



GENERAL RULES & GUIDELINES FOR IM 4v4 OUTDOOR SOCCER

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. 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.
- c. The Crease:
 - i. No offensive or defensive players are permitted in the crease, located in front of the goal.
 - ii. A foul committed in the crease area will result in a direct penalty shot from the center line.
 - iii. A ball traveling out of bounds through the crease will result in a corner kick for the offense, or an indirect kick.
 - iv. There are no goalies.

B. 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 are to wear light (Home) or dark (Away) shirts as designated on the schedules.
- c. **No grey shirts** are permitted to be worn by any players. All players must be in appropriate colored uniforms, or they will not be permitted to play.
- d. No jewelry may be worn by any player.
- e. No metal cleats are permitted.
- f. Refer to Intramural Sports Participant Guide page 13.

C. PLAYERS

- 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. A team must have 3 players to avoid default.
- 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. SUBSTITUTION

- a. Substitutions may be made during any dead ball by either team. Players entering the game may only do so at the referee's signal.
- b. A ball is considered to be dead when there is a:
 - i. Goal Kick
 - ii. Standing Kicks
 - iii. Score
 - iv. Corner Kick.
- c. Substitutions for injured players are permitted.

E. DURATION OF GAME

- a. Games will be played in two 12-minute halves, which include a 3-minute halftime.
- b. Games are played with a running clock. The clock will only be stopped at the referee's discretion.

- c. There are no time outs.
- d. 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.

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 the following cards: **purple = slide no contact, blue = disqualification 2 slides no contact, red = slide with contact and an ejection.**
 - 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 blue card and a Disqualification.**
 - 1. **Teams will stay a player down but the DQ'd player does not need to leave the field**
 - iii. Slide tackles that result in contact with an opponent will warrant a red card.
 - iv. **Any combination of the following cards will be considered an ejection**
 - 1. **Blue, yellow, blue**
 - 2. **Blue, red**
 - 3. **2 yellows**
 - 4. **Red**
- g. All fouls occurring outside of the crease will result in an indirect kick.
- 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.

G. GOAL SCORNG

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

H. DEFINITIONS

- a. 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).
- b. Penalty Kick – A kick awarded to a team because a defender was charged with an offense within their own penalty area.
 - i. All Penalty kicks take place from the center line.
 - ii. All other players must remain outside of the center line, until the ball has been struck.

I. 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.

J. CO-REC

- a. Teams may play with the following combinations of gendered players:
 - i. 2 of any gender & 2 of a different gender
 - ii. 2 of any gender & 1 of a different gender
- b. Goal value:
 - i. All goals = 1 point

K. 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.

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