



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. ***Participants must present a physical copy of their UGA ID card, a picture of their UGA ID card (front and back), or their Digital Student Profile from Athena before every game... NO EXCEPTIONS!***

A. FIELD

- a. The field size is 70 yards by 40 yards.

B. 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.**
 - i. Any attempt to deceive the Intramural Sports Staff will result in a yellow card.
- 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 player.

C. PLAYERS

- a. A team shall consist of no more than seven players on the field.
- b. A team must have five players to avoid a default.
 - i. If a team begins with less than seven players, additional late players may enter the game only as permitted by substitution rules.
- c. If a team does not present enough players at five minutes after scheduled game time, the game will be recorded and scored as a forfeit or a default.
 - i. 1 Minute Late = 1-0; 3 Minutes Late = 2-0; (After 5 Minutes, End the Game = 3-0)

D. SUBSTITUTIONS

- a. Substitutions may be made by either team anytime the ball is dead.
 - i. All substitutions must be made at midfield.
 - ii. Substitutes must notify the nearest official and be beckoned on before entering the field of play.
 - iii. Penalty for improper substitution will be a Direct Free Kick.
- b. A ball is considered to be dead when there is a:
 - i. Goal Kick
 - ii. Throw in

- iii. Score
- iv. Corner Kick.
- c. Substitutions for injured players are permitted.
- d. 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.

E. 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 and delays at the official's discretion.
- d. No timeouts will be allowed during regulation or overtime.

F. GAME PLAY

- a. Kickoff and sides will be awarded by a coin toss.
- b. To begin – the ball is placed at midfield, and the ball is in play when it is kicked and moves.
 - i. Another player must touch the ball before the initial kicker touches it again (Penalty – Direct free kick for opposing team at the spot of the infraction)
- c. After a goal, the ball will be placed at midfield and must be kicked as stated above.
- d. At the beginning of the second half, possession will be granted to the team who did not start the game with the ball. The team must follow the same mechanics as at the beginning of the game.
- e. There will be **NO OFFSIDES** enforced – players may go anywhere on the field of play.
- f. **SLIDE TACKLES ARE NOT PERMITTED UNDER ANY CIRCUMSTANCES** and will result in a minimum of a yellow card.
 - i. Any action that brings a field player's legs close to the ground (e.g. lunging) may be considered a slide tackle at the officials' discretion.
 - ii. **2 slide tackles involving NO contact with an opponent will result in a red card and a DQ.**
 - 1. **Teams will still play a player down but the DQ'd player does not need to leave the field. Unless they become belligerent or unruly.**
 - iii. Slide tackles that result in contact with an opponent will warrant a red card.
- g. **All fouls are DIRECT FREE KICKS.**
- h. Fouls in the penalty box will result in a penalty kick except for infringements covered in rules H. d.-f.

G. 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, or throwing the ball.

H. 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 after:
 - i. It has been deliberately kicked to them by a teammate **(Penalty – Direct free kick from the spot of the infraction by the GK).**
 - ii. Releasing it and before it has touched another player **(Penalty – Direct free kick from the spot of the infraction by the GK).**
 - iii. Receiving it directly from a throw-in taken by a teammate **(Penalty – Direct free kick from the spot of the infraction by the GK).**
 - iv. A goalkeeper may NOT control the ball with the hands for more than six seconds before releasing it **(Penalty – Direct free kick from the spot of the infraction by the GK).**
- e. The goalkeeper may not punt or drop kick the ball. **(Penalty – Free kick for opposing team at midfield).**
- f. The goalkeeper may not slide feet first to play the ball. This will result in a minimum of a yellow card.
- g. All goalkeeper throws must land on the goalkeeper's team's half of the field or be touched by any player prior to crossing midfield. (Penalty – Free kick for opposing team at midfield).

I. DEFINITIONS

- a. Direct Free Kick – Occurs when a team commits a violation of the rules.
 - i. 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.
 - ii. A goal may be scored directly from the initial kick without being contacted by any other players.
 - iii. A Direct Free Kick may be awarded for any and all infractions.
- b. Penalty Kick – A kick awarded to a team because a defender was charged with an offense within his/her own penalty area.
 - i. 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.
 - ii. 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.
 - i. Goal kicks can be taken from anywhere inside the penalty area.
 - ii. Players of the opposing team must be no closer than 10 yards to the ball.
 - iii. The ball must leave the penalty area before being touched by another player.
 - iv. **Goal kicks must land on the kicking team's half of the field or be touched by any player prior to crossing midfield (Penalty – Direct free kick for opposing team at midfield).**
- 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.

- i. The offensive team must place the ball in play.
 - ii. Players of the opposing team cannot come any closer than 10-yards to the ball until the ball been kicked and moves.
 - iii. Another player must touch the ball before the initial kicker touches it again (Penalty – Direct free kick for opposing team at the spot of the infraction).
- 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.
 - i. When putting the ball in play, the player must face the field with both feet on or behind the sideline, on the ground, and his/her arms must be raised over his/her head while throwing the ball into play.
 - ii. Another player must touch the ball before the thrower touches it again (Penalty – Direct free kick for opposing team at the spot of the infraction).

J. 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.
 - i. If it remains tied after the two periods, 5 v 5 penalty kicks will take place.
 - ii. Penalty kick takers must be selected from those on the field at the end of the second overtime period.
 - 1. In Co-Rec games, the order must alternate genders (M/F/M/F/M or F/M/F/M/F).
 - iii. If the score is tied after the five penalty kicks, sudden victory penalty kicks will take place.

K. CO-REC PLAYERS

- a. Each team will consist of seven players, one of whom shall be the goalkeeper.
- b. Teams may 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, except for the goalie.

L. CO-REC SCORING

- a. All goals = 1 point.

M. 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 TWO such participants on its roster.
 - i. All co-rec teams can have one female club player and one male club player.
 - ii. No co-rec teams can have multiple same sex club players on their 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 Competitive Sports Professional Staff and/or the Club Sports Executive Committee.

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