Any intramural rules or policies not mentioned here can be found in the Intramural Handbook. By participating in Intramural Sports, the participant agrees to abide by all Intramural rules and policies.

1. **Sportsmanship**

1.1 Campus Recreation uses a four (4) point sportsmanship scale.

1.2 In order to qualify for playoffs, teams must secure a ‘3.0’ average during the regular season.

| 4.0 | • Always respectful to officials and opposing team.  
• Does not argue or complain with or about the officials.  
• Does not comment about officials’ calls. |
| 3.0 | • Usually respectful to officials and opposing team.  
• Minimal arguing/complaining about officials’ calls.  
• One yellow sportsmanship card issued. |
| 2.0 | • Disrespectful to officials and opposing team (i.e., taunting, profanity, etc.).  
• Several instances of arguing or complaining.  
• Multiple yellow sportsmanship cards or one red sportsmanship card issued.  
• One ejected player. |
| 1.0 | • Excessive arguing or complaining.  
• Any contact or provocation of officials or opposing team members.  
• Multiple red sportsmanship cards issued.  
• Any player involved in a fight. |
| 0.0 | • Team and/or players are out of control.  
• Multiple persons on team fighting.  
• Very disrespectful to officials.  
• Destruction or abuse of UC property.  
• A team that receives a “0” rating will be suspended from competition until its captain meets with the Assistant Director or Coordinator of Intramural Sports. The team may be removed from competition. |

2. **Eligibility/Rosters**

2.1 Every player on a team’s roster must be both a current Campus Recreation Center member *AND* a current UC student, faculty, or staff member.

2.1.1 Full time students are automatically members of the Campus Recreation Center.

2.1.2 Part time, co-op, branch students, and faculty/staff must purchase a membership at the Campus Recreation Center to be eligible for intramural play. For membership information please visit the Campus Recreation Center Member Services Desk.

2.2 A player who plays on a team in the regular season is eligible for playoffs. Captains cannot add players to rosters during playoffs.

2.3 A team may have up to 20 people on its roster.

2.4 A team may have a maximum of two (2) current club soccer players on its roster.
2.5 A team may not have current varsity soccer players. Former players must sit out 365 days prior to participating on an intramural soccer team.

2.6 Per sport, per season, individuals may only play on one team from each column:

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<tr>
<th>Column 1</th>
<th>Column 2</th>
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<tbody>
<tr>
<td>Independent</td>
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3. **Players**

3.1 A team will play with a maximum of seven (7) players (minimum of five (5)) on the field, one of which must be a goalkeeper.

3.2 Coed teams must have at least three (3) players of each gender in play except if a team is playing with five (5) players on the field. With five (5) players on the field, a team must have at least two (2) players of each gender in play.

4. **Field & Boundaries**

4.1 The perimeter outline of the soccer field is marked with orange cones.

4.2 The penalty area is also designated with orange cones. Please do not remove these cones, as they are in the field of play.

5. **Equipment**

5.1 All players must wear proper athletic footwear. Rubber-molded cleats are the only cleats permitted. The decision of the on-duty supervisor is final.

5.2 Goalkeepers must wear colors which distinguish them from the other players and referee.

5.3 Shin guards are highly recommended.

5.4 **NO JEWELRY.** This includes hats, wearable fitness trackers, bandannas, earrings, bracelets, etc. Casts must be covered with padded material.

6. **Substitutions**

6.1 A player must check in at the halfway line with one of the officials before a substitution is made. Substitutions will only be made:

   6.1.1 After a goal has been scored (either team may sub).
   6.1.2 Before a goal kick (either team may sub).
   6.1.3 Before a team’s own corner kick or throw-in.
   6.1.4 On an injury timeout. The opposing team may elect to substitute an equal amount of players in.
   6.1.5 Other players may change place with the goalkeeper, provided the referee is informed before the change is made, and only if this is done during a stoppage in the game.
7. **Forfeits & Defaults**

7.1 If a team does not have the minimum number of players ready to play 10 minutes after the scheduled game time, the game will be forfeited.

7.2 If a team is between one (1) and five (5) minutes late, the other team may receive two (2) goals and the ball.

7.3 If a team is between six (6) and nine (9) minutes late, the other team may receive four (4) goals and the ball.

7.4 To qualify for playoffs after one (1) forfeit, a team must pay the $20 reinstatement fee. The deadline will be e-mailed to all captains in the playoff reminder e-mail.

7.5 A team that forfeits twice will be removed immediately and is not eligible for playoffs.

7.6 Default: A team unable to play or reschedule its game is allowed one (1) default during the season.

7.6.1 To default, the captain of the defaulting team must e-mail intramural@uc.edu at least 48 hours prior to the scheduled game.

7.6.2 If this procedure is followed, the team will receive a loss, but will not forfeit or be disqualified from the playoffs. The team will receive a ‘B’ sportsmanship rating for the game and does not need to pay a reinstatement fee.

7.6.3 Less than a 48 hour notice will result in a forfeit.

8. **Match Timing & Timeouts**

8.1 The length of the game is two (2) 20-minute halves. Halftime will be three (3) minutes, time permitting.

8.2 A running clock will be used for the entire game except for injuries (at referee’s discretion), official’s time-outs, and team time-outs.

8.3 During the regular season, if regulation ends in a tie, there will be no overtime.

8.4 During playoffs, overtime will be decided by penalty kicks. Each team must select five (5) players from the players who are on the field at the end of regulation to kick. If tied after five (5) players, the sixth and seventh players will kick as necessary. If tied after all seven (7) players have kicked, the 8th kick will be by the 1st penalty shooter.

8.5 Each team will receive two (2) 30-second timeouts. These timeouts can only be called during a dead ball situation.

9. **Game Play & Scoring**

9.1 Starting the game

9.1.1 The referee shall hold a pre-match coin toss.

9.1.2 During the coin toss, the winner will determine which side of the field they wish to defend or if they want to kickoff at the start of the game.

9.1.3 Each player shall be in his or her own half of the field and every member of the opposing team shall remain at least 10 yards away from the ball until the ball is kicked; the ball shall not be deemed in play until it has traveled half the distance of its own circumference.

9.1.4 For a legal kickoff, the ball must travel forward.

9.1.5 The kicker shall not play the ball a second time until it has been touched or played by another player.

9.1.6 A goal can be scored directly from a kick-off.

9.2 After a goal - The game shall be restarted as discussed in 9.1.3 by a player of the non-scoring team.

9.3 Restarting play after the end of each period - Teams shall change ends and the kick-off taken by an opposing player of the team who kicked off in the previous half.

9.4 Temporary suspensions of play - The referee shall drop the ball at the spot where play was suspended, or it shall be restarted with an indirect free kick by the team in possession of the ball prior to the suspension.

9.5 Ball Out of Play - The ball is out of play if:

9.5.1 It has completely crossed a perimeter line.

9.5.2 The game has been stopped by the referee.

9.6 Teams are responsible for retrieving the ball when it goes out of play. Officials have the authority to issue yellow cards if frequent delays of game occur.

9.7 Ball In Play - The ball is in play at all other times, from the start of the game to the finish, including:

9.7.1 Rebounds off the referee when the official is in the field of play.
9.7.2 In the event of an infringement of the rules.

9.8 Scoring - A goal is scored when the entire ball has passed over the goal line into the goal, provided it has not been thrown, carried, or intentionally propelled by the hand or arm of a player on the attacking team. You may score on a:

9.8.1 Goal kick
9.8.2 Direct kick
9.8.3 Kick Off
9.8.4 Penalty kick
9.8.5 Corner kick
9.8.6 Drop ball
9.8.7 Keeper punt, throw, or kick

9.9 Mercy Rule – A game will be considered final if:

9.9.1 A team leads by 10 or more goals any time in the last eight (8) minutes of the second half.
9.9.2 A team leads by 5 or more goals any time in the last three (3) minutes of the second half.

10. Foul and Free/Penalty Kicks

10.1 Major Fouls and Misconduct (Direct Fouls) – Results in a direct free kick to be taken by the opposing team from the place where the offense occurred, unless the foul is committed by a defensive player in his/her own penalty box, in which the fouled player is awarded a penalty kick. Major offenses include the following instances:

10.1.1 Kicking
10.1.2 Striking
10.1.3 Dissent
10.1.4 Tripping
10.1.5 Holding
10.1.6 Handling the ball
10.1.7 Jumping at an opponent
10.1.8 Pushing
10.1.9 Slide tackle from behind - ejection
10.1.10 Charging violently – ejection

10.2 Penalty Kicks - Should a player of the defending team commit one of the above ten offenses within their own penalty area; they shall be penalized by a penalty kick. If any of the offenses are deemed by the referee to be of a serious nature, they shall be assessed a red/yellow card and may be ejected from the game and their team will play a player down.

10.2.1 All of the opposing players shall remain outside the penalty area, and shall be at least ten yards from the ball while the kick is being taken.
10.2.2 Allow the kick to take place even if there is a known infraction before the kick has been taken.

10.3 Minor Fouls and Misconduct (Indirect Fouls) - A player committing a minor offense shall be penalized by the award of an indirect free kick to be taken by the opposing team from the place where the infringement occurred. Minor offenses include:

10.3.1 Dangerous play
10.3.2 Obstruction
10.3.3 Delay of game

10.4 Free Kicks

10.4.1 The ball shall be in play when it has traveled half the distance of its own circumference.
10.4.2 Goal Kick - The ball shall be in play immediately after it has traveled beyond the penalty area. If the ball is not kicked directly into play beyond the penalty area, the kick shall be retaken.
10.4.3 When a player is taking a direct or an indirect free kick, all of the opposing players shall be at least 10 yards from the ball, until it is in play, unless they are standing on their own goal line inside the goal posts.
10.4.4 If a player of the opposing side encroaches within 10 yards of the ball, before a free kick is taken, the referee shall delay the taking of the kick until compliance with the rule. If, on the request of the referee, the player does not comply she/he shall be cautioned.

10.5 Delay of Game Penalty - If any player, in the referee’s opinion, intentionally puts the ball out of play to delay the game, play shall be stopped and an indirect kick awarded to the opposing team. Goalkeepers will not be considered to be in
violation of this rule when they deflect the ball by hand over the perimeter line for a corner kick, provided such play is made from within the goal area.

10.6 **SLIDE TACKLING IS NOT PERMITTED.** The penalty for this infringement is a direct kick from the point of the infraction and a yellow or red card will be given to the offender depending on the severity of the slide tackle. If a second infraction occurs the offender will automatically be given a red card and ejected from the game.

10.7 **Advantage** – This is a discretionary judgment of the official which allows them to permit play to continue rather than stopping play to administer a foul. This concept is based on the premise that the foul would take away a favorable opportunity from the offended team. The foul may be subsequently called if the advantage does not materialize.

11. **Offside**

11.1 We will be enforcing the offside rule. An offensive player will be considered “offside” if all three of the following criteria are satisfied:

11.1.1 The player is in the opposing team’s half of the field.
11.1.2 The player is in front of the ball.
11.1.3 There are fewer than two (2) opposing players between the player and the goal line (this includes the goalkeeper).

11.2 **EXCEPTIONS** – A player is not offside if they receive the ball directly from a goal kick, throw-in, or corner kick. Also if the player does not affect the play, the goalkeeper, or does not play the ball so they do not gain an advantage by being in an offside position. (i.e. in the corner and not involved in the play).

12. **Goalkeeper**

12.1 A goalkeeper has possession when he or she has one finger on the ball and the ball is no longer moving. A goalkeeper may bounce the ball and the ball will still be considered in their possession.

12.2 A goalkeeper must distribute the ball within six (6) seconds after gaining control of it. Penalty is Delay of Game - indirect free kick.

12.3 A goalkeeper may not set the ball down and then pick it up again using his or her hands. Penalty – indirect free kick.

12.4 The ball may not be passed to the goalkeeper’s hands by a member of his or her own team. This includes a series of passes among teammates back to the goalkeeper’s hands. If this rule is violated, an indirect free kick will be awarded to the offended team at the point of the infraction.

12.5 A goalkeeper may not bring either knee above the waist in an offensive manner to protect themselves, as it could bring harm to the other players. The penalty depends on the severity, and could result in an ejection.

13. **Throw-Ins**

13.1 A player opposite of the team who last touched the ball before it crossed the side line will be awarded a throw-in.

13.2 The ball must completely cross the line to be considered out of play.

13.3 The thrower must have both feet on or behind the line and both feet must remain in contact with the ground through the throw.

13.4 The ball must be thrown from behind the head.

13.5 A player receiving the ball directly from a throw-in will not be considered offsides even if he or she is in an offside position.

13.6 A player cannot score directly from a throw-in.

13.7 Flip throws are NOT allowed. Penalty – Change of throwing team.

14. **Yellow Card**

14.1 A player receiving a yellow card must substitute off the field, including the goalkeeper. This player may substitute back in according to rule 6.1.

14.2 Shouting at a player with the intent to distract during a reasonable shot on goal will be considered Unsportsmanlike behavior and can result in a yellow card.

14.3 Cursing, foul, and/or abrasive language can result in a yellow card.
14.4 Wearing illegal equipment can result in a yellow card.

15. Red Card

15.1 If a player receives a straight red card while the game is being played, his or her team will play a player down for the remainder of the game.
15.2 If a player receives a straight red card during half time or before the game, his or her team will not play a player down.
15.3 If a player receives a second yellow resulting in a red card, his or her team does not have to play a player down.
15.4 Once a player receives a red card, the player is ejected and must leave the facility.
   15.4.1 For any ejection the individual must leave the facility.
15.5 Excessive cursing, foul and abrasive language will result in a red card. Cursing can result in an automatic ejection.
15.6 A slide tackle from behind will result in a red card.
15.7 Charging violently will result in a red card.

16. NFHS Rules

16.1 Any rules not mentioned above will be governed by the official NFHS (National Federation of State High School Associations) Soccer rulebook.