General Rules & Guidelines that all participants should know for IM Outdoor Soccer

- All players must present their own UGA 81# ID Card at every game. Any player not providing his/her own valid UGA 81# ID card will not be permitted to participate.
  - Any player caught violating this rule or any other rules/policies will face the sanctions listed on page 5 of this rule packet.

- Players are encouraged to call the Intramural Sports Weather Hotline, 706-542-8648, or check the Intramural Sports website for weather related cancellations. Cancellations will be posted by 3:00pm the day in question. If no decision is made by 3:00pm, teams are encouraged to arrive at the game site ready to play.

- A team’s roster may only have 15-players on it for the entire season. Once a player joins a team’s roster on IMLeagues and participates in a regular season game, they are considered to be a part of that team, and cannot switch teams, or be removed from the roster.
  - All players must login to IMLeagues and sign up on a team prior to being eligible to participate.

- All UGA Club Soccer members are eligible to participate in Intramural Outdoor Soccer with the following restrictions.
  - An intramural outdoor soccer team can only have TWO such club sport members on its roster. All co-rec teams can have one female club player and one male club player. No co-rec teams can have multiple same sex club players on their roster.
  - A club sports member is defined as any individual who is on the club sport’s roster and participates in practices and/or plays in games. Any student who practices with the team is also considered by our program to be on the club team and thus considered a club team member. Once you are on or considered on the club team these restrictions apply for the entire school year which runs from the fall, spring and through the summer respectively. Those who violate this rule will be suspended for one calendar year from the date of infraction and may be subject to further penalty as deemed appropriate by the Intramural Sports Staff.

- A Team must be at its assigned field, signed in, and ready to play (including legal uniforms) at their scheduled time. If not, the clock will start, and the following penalties will occur:
  - 1 Minute Late = 1-0; 3 Minutes Late = 2-0; (After 5 Minutes, End the Game = 3-0)
  - If a game is scheduled for 5:30pm, once the Intramural Staff’s official clock reads 5:35pm, that game will be declared a default/forfeit.
    - Intramural Staff will not officiate or score keep for unofficial games.

- There will be absolutely no slide-tackling permitted.
  - Any player making an attempt to slide-tackle will receive a minimum of a yellow card.

- All players must follow the following uniform guidelines for all games:
  - ALL PLAYERS MUST WEAR SHIN GUARDS.
    - Any attempt to deceive the Intramural Sports Staff will result in a yellow card.
  - Teams will be designated Light (Home) and Dark (Away) on the game schedule.
    - All players must be in appropriate colored uniforms or they will not be permitted to play.
  - NO GREY SHIRTS ARE PERMITTED TO BE WORN BY ANY PLAYERS (including the goalies).
  - Goalies must wear a contrasting color to both teams.

- Players may only participate on one same sex team (which include: Fraternity, Men’s Recreational & Men’s Competitive, Women’s Independent & Sorority), and one Co-Rec team.
  - Any player found violating this policy will face a minimum penalty of being ineligible for participation in the league in which the violation took place.
  - All Intramural Participants must meet all eligibility guidelines which can be found in the Intramural Sports Participant Guide at http://www.recsports.uga.edu
OUTDOOR SOCCER RULES
Intramural Outdoor Soccer play shall be governed by the National Federation of State High School Association Soccer Rules. All rules in this packet are adaptations to the National Federation Soccer Rules.

All players must show their UGA Card before every game in order to participate. NO EXCEPTIONS!

1. FIELD –
   a. The field size is 70 yards by 40 yards.

2. PLAYERS –
   a. A team shall consist of not more than seven players on the field.
   b. A team must have five players to avoid a default.
   c. Substitutions may be made anytime the ball is dead. A ball is considered to be dead when there is a: 1) Goal Kick, 2) Throw in, 3) Score or 4) Corner Kick.
      i. If a team begins with less than seven players, but players arrive late who can bring the team to its full complement, the additional players may enter the game only as permitted by substitution rules.
      ii. All substitutions must be made at midfield.
      iii. Players may not switch positions with the goalie while the ball is in play. A player must report to the official that he/she is switching to or entering the game as the goalkeeper.
      iv. Either team may substitute on any dead ball.
      v. Substitutes must notify the nearest official before entering the field of play (Penalty: direct free kick).
      vi. No substitutions may be made during a penalty kick.

3. CLUB SOCCER MEMBER ELIGIBILITY –
   a. An intramural outdoor soccer team can only have TWO such club sport members on its roster.
   b. A club sports member is defined as any individual who is on the club sport’s roster and participates in practices and/or plays in games. Any student who practices with the team is also considered by our program to be on the club team and thus considered a club team member. Once you are on or considered on the club team these restrictions apply for the entire school year which runs from the fall, spring and through the summer respectively. Those who violate this rule will be suspended for one calendar year from the date of infraction and may be subject to further penalty as deemed appropriate by the Intramural Sports Staff.
      i. Any team found violating this rule will risk forfeiting its season.
      ii. Any club players violating the above rule will be suspended from all Intramural Soccer for one calendar year from the date that the players are caught.

4. UNIFORMS –
   a. Teams are to wear light (home) or dark (away) shirts as designated on the schedules.
      i. No grey shirts are permitted to be worn by any players (including the goalies).
      ii. Goalies must wear a contrasting color to both teams.
   b. ALL PLAYERS ARE REQUIRED TO WEAR SHINGUARDS!
   c. No metal cleats are permitted.
   d. No hats or head wear with exposed knots are permitted.
   e. NO JEWELRY is permitted to be worn by any players.

5. PLAY –
   a. Five minutes after the scheduled game time is forfeit time.
      i. 1 Minute Late = 1-0; 3 Minutes Late = 2-0; (After 5 Minutes, End the Game = 3-0)
b. Game balls must be signed out at the field office prior to the scheduled game time. A valid UGA ID card is required to sign out any equipment.

c. Ball will be awarded by a coin toss.

d. To begin – the ball is placed at midfield and it must be kicked **FORWARD** at least its circumference or possession is given to the opposing team.

e. After a goal, the ball will be placed at midfield and must be kicked **FORWARD** as stated above.

f. At the beginning of the second half possession will be granted to the team who did not start the game with the ball, and the team will have to follow the same mechanics as at the beginning of the game.

g. There will be NO OFFSIDES enforced – players may go anywhere on the field of play.

h. SLIDE TACKLES ARE NOT PERMITTED and will result in a minimum of a yellow card.

i. All fouls are **DIRECT KICKS**.

j. Fouls in the penalty box will result in a penalty kick.

6. GOAL SCORING –

   a. A goal is awarded when the ball completely crosses the goal line and does so within the boundaries of the goal.

   b. If the ball has been thrown, carried or propelled by hand or arm, no goal will be awarded.

   c. The opposing goalkeeper cannot score by punt, drop kick, free kick, or throwing the ball.

7. GOALKEEPER –

   a. One goalkeeper must be identified, but can play anywhere.

   b. The goalkeeper must wear an off colored shirt (different than either team).

   c. He/she may use his/her hands in the entire penalty area.

   d. A goalkeeper may NOT touch the ball with his/her hands if it has been deliberately kicked to them by a teammate (Penalty – Direct kick from penalty kick location).

   e. The goalkeeper may not punt or drop kick the ball.

   f. The goalkeeper may not slide feet first to play the ball. This will result in a minimum of a yellow card.

   g. All goalie throws and goal kicks must land on the goalie’s teams half of the field or be touched by any player prior to crossing midfield. (Penalty – Free kick for opposing team at midfield).

8. DURATION OF THE GAME –

   a. The game will consist of two 20-minute halves.

   b. Halftime will be a maximum of 5-minutes.

   c. The clock will only stop for major injuries at the official’s discretion.

   d. No timeouts will be allowed during regulation or overtime.

   e. All outdoor soccer games have a **mercy rule** and will end when a team has a 10-goal lead at any point after 30-minutes have elapsed in the game.

9. OVERTIME –

   a. During the **regular season**, there will be a 5-minute sudden victory overtime period. If still tied at the end of the overtime period, the game will end in a tie.

   b. During the **postseason tournament**, there will be two 5-minute overtime periods, which will not be sudden victory. If it remains tied after the two periods, 5 v 5 penalty kicks will take place. Each individual taking the penalty kicks will be on the field at the end of the overtime periods. If the score is tied after the five penalty kicks, sudden victory penalty kicks will take place.

10. DEFINITIONS –

    a. Direct Free Kick – Occurs when a team commits a violation of the rules. A free kick will be taken by the offended team at the point of the infraction and the defense must remain 10-yards away from the kicker if requested. A goal may be scored directly from the initial kick without being contacted by any other players. A Direct Free Kick may be awarded for any and all infractions.
b.  **Penalty Kick** – A kick awarded to a team because an opponent was charged with an offense within his/her own penalty area. All Penalty kicks take place from the top of the goal area (12 – yards from the goal), and are taken with only the kicker and the goalkeeper. All other players must remain outside of the goal box, at least 10-yards from the ball, until the ball has been struck.

c.  **Goal Kick** – A goal kick will be awarded to the defending team when the offensive team causes the ball to go out over the goal line. The defending team must kick the ball from the ground at the point on the goal line between the goal and the corner. Players of the opposing team must not be any closer than 10-yards to the ball. The ball must leave the penalty area before being touched by another player.

d.  **Corner Kick** – A corner kick will be awarded to the team on offense when the defending team causes the ball to go out over the goal line. The offensive team must place the ball in play. Players of the opposing team cannot come any closer than 10-yards to the ball until the ball has traveled its circumference.

e.  **Throw-in** – A throw in is awarded to the opposite team that caused the ball to leave the field of play over the sidelines. When putting the ball in play, the player must face the field with both feet behind the sideline, on the ground, and his/her arms must be raised over his/her head while throwing the ball into play.

11.  The Intramural Sports Department is not responsible for lost or stolen items brought to the fields. It is strongly suggested to leave cell phones and other items of value at your residents.

**CO-REC OUTDOOR SOCCER RULES**

Co-Rec Intramural Outdoor Soccer play shall be governed by the National Federation of State High School Association Soccer Rules. All rules in this packet are exceptions to the National Federation Soccer Rules.

1.  **PLAYERS** –
   
a.  Each team will consist of seven players one of who shall be the goalkeeper. The team consists of three women and three men, plus a goalkeeper who can be either sex.

   b.  Teams can play with the following male/female combinations (NO EXCEPTIONS):
      
      i.  4-males & 3-females (male Goalie)
      
      ii. 4-males & 2-females (male Goalie)
      
      iii. 3-males & 4-females (female Goalie)
      
      iv. 3-males & 3-females (either Goalie)
      
      v. 3-males & 2-females (male Goalie)
      
      vi. 2-males & 3-females (female Goalie)
      
      vii. 2-males & 4-females (female Goalie)

   c.  Substitutions – must be male for male or female for female (exception: goalie).

2.  **SCORING** –
   
a.  The last offensive person to touch the ball will be credited with the goal.
      
      i.  Female goal = 2-points
      
      ii. Male goal = 1-point

3.  **CLUB SOCCER MEMBER ELIGIBILITY** –
   
a.  An intramural outdoor soccer team can only have TWO such club sport members on its roster. All co-recreational teams can have one female club player and one male club player. No co-recreational teams can have multiple same sex club players on their roster.

   b.  A club sports member is defined as any individual who is on the club sport’s roster and participates in practices and/or plays in games. Any student who practices with the team is also considered by our program to be on the club team and thus considered a club team member. Once you are on or considered on the club team these restrictions apply for the entire school year which runs from the fall, spring and through the summer respectively. Those who violate this rule will be suspended for one calendar year from the date of infraction and may be subject to further penalty as deemed appropriate by the Intramural Sports Staff.
      
      i.  Any team found violating this rule will risk forfeiting its season.

      ii. Any club players violating the above rule will be suspended from all Intramural Soccer for one calendar year from the date that the players are caught.
DISCIPLINARY AND EJECTION POLICY

1. Disciplinary Rules
The following suspensions apply for misconduct during Intramural activities:

a. Ejection
   i. Any participant ejected by any Intramural Sports employee will serve a two (2) game suspension for the team from which the athlete is ejected.
   ii. If the ejection is the result of violence or misconduct aimed at any Intramural Sports employee, the participant will be suspended indefinitely from all Intramural activities sponsored by the Department of Recreational Sports until the participant meets with the Graduate Assistants for Competitive Sports.

b. Student Identification Card Infraction
   i. Any participant who attempts to partake in any activity by fraudulently using a UGA 81# ID Card will be suspended for six (6) months from all activities sponsored by the Intramural Sports Department. The rightful owner of the UGA ID Card will also be suspended for six (6) months from all activities sponsored by the Competitive Sports Department. The confiscated UGA ID Card can be claimed from the Competitive Sports Staff in room 201 Ramsey.

2. Meetings

a. Purpose: The suspensions listed above are final unless the player meets with the Graduate Assistants for Competitive Sports. Meetings will provide players receiving disciplinary suspension the opportunity to present grounds for a reduction in the suspension. The Graduate Assistants have full authority to reduce or remove suspensions.

b. Procedure: Meetings can be set up via email with the Graduate Assistants for Competitive Sports (imsports@uga.edu)
   i. Meetings will give the player direct contact with at least three members of the Department of Recreational Sports. These three members of the department will be all three Graduate Assistants. If a graduate assistant is unavailable, a Program Assistant will take their respective place. If a Graduate Assistant is directly or indirectly involved in an occurrence that is the subject of the meeting, the meeting will take place between the player and another member of the Competitive Sports staff, excluding the Graduate Assistant involved in the incident.