

-Texas A&M University-
 Department of Recreational Sports
 INTRAMURAL SPORTS
4V4 OUTDOOR SOCCER

Regulations published in the Texas A&M Rec Sports Handbook will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications. NFHS Soccer Rules will be used with the following clarifications, modifications, and exceptions.

1. PARTICIPATION

- a. Proper identification must be presented to check in. Proper identification is a government-issued photo ID.
- b. Roster: Each player's name must appear on the roster before he/she enters a game.
- c. Any player disqualified from a contest will be removed from that game and can still play in next contest.
- d. Any player ejected from a game is automatically suspended from all intramural activities pending a meeting with the appropriate intramural staff member.
- e. Intramural staff retain the authority to require an ejected player to leave the facility. Any player instructed to leave must do so immediately.
- f. **Protest Procedure:** Judgment calls may not be protested. If a team wants to protest a rule interpretation, the protest must be made immediately at the time of the questionable incident. Notify the official. The clock will stop while a protest is being filed.
- g. **Eligibility:** The eligibility of all players is the responsibility of team captains and the individual players. Refer to the intramural handbook for details.
- h. **Blood Rule:** Players who sustain an injury causing an open wound will be required to leave the game. A player may not re-enter the contest until the flow of bodily fluids is stopped and the wound covered.
- i. **Jewelry:** Participants are not permitted to wear any jewelry.
- j. **Medical Alert Bracelets** – Permitted, must be taped flush with the skin and may be visible.
- k. **Casts/splints:** Not allowed under any circumstances. Knee braces with exposed metal, hard plastic, or metal hinges must be covered with padding or foam at least ¼ inch thick.
- l. **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the intramural supervisor may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way that it is highly unlikely to come off during play. This stipulation applies only to religious headwear to cover the head and does not apply to any necklaces/rings/ earrings/ bracelets or any other form of jewelry.
- m. Elastic headbands and hair control devices without metal, hard plastic, or bandanas without knots are permitted. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Other head decorations or headwear are not allowed.
- n. **Equipment:** If the team does not have the same or similar color, **ALL** team members **MUST** wear jerseys provided by the Department of Recreational Sports. A shirt (must have the sleeves attached) must be worn under the jerseys provided by the Department of Recreational Sports, or the player will not be allowed to play. If a team has its own jerseys with numbers, the numbers must be whole numbers, no more than 2 digits, and the jerseys must be of the **SAME/SIMILAR** color.
- o. If eyeglasses are worn, they must be unbreakable. Each player is responsible for the safety of own glasses.
- p. Any slippery substance of a foreign nature on equipment, clothing, or an exposed part of the body is illegal.

- q. Players may wear a knit or stocking cap (no caps with bills) and/or soft, pliable, non-abrasive gloves. Bandanas with a knot are not permitted.
- r. Footwear: All players must wear athletic shoes. Metal cleats, spikes, or toe cleats will not be permitted. Five finger shoes are not considered athletic shoes.
- s. Pants – Participants are encouraged to wear athletic style shorts or pants.
- t. All equipment decisions made by the intramural staff or Rec Sports medic on duty shall be final.

2. THE GAME

- a. Smaller goals will be used instead of regulation goals.
- b. The field of play will be approximately 40 yards by 35 yards.
- c. A match will be played by two (2) teams, each consisting of no more than four (4) players, none of whom shall be the goalkeeper.
- d. To start and continue a game, a team must have at least three (3) players on the field ready to play.
 - i. If a team is playing with three (3) players and a player receives a yellow card and must be removed from the field, the team may still continue the game. However, if a player receives a red card, this will drop them below the three (3) player minimum and the game will end.
- e. **Forfeits:** Prepared means that IDs and footwear have been checked, or the opposing team will be awarded one goal. The game clock will start at GAME TIME. For each additional three minutes the team is late another goal will be awarded. After ten (10) minutes, a forfeit will be declared and a score of 5-0 will be posted.
- f. **Mercy Rule:** If a team is up 10 or more goals at halftime or any time thereafter, the game will end. If a team is up 5 or more goals within 5 minutes of the second half, the game will end.
- g. Games will be played in two 15-minute halves, which include a 3-minute halftime.
- h. Games are played with a running clock. The clock will only be stopped at the referee's discretion.
- i. A coin toss will determine which team begins the game with possession of the ball. The team that wins the toss has the option to take the ball in the first or second half, or to choose which side of the field they would like to defend.
 - i. All players start on their half of the field
 - ii. Once the referee has given the signal, the game will be started by a player kicking the ball **in ANY DIRECTION.**
 - iii. The kicker cannot play the ball a second time until after it has been touched by another player.
 - 1. A free kick will be given if the kicker touches the ball without it touching another player.
 - 2. A goal **CANNOT** be scored directly from a kick off.
- j. Captains are the only participants permitted to converse with the referee.
- k. There are no time outs.
- l. There are no throw-ins. When the ball goes out of play, the ball must be kicked (standing kick – no stride) from the closest spot to where it went out of play.
- m. All fouls occurring outside of the crease will result in an indirect kick from the closest spot of the foul.
 - i. There should be NO Slide tackles. Slide tackles are prohibited and will result in a Red card.

Penalization for Being Late			
Minutes Late	Score		Minutes Late
0-1	1-0		6
1	1-0		7
2	1-0		8
3	2-0		9
4	2-0		10
5	2-0		5-0 Forfeit

3. THE CREASE:

- No offensive or defensive players are permitted in the crease, located in front of the goal.
 - If a member of the defending team touches the ball when it is within the crease, a PK is awarded to the offensive team, taken from midfield.
 - If a member of the attacking team touches the ball while it is in the crease, a goal kick will be awarded to the other team.
 - A foul committed in the crease area will result in a direct penalty shot from the center line.
- Crease violations are at the referee's discretion, and those decisions are final.
- A ball traveling out of bounds through the crease, which was last touched by the defending team will result in a corner kick for the offense
- A ball traveling out of bounds through the crease, which was last touched by the attacking team will result in an indirect kick for the new offense and will take place at the closest point on the crease to where the ball went out.
- There are no goalies.

4. SCORING

- A goal is scored when the whole curvature of the ball has passed over the goal line, between the goal posts and under the cross bar provided there have been no violations by the attacking team. It is the position of the ball that counts.
- The goal will always be credited to the person on the attacking team who last touched the ball.
- Mercy Rule:** If a team is up ten (10) or more goals at halftime or any time thereafter, the game will end. If a team is up five (5) or more goals within five (5) minutes of the second half, the game will end.

5. EQUIPMENT

- Each player must wear shoes. The shoes must cover the feet and be made of a soft pliable upper material (canvas, leather, or synthetic) attached to a molded bottom which may or may not have rubber cleats. **No exposed metal may appear on the shoe. Shoes with front toe cleats, softball cleats, shoes with a raised heel, sandals, boots or hiking boots will not be allowed.**
- Shin guards:** Highly recommended, but not required. If shin guards are worn, they must be completely covered with socks.

- c. **Game Ball:** The department will supply a game ball. The team captains, with the referee's approval, may opt to use a different ball if the captains agree (must be a size 5 ball).

6. OVERTIME

- a. During the regular season, there will be a single one minute period of overtime in which multiple goals may be scored.
 - a. If there is no difference in score the game will end in a tie.
- b. During the postseason, there will be a single one minute period of overtime in which multiple goals may be scored.
 - a. If there is still no difference in the score, there will be another, untimed, period of golden goal
- c. A coin toss before the start of the overtime period will determine possession or choice of side.

7. SUBSTITUTIONS

Substitutions are allowed under the following conditions:

- a. Substitutions may be made during any dead ball by either team
- b. If a player has an open wound or blood on their clothing, they must leave the field and may be substituted.
- c. The official **MUST** beckon the player onto the field before the substitution may occur.
- d. No substitutions will be allowed during the last two minutes of a half.
- e. **ALL SUBSTITUTIONS** must be made at the half-way line with the permission of the referee.

8. OFFSIDE

- a. There will be no offsides in intramural soccer.

9. INDIRECT FREE KICK

- a. An indirect free kick is one from which a **goal cannot be scored directly unless the ball has been touched by a player other than the kicker before passing through the goal**. If the ball is not first touched by another player before passing through the goal, a goal kick is awarded to the opposing team.
 - a. Opposing players must stand 5 yards away from the ball

10. DANGEROUS PLAY

A player shall be penalized if he/she engages in play that is of a dangerous nature or likely to cause injury. Some examples of dangerous plays are:

- a. Raising the foot to the level that may endanger an opponent when the opponent is at a normal stance
- b. Lowering the head to a position level with or below the waist in an effort to head the ball in the presence of an oncoming player
- c. A player other than the goalkeeper covering the ball while sitting, kneeling, or lying on the ground.
- d. Showing the bottoms of shoes while an opponent is in playing distance.

****Playing the ball while on the ground is NOT automatically a dangerous play foul.**

11. CONDUCT

- a. Team captains may discuss plays in a sportsmanlike manner with the referees.
- b. Any player discussing calls with the officials other than the captain will be subject to a yellow card.
- c. Any team displaying unsportsmanlike conduct, foul language, abuse of officials, or unnecessary roughness of play may be eliminated from further play.
- d. **Any team receiving two red cards will automatically forfeit their game.**
- e. It is the responsibility of the team captain to control the actions of his/her players and spectators.

12. CAUTIONS

A participant will be cautioned and shown the yellow card if he/she commits any of the following offenses:

- a. unsporting behavior
- b. dissent by word or action
- c. persistent infringement of the rules
- d. delaying the restart of play
- e. failure to respect the required distance when play is restarted:
- f. entering or re-entering the field of play without the referee's permission
- g. deliberately leaving the field of play without the referee's permission
- h. denying the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)

PENALTY - An indirect free kick shall be awarded for any of the above offenses if a direct free kick for another offense has not already been awarded. The cautioned player shall leave the field and may be replaced. The cautioned player may re-enter at the next legal substitution opportunity.

13. EJECTIONS

A participant shall be ejected from the game and shown a red card for the following offenses:

- a. serious foul play
- b. violent conduct
- c. spitting at an opponent or any other person
- d. using offensive, insulting or abusive language and/or gestures
- e. receiving a second caution in the same match
- f. Slide Tackling

PENALTY - An indirect free kick shall be awarded for any of the above offenses if a direct free kick for another offense has not already been awarded. **EXCEPTION:** A direct free kick from the point of infraction (penalty kick, if appropriate) is awarded for serious foul play or violent conduct toward an opponent. A participant who has been ejected must **report to the intramural site manager (green shirt) and may, after providing his or her information, remain in the vicinity of the field of play, provided he/she does not does not become involved in any more disciplinary issues. The officials and**

intramural staff reserve the right to require any player who has been sent off to leave the immediate vicinity of the field.

14. EJECTIONS vs DISQUALIFICATIONS

- a. A participant receiving a red card (2 yellows = 1 red) during a match will be asked to leave the field in either a disqualification or an ejection.
- b. The decision of whether the player was ejected or disqualified will be determined by the actions of the player on the field and the discretion of the officials and/or the officials' supervisor.
- c. An ejection requires the player to meet with an Intramural Sports staff member to discuss their future participation with the program.
 - a. Example of an ejection:
 - i. Please see section 23 above
- d. A disqualification does not require the player to meet with an Intramural Sports staff member.
 - a. Example of a disqualification: