



SOCCKER RULES

NEW for 2010

USE OF FIFA (Fédération Internationale de Football Association) RULES

The Intramural Soccer program will operate under FIFA Rules with the following ammendments:

- 1. ALL PARTICIPANTS MUST BRING THEIR CURRENT CREIGHTON PICTURE ID TO PARTICIPATE (All players must be a full time student or a KFC member).** ID checks may be made to verify eligibility of players. Players without proper ID will not be allowed to participate. **Any player playing for more than one Men's/Women's, or Co Rec Soccer team will render that player ineligible for both teams and put both teams in jeopardy of forfeit. A player may play on one Men's/Women's Soccer team and one Co Rec Soccer team only. Varsity men's and women's soccer athletes that appear on the 2008-2009 team roster are not eligible to participate. Creighton Intramural Sports guidelines concerning eligibility are in effect. For further eligibility information go to the IM WEB SITE (go to the bottom of the page, click POLICY MANUAL, and scroll down to the heading: ELIGIBILITY).**
- 2. Teams will play a round robin regular season plus play-offs. Play-off games will be posted on the IM web page at the end of the regular season. ALL TEAMS MUST BE PREPARED TO PLAY PLAY-OFF GAMES ON DAYS AND TIMES THAT ARE DIFFERENT FROM THEIR REGULAR SEASON SCHEDULE. IT IS HIGHLY RECOMMENDED TO CARRY ADDITIONAL PLAYERS ON YOUR ROSTER. IF YOU KNOW OF ANY CONFLICT YOU NEED TO NOTIFY BOB DENNEY 280-5827. PRIOR TO THE POSTING OF THE PLAY-OFFS. ONCE POSTED, PLAY-OFFS GAMES WILL NOT BE RESCHEDULED UNLESS THERE IS INCLEMENT WEATHER.**
- 3. IN CASE OF INCLEMENT WEATHER PLEASE CALL 1703 OR CHECK THE IM WEB PAGE BEGINNING AT 5PM ON WEEKDAYS AND 12PM ON SUNDAYS. DUE TO THE LARGE NUMBER OF TEAMS AND THE HEAVY USE OF THE SPORTS COMPLEX WE WILL NOT GUARANTEE THE OPPORTUNITY TO MAKE-UP OR RESCHEDULE GAMES.**
- 4. All players must agree to the following: *Intramural Sports activity. 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.***
- 5. Unsportsmanlike conduct will not be tolerated. First and foremost every individual that participates or is a spectator is responsible for their own behavior. Every intramural participant is expected to behave in a manner that respects and promotes the dignity of all persons. Any conduct that is demeaning or harmful to another person will result in player ejections and team forfeits. Game officials/IM supervisors are empowered to end games if individual player, spectator, and coach safety is in question. Teams will be penalized for unsportsmanlike acts committed by their players, bench personnel, and/or fans. Any team that commits multiple unsportsmanlike conduct infractions during the season/play-offs will be dropped from the**



program. An ejected player will sit out a minimum of one game and must meet with the Associate Director before he/she is eligible for further competition.

6. Each team will receive a sportsmanship rating after each game by the supervisor/officials and from the opposing team. A team will be rated as follows:
 - EXCEPTIONAL**---*players cooperate well with IM staff/opponent and will discuss differences over rule interpretations calmly. The captain has full control over team and spectators*
 - ACCEPTABLE**---*players complain about calls/comments may warrant a team warning. The captain has some control but is not in charge*
 - UNACCEPTABLE**—*players are constantly talking about calls or opposing team. Team is uncooperative with the administration of the event. The captain has little or no control over team and spectators. A game ended by a supervisor due to unsportsmanlike acts.*

If a team receives an Unacceptable rating, the captain must meet with the Associate Director prior to the next game. If a team receives two Unacceptable ratings during the season the team will be dropped. Teams involved in a fight will automatically receive two Unacceptable ratings

Consuming or possessing Alcoholic beverages is prohibited at any IM Sports Activity. The team (includes players and fans) will be held accountable and receive appropriate consequences (the team will: a) Forfeit the game they are playing. b) Dropped from the league/play-offs).

Each field will have a Field Supervisor. The Field Supervisor will serve as the OFFICIAL IN CHARGE. The supervisor will be empowered to:

- Penalize unsportsmanlike conduct**
- Eject players, coaches, or spectators**
- Assist on-field officials with Rule interpretations**
- Confer with Captains**
- Administer Protests**
- End the game**

7. Each team will consist of seven players, including goalkeeper. Five are needed to start the game.
8. **Game time is forfeit time.**
9. All participants must wear jerseys/t-shirts with numbers. (IM jerseys will no longer be available on site for check-out.) Goalkeepers are required to have a jersey/t-shirt of a different color from either team. **All participants must bring two sets of color shirts (ex. 1 white & 1 blue) incase teams have the same colors.**
10. Soccer shoes with rubber studs and tennis shoes are permitted. No metal or metal-tipped cleats will be allowed. The referee will check all players for proper playing equipment. Shin guards are advisable.
11. All games will consist of two twenty-five minute halves. The clock will not stop during play. Half time shall be five (5) minutes long. Teams will switch ends each half. At the start of each half, and after each goal, the ball shall be put in play at mid-field.
12. **If a team is leading by 6 goals or more at the end of the first half or leading by 6 goals anytime in the second half, the game will end immediately.**



13. Tie games during the regular season will remain as ties. During playoffs, one ten-minute sudden death overtime period will be used. If no victor is decided, then a five player shootout will be played. During the shootout, any player on the field at the conclusion of overtime may be used. Penalty kicks are used for the shootout and each team will alternate shooters. The defending team may change goal keepers prior to each kick. Following the five kicks, the team scoring on the greatest number of these kicks is the winner. If the score is still tied, then a sudden death shootout will occur and the remaining players must kick for a team before one of the original five players will be allowed to kick again. The game ends when one team scores and the other does not.

14. **Fouls and Misconduct:** A player shall be penalized for:

- A. Kicking, Striking, Jumping, And Tripping: kick, strike, or attempt to kick or strike or jump at an opponent. This includes use of the knee in any way against an opponent. NOTE: A sliding tackle is legal when it is made within the normal peripheral vision of an opponent and the initial contact is made with the ball. A person may slide tackle only from the side and NOT from behind the opponent.
- B. Handling: intentionally handle, carry, strike, or propel the ball with a hand or arm. (This does not apply to the goalkeeper within his/her own penalty area.)
- C. Holding, pushing: holding, pushing, or impeding an opponent with the hand or arm extended from the body.
- D. Placing Hands on Opponent: placing hands on an opponent in an effort to reach the ball.
- E. Charging: charging into an opponent in a violent or dangerous manner or into a player who is in the air in an effort to receive or play the ball, or charging into an opponent when the ball is not in playing distance of the player concerned.
- F. Obstruction: the act of a player, not in possession of the ball or not attempting to play the ball, of running between opponent and the ball, or using the body as an obstacle.
- G. Intentional passes from a teammate's foot to a goalkeeper's hands are illegal.
- H. Dangerous Play: committing a dangerous play which is likely to cause injury, including but not limited to: raising the foot in an attempt to play the ball at a level of an opponent's waist or higher, lowering the head to a position even with or below the level of the waist in an effort to head the ball in the presence of an oncoming player.
- I. Misconduct: behaving in an unsportsmanlike manner.

The referee shall stop play as soon as a foul is committed by signaling with his/her whistle. He/she will then order the ball to be placed on the spot of the infraction (unless it is a penalty kick) and the opposing team shall set the ball in play upon the signal of the referee.

When a team commits an infraction, the referee shall award the opposing team with:

- A. **Indirect Free Kick**, from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal. If a player of the opposing team is within 10 yards of the ball and intentionally interferes with the kick, the kick shall be retaken and the player shall be cautioned.
- B. **Direct Free Kick**, from which a goal may be scored directly against the offending side. All free kicks may be kicked in any direction from the point of the infraction. If a player of the opposing team is within 10 yards of the ball and intentionally interferes with the kick, the kick shall be retaken and the player shall be cautioned.
- C. **Penalty Kick:** Any infringement of rules which ordinarily requires the awarding of a direct free kick shall be punished by a penalty kick if the foul is committed by a defending player within the penalty area. A penalty kick shall be taken from any place on the penalty mark line (12 yards from the goal line). When it is being taken, all players, with the exception of the player taking the kick and the opposing goalkeeper shall be within the field of play, but outside the penalty area, and at least 10 yards from the penalty mark. The opposing goalkeeper must stand, without moving his/her feet, on his/her own goal line between the goal posts, until the ball is kicked.



15. **Goal Kick:** When the ball passes completely over the goal line, excluding that portion between the goal posts, either in the air or on the ground, having last been played by one of the attacking team members, it shall be kicked into play, in any direction beyond the penalty-area from a point within the goal area, by any player of the defending team.
16. **Corner Kick:** When the ball passes completely over the goal line, excluding that portion between the goal posts, wither in the air or on the ground, having last been played by one of the defending team members, a member of the attacking team shall take a kick from within the quarter-circle at the nearest corner. Players from the opposing team shall not approach within 10 yards of the ball until it is in play.
17. **Goalkeeper:** The goalkeeper, when in possession of the ball may not carry it more than six seconds. When the goalkeeper has possession of the ball s/he must not deliberately delay getting rid of the ball. When the goalkeeper has possession of the ball, s/he must not be interfered with or impeded in any manner by an opponent until s/he clears the ball.
18. Ball out-of-bounds is awarded to the non-offending team. **Inbound is by throw-in.** The ball shall be thrown in any direction from the point where it crossed the sideline by a player who is facing the field of play and has both feet on the ground on or behind the sideline. The thrower shall use both hands with equal force and shall deliver the ball from behind and over the head in one continuous movement.
19. All dead balls must be put into play within 5 seconds. Any infractions will result in the ball given to the non-offending team. The referee judges when to begin the 5-second count.
20. Substitutions may be made **only on your own team's throw-in.** There will be free substitution on goal kicks and goals. No substitutions will be permitted during the last two minutes of either half.
21. **There is no offside rule.**

CO-REC RULE MODIFICATIONS

1. Each team will consist of seven players. The teams need to have a minimum of three women and three men, plus a goalie of either sex. Five players are needed to avoid forfeit. If playing with less than seven players, there cannot be four of one sex on the field. (3 men/3 women, 3 men/2 women, 2 men/3 women are acceptable)