



GENERAL RULES & GUIDELINES FOR **IM 4v4 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. Players may also use a valid government issued photo ID or passport.
 - Any player caught violating this rule or any other rules/policies will face the sanctions listed on Page 14 of the Intramural Sports Participant guide.
- Players are encouraged to call the **Competitive 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 8 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.
 - Players must play in one regular season game to be eligible for the postseason.
 - Roster additions may only be made by a player participating in an Intramural game.
 - All Intramural Participants must meet all eligibility guidelines which can be found in the Intramural Sports Participant Guide at <http://www.recsports.uga.edu/im>
- **Players may only participate on one Men's team and one Co-Rec team.**
 - Women may play on Men's teams due to the fact that there are no Women's leagues.
 - Players violating this rule will face a minimum penalty of being ineligible for participation for one calendar year from the date the violation was found in the sport that the violation took place.
- Club Players (See Rule G)
 - Only **ONE** club player will be permitted per team.
- Teams must be at their assigned fields, signed in, and ready to play (including legal uniforms), no more than 5-minutes after the scheduled game time, or the game will be declared a forfeit or default.
 - *If a game is scheduled for 6:30pm, once the Intramural Staff's official clock reads 6:35pm, that game will be declared a default/forfeit.*
 - Intramural Staff will not officiate or score keep for unofficial games.
 - Teams must have 3-players to avoid a default.
 - There will be no off-sides.
 - There are no goalies.
- Player Uniforms
 - **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 Away (Dark) 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.**
 - No jewelry may be worn by any player.
- **There will be absolutely no slide-tackling permitted.**
 - Any player making an attempt to slide-tackle will receive at least a yellow card.
 - Any player sliding and causing injury to a player will receive a red card.
- Game balls will be provided by the Intramural Sports Department.

4v4 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 ID Card or Government Issued ID before every game in order to participate. NO EXCEPTIONS!

A. THE FIELD:

- a. Miniature goals will be used instead of regulation goals.
- b. The field of play will be approximately 35 yards by 35 yards.

B. THE CREASE:

- a. No offensive or defensive players are permitted in the crease, located in front of the goal.
- b. A foul committed in the crease area will result in a direct penalty shot from the center line.
- c. A ball traveling out of bounds through the crease will result in a corner kick for the offense, or an indirect kick for the defense, taking place at the closest point on the crease to where the ball went out.
- d. There are no goalies.

C. THE GAME:

- a. A team will consist of 4 players on the field with no goalie. A team may start with as few as 3 players. No more than 8-players are permitted on a teams' roster.
- b. Games will be played in two 12-minute halves, which include a 3-minute halftime.
- c. Games are played with a running clock. The clock will only be stopped at the referee's discretion.
- d. 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.
- e. Captains are the only participants permitted to converse with the referee.
- f. There are no time outs.
- g. There are no off-sides.
- h. 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.
- i. All fouls occurring outside of the crease will result in an indirect kick. Slide tackles are prohibited and will result in a minimum of a yellow card.
- j. Substitutions may be made during any dead ball by either team. Players entering the game may only do so at the referees signal.
- k. No metal cleats are permitted.
- l. Should a player receive a red card, it will result in an immediate ejection from the match, and their team will play short-handed for the remainder of the contest. That player will face the sanctions as they are written on Page 14 of the Intramural Sports Participant Guide.
 - i. If that player receives a second red card during the season it will result in that player being suspended from the league.

D. OVERTIME

- a. During the regular season, there will be a single one minute period of overtime in which multiple goals may be scored.
 - i. 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.
 - i. If there is still no difference in the score, there will be another, untimed, period of golden goal.

E. PLAYER UNIFORMS

- a. All players must wear shin guards.
 - i. Any attempt to deceive the Intramural Sports Staff will result in a yellow card.
- b. Teams will be designated Light (Home) and Away (Dark) on the game schedule.
- c. All players must be in appropriate colored uniforms or they will not be permitted to play. It is recommended that players bring both colors to ensure preparedness.

- d. No grey shirts are permitted to be worn by any players.
- e. No jewelry may be worn by any player.

F. CO-REC

- a. Teams may play with the following combinations of male/female players:
 - i. 2-males & 2-females
 - ii. 2-males & 1-female
 - iii. 1-male & 2-females
- b. Goal value:
 - i. Male goals are worth 1-point each
 - ii. Female goals are worth 2-points each

G. CLUB PLAYERS

- a. A club sport member is defined as any individual who is on the club sport's roster and participates in practices and/or plays in games.
- b. Once an individual is on a club team roster, these restrictions apply for the entire school year which runs from the fall, spring and through the summer respectively.
- c. Club sports members shall be eligible for intramural participation in the sport of their specialty, but a team is restricted to having only **ONE** such participant on its roster.
- d. Any team found violating this rule will risk forfeiting its season.
- e. Any player who violates 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 specialist for Intramural Sports and/or the Club Sports Executive Committee.