



# Outdoor Soccer Rules

(Men's, Women's, and Co-Rec)

Updated 8/1/11

Note: Rule changes for 2011-12 will be shaded grey.

Rules and procedures not covered in this manual shall be enforced using FIFA laws of the game.

## RULE 1. ELIGIBILITY GUIDELINES

### Section 1. Eligibility

1. All participants must be current full-time students or Kiewit Fitness Center members.
2. All participants must bring and show their current Creighton picture ID card to participate.
3. Participants may only play on **ONE** single-sex team (M or W) and **ONE** co-rec (C) team.
4. Refer to the Intramural Sports Manual for further eligibility guidelines.

### Section 2. Assumption of Risk

1. All participants must agree to the following:
  - a. *I acknowledge that participation in the activity may involve the risk of bodily injury, property damage, or any other danger. I freely assume all risk of loss, property damage, or personal injury, including death, that may be sustained by me as a result of participating in the activity, whether caused by the negligence of Creighton University, its agents and employees, or otherwise. I hereby release, waive, and discharge Creighton University, its Board of Directors, and its agents and employees from all liability to me, my personal representatives assigns, heirs, and next of kin, for all loss or damage and any claims or demands thereof, including attorney's fees, on account of injury to myself or my property. I agree to indemnify, defend, and hold harmless Creighton University and any of its directors, employees, and agents from any and all claims and cost arising directly or indirectly as a result of my participation in the activity.*

### Section 3. Captain's Meeting

1. A team representative must attend the preseason captain's meeting. It does not need to be the captain. Unrepresented teams will not be included in the playoffs and/or are subject to a fine.

## RULE 2. GENERAL GUIDELINES

### Section 1. Teams

1. Teams shall consist of eight (8) players. There is no limit as to the number of eligible substitutes.
2. Teams must have at least six (6) eligible players present to start a game and avoid a forfeit.
  - a. **Co-Rec:** Of those 6 players, teams must have at least two (2) men and two (2) women to avoid a forfeit. Teams may play with the following combinations: (4M/2W, 2M/4W, 3M/3W, 4M/3W, 3M/4W, 4M/4W)
  - b. Teams may continue a game in progress with less than 6 players if they have a chance to win.
  - c. The Intramural Supervisor shall rule on all forfeit situations.
3. Players may be added to the team roster at any time. All players must be on the online roster to be eligible.
4. Teams may have no more than two (2) Creighton club soccer players on the team. Teams with one (1) or more Creighton club soccer players must play at the highest level of competition offered.

### Section 2. Participants



1. All participants are subject to the rules of the game and Intramural Sports guidelines. Participants include, but are not limited to: players, non-players, substitutes, coaches, spectators, fans, and trainers.

### Section 3. Supervision

1. The game shall be played under the supervision of the Intramural Sports Supervisor(s), and 1-2 officials. The Supervisor has the authority to rule on any situation not specifically covered by the rules.

### Section 4. Equipment

1. Campus Recreation will provide the game ball. Teams may use a different ball, provided both team captains and the game officials agree.
  - a. Teams may not use the IM game balls to warm up.
2. Players may not wear jewelry of any kind. (Exception: Medical alert bracelets)
3. Players may not wear any equipment deemed to be dangerous or made of unyielding material.
4. Uniform requirements:
  - a. Teams must wear jerseys or t-shirts of one primary color. Black may not be the primary color.
  - b. Shorts/Pants must be athletic (no jeans, khakis, etc.).
  - c. Metal or hard-plastic cleats are not allowed. Shoes must be athletic. No boots, sandals, etc.
  - d. Hats with brims are not allowed. Bandanas may be worn, provided it is not tied in a knot.
  - e. **Shin guards are highly recommended.**

## **RULE 3. PREGAME, TIMING AND SCORING**

### Section 1. Captain's Meeting

1. Prior to the start of the game, there shall be a pre-game captain's meeting. The referee will conduct a coin toss. The winner of the coin toss shall make one of two choices:
  - a. Choose the kick-off.
  - b. Choose which goal to defend.

### Section 2. Timing

1. Game time is forfeit time.
2. The game shall consist of two (2) twenty-two minute (22) halves. A game becomes "official" at halftime.
  - a. The clock shall not stop during play.
  - b. If necessary, the referee may stop the clock **at his or her discretion.**
3. Halftime shall last five (5) minutes.
4. There are no timeouts.
5. Overtime:
  - a. There is no overtime during the regular season. The game shall be recorded as a tie.
  - b. Playoffs / Tournament Events:
    - i. There is no golden goal situation. The game proceeds directly to a penalty shootout. **A coin toss will determine which team shoots first.**
    - ii. Only players on the field at the end of regulation may participate in the shootout.
      1. **Co-Rec:** At least two members of each sex must participate in the shootout.
    - iii. Each team will alternate kicks, and teams may change goalkeepers prior to each kick.
    - iv. Each team kicks five (5) times, the team with the greatest number of goals wins.
    - v. If the kicks are tied, a sudden death shootout will occur.
      1. Players who have yet to kick in the shootout must do so prior to the original five kickers shooting again. From there, the shooting order will remain the same.

2. The game ends when one team scores and the other does not.

### Section 3. Scoring

1. Men's and women's games shall use standard scoring.
2. **Co-Rec:** Male = 2 goals Female = 3 goals
  - a. During the overtime penalty shootout, all goals count the same.
3. Scoring a goal:
  - a. The entire ball must cross the goal line between the goal posts and under the cross bar
  - b. A goal may be scored during: Direct free kick, penalty kick, goal kick, corner kick, kickoff
  - c. A goal may not be scored during: Indirect free kick, throw-in, free kick into own team's goal

### Section 4. Mercy Rule

1. The game ends if a team is winning by 6 goals (12 for co-rec) or more at any point in the second half.

## **RULE 4. BALL IN PLAY**

### Section 1. Offside

1. There is no offside rule.

### Section 2. Substitutes

1. There is no limit to the number of substitutions a team can make.
2. Entering substitutes must report and be recognized by the referee prior to entering the game.
3. Teams are allowed to substitute freely during their own throw-in.
  - a. If the team with possession chooses to substitute, the opposing team may substitute as well.
4. Teams are allowed to substitute freely on goals, goal kicks, injuries, and when a player is cautioned.
5. A player who is bleeding or has blood on their person must substitute immediately.
6. If play is stopped for an injury, that player must be substituted for immediately.
7. Entering substitutes are not allowed to take penalty kicks.
8. Teams are not allowed to substitute during the last two minutes of the second half.

### Section 3. Goalkeeper

1. The goalkeeper shall wear a jersey of a different color than his/her team.
2. The goalkeeper has six (6) seconds to get rid of the ball. (**Penalty: Indirect free kick**)
3. The goalkeeper may not touch the ball with his/her hand after a teammate deliberately passes it to him/her by way of kick or throw-in. (**Penalty: Indirect free kick**)

### Section 4. Drop Ball

1. If play is stopped temporarily for a non-infracton and no team is in possession, the game shall be restarted with a drop ball between two opposing players. The drop ball shall occur inbounds, at the nearest location of ball at the time of the stoppage, at least 10 yards from a boundary line.

### Section 5. Slide Tackling

1. Sliding to play the ball in the vicinity of another player is illegal. (**Penalty: Yellow card, direct free kick**)

## **RULE 5. CONDUCT OF PLAYERS AND OTHERS**

### Section 1. Indirect Free Kick Fouls

1. Goalkeeper errors, as outlined in Rule 4-3.

2. Dangerously attempting to play the ball which could cause injury. Includes but is not limited to:
  - a. Raising the foot at or above the waist level of an opponent
  - b. Lowering the head at or below the waist level
  - c. Playing the ball on the ground in a reckless manner

### Section 2. Direct Free Kick Fouls

1. Kicking (includes using the knee), striking, attempting to kick or strike, or jumping at an opponent.
2. Tripping, throwing, or attempting to trip or throw an opponent.
3. Holding, pushing, or impeding an opponent with the hand or arm extended from the body.
4. Charging into an opponent from behind, or in a violent or dangerous manner.
5. Intentionally handling, striking, carrying, or propelling the ball with a hand or arm.
6. Any offense that results in a yellow or red card.

### Section 3. Penalty Kicks

1. All direct free kick fouls committed by the defensive team that occurs in their own penalty area shall result in a penalty kick for the opposing team.
  - a. Any player on the field at the time of the foul may take the penalty kick. (Including co-rec)

### Section 4. Yellow Card (Player Caution)

1. Non-contact acts. Include but are not limited to:
  - a. Participate while wearing illegal equipment.
  - b. Entering or leaving the field illegally to gain an advantage.
2. Prohibited acts. Include but are not limited to:
  - a. Any foul judged as excessive by the official.
  - b. Persistently infringing upon the rules of the game.
  - c. All forms of slide tackling.
  - d. Using profanity, taunting, insulting, or vulgar language or gestures.
  - e. Refusal to comply or abide by the request or decision of an official or supervisor.
  - f. Attempting to influence a decision by an official or supervisor.
  - g. Disrespectfully addressing an official or supervisor.
  - h. Indicating objections to a decision made by an official or supervisor.
3. Three yellow cards, or one yellow and one red card, against the same team in the same game shall result in forfeit.

### Section 5. Red Card (Player Ejection)

1. Two yellow cards against the same participant in the same game shall result in a red card.
2. Prohibited Acts. Include but are not limited to:
  - a. Any foul judged as flagrant by the official.
  - b. A player intentionally fouling an opponent, preventing an obvious opportunity to score.
  - c. A player intentionally handling the ball to prevent it from entering his/her own goal.
  - d. Intentionally contacting an official or supervisor.
  - e. Fighting
    - i. Any attempt to strike or engage an opponent in a combative manner unrelated to the game, whether or not there is contact (ex. Spitting, throwing a punch). Leaving the team bench and entering the court during a fight is also considered a flagrant unsporting act.
3. Any act of fighting shall result in the game being ended immediately, with the offending team(s) forfeiting.