kick however if the ball ends up in the kickers own goal a corner kick is awarded to the opposing team.
- The ball must be placed in the corner closest to where the ball passed over the goal line.
- The ball must be stationary and is in play when it has been kicked and clearly moves.
- Players are not allowed to move the corner flags.
- Opponents must remain 10yds away from the corner until the ball is kicked and clearly moves.

XIV. EJECTIONS AND FORFEITS

- All Cautions (Yellow Card) and Send offs (Red Card) shall be recorded on the score sheet.
- Not all yellow cards will be considered unsportsmanlike and influence a team's sportsmanship rating or count towards forfeiting a game.
- Players sent off for non-unsportsmanlike cautions will not be required to meet with the ejection board
- Individual players shall be ejected when receiving the following:
 - Two cautions of any kind.
 - One Send Off.
- Teams shall forfeit their contest when receiving the following:
 - Three Unsportsmanlike Conduct Yellow Cards.
 - Two Unsportsmanlike Yellow Cards and one send offs.
 - One Unsportsmanlike Yellow Card and two send offs.
 - Three send offs.

XV. CONDUCT (Retain information in document, updated & current information, erase this line when updating rules)

- It is the desire of the Campus Recreation and Wellness Unit that all participants display good sportsmanship.
- Any player ejected from a game for unsportsmanlike conduct shall be suspended from **ALL** Intramural play until they contact the Intramural Director. It is the responsibility of the player to setup an appointment with the Intramural Director via email, neharris1@uky.edu. If players are found to be participating before being reinstated they will be suspended from all Intramural activity for the remainder of the semester. A team for which an ineligible player participated will forfeit all games.
- Fighting will not be tolerated in any form. Teams will be responsible for their players and spectators. Teams and/or individuals may be subjected to expulsion from any further Intramural Sports.
- Any team criticizing or otherwise ridiculing or attempting to demean an official or any Intramural staff member shall be liable to expulsion and disciplinary action. In addition, the game may be forfeited at the discretion of the Referee, supervisor, or tournament director.

XVI. PROTESTS

- There will be no protest involving official's judgment in games that are officiated by the Intramural Staff.
- Protests of rule interpretation must be made before the start of the next dead ball situation.
 - To protest, the protesting team must begin the process immediately following the event in question. The supervisor's decision is final.
 - **A failed protest will result in an unsportsmanlike caution (Yellow Card) assessed to the team captain.**
- In non-officiated games, all disagreements between teams must be settled by the players. Disagreements not resolved within reason or in a timely manner, Intramural Staff will intervene and decide to resolve the disagreement and their decision is final.
- Eligibility protests are permitted. They must be filed in writing by noon the following business day.
- All eligibility protest must be emailed to the Intramural Director, neharris1@uky.edu or turned into the IM Office, room 172-B of the Johnson Center.