

SAMFORD

CAMPUS RECREATION

Intramural Soccer Rules

The following is a summary of rules and regulations for soccer. It is not the complete set of rules but includes those rules most frequently in question. All rules adopted by the National Intramural Recreational Sports Association (NIRSA) & NFHS will be in effect except for the modifications listed in these rules.

Home Facility

The home facility for Soccer is the Intramural Field Complex. All reschedules, defaults, forfeits and additions/deletions must be made at the Campus REC office.

Questions

Please feel free to contact Campus REC office with any questions or concerns that you may have. The Campus REC Office is 326 Seibert Gym at 726-2194

GAME GUIDELINES

1. Players: A team consists of seven (7) players including the goalie. Teams may begin with a minimum of five (5) players.
2. A regulation game has seven (7) players per team. A team may play with as few as five (5). All teams must field a goalkeeper.
3. Corec plays with 3M/3F and either gender goalie. No more than 3 of one gender on the field at a time(excluding goalie). 3M/2F, 2M/2F, 2M/3F
4. Equipment: Goals and balls are provided. Players must wear sneakers, soccer cleats, or all-purpose shoes. No illegal spikes, bare feet, or street shoes are permitted. Shin guards are highly recommended. No jewelry is allowed to be worn.
5. Shirts: Teams are required to wear like-colored shirts. Officials may require pinnies if teams are not in "like" colors.
6. The field will be 80 yards in length by 40 yards in width. Penalty and goal boxes will be marked.
7. Teams playing in the first game of the evening must help set up goals if they are displaced.
8. Captain's responsibilities: All captains have the responsibility of informing their players of the rules. On field responsibility includes their duty to remain the only team member allowed to question or debate an official's interpretation of a rule. Violation of this rule results in a yellow card warning. Continuous violations result in an ejection of all parties involved.
9. Club Soccer Players: four club soccer players are permitted on each roster. All games played in violation of this rule will result in a forfeit.

TIMING OF THE GAME

1. Game Length: The game will consist of two (2) 18-minute halves with a running clock. Breaks between halves are three (3) minutes. The clock will only stop during official time-outs. The clock will also stop in the final minute of the second half.
2. Starting the Game: Game time is forfeit time. Valid SUID is required to check in. A coin toss will determine defense of goal and initial possession. These options are reversed each period.
3. Overtime: A five-minute overtime (OT) will be played during playoffs (sudden death). If no score, a shootout will decide the contest. There will be no overtime during the regular season. Shootout will involve 5 shooters that alternate. If score remains tied after initial shoot out, teams shall alternate shooters until one team scores and the other team misses. Shooters may only be used twice once the entire roster has been used.
4. Substitutions: Subs may enter only at dead balls and with referee permission. Ex. Throw in, corner kick, goal, injury, etc.
5. Mercy rule: A seven-goal mercy rule will be in effect any point into the 2nd half.

FOULS AND VIOLATIONS

1. Offside: There is no offside.
2. All fouls will be indirect kicks unless they are committed inside the box. Fouls inside the box will result

- in a penalty kick.
3. Yellow Cards:
 - a. Unsportsmanlike Conduct
 - b. Delaying the restart/game
 - c. Illegal Slide tackle
 - d. Too many players on the field
 4. Red Cards: Any player collecting 2 yellow cards or 1 red card will be ejected
 5. Red cards may be given for:
 - a. Foul, abusive, or insulting language
 - b. Receiving two yellow cards
 - c. Unsportsmanlike conduct

Disciplinary actions involving incidents, ejections and suspensions are brought to the attention of the Intramural Coordinator and may be forwarded to the University Disciplinary Committee.

Questions, concerns or interpretations should be brought to the attention of the IM Coordinator by the team captain.

SPORTSMANSHIP

Sportsmanship is vital to the success of each and every program we offer to the university community. In order to encourage proper conduct before, during and after a scheduled contest, the Intramural Sports Department has developed a rating system. The rating procedure is as follows:

Acceptable Rating (3)

The team exhibits respect and cooperation and sporting behavior towards all sport programs staff, teammates, and opponents. The team has no issues or minor disagreements with the judgement of the officials. Captain demonstrates control over spectators, teammates, and him/herself.

Average Rating (2)

The team exhibits some respect and cooperation towards all sports programs staff, teammates, and opponents. The team has several minor disagreements with the judgement of the officials. Captain demonstrates mild or little control over spectators, teammates, and him/herself. Teams receiving one unsportsmanlike penalty fall into this category as well.

Unacceptable Rating (1)

The team does not exhibit respect and cooperation with unsporting behavior towards any sport programs staff, teammates, and opponents. The team displays issues and disagreements with officials. Captain demonstrates no control over spectators, teammates, and him/herself. Teams receiving more than one unsportsmanlike penalty fall into this category as well.

If a team receives two unacceptable ratings in a season, the team will be removed from the league and have to meet with the Sports Programs Office. Teams may face additional suspension and sanctions for one unacceptable rating depending on the situation and severity of the incident