

# TEXAS STATE<sup>®</sup>

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## Campus Recreation

### **INTRAMURAL SPORTS 4-on-4 OUTDOOR SOCCER Information and Rules**

- ENTRIES DUE:** Thursday, October 10, 2019 @ 5:00 pm in the Intramural Sports Office - SRC room 140.
- ENTRY FEE:** \$ 25.00
- REG. SEASON:** Play begins Sunday, October 20, 2019.
- PLAY-OFFS:**
- To be eligible for the play-offs:**
- **Must have a representative present at the manager's meeting**
  - **Each player must play in two games with their team.**
  - **Teams must have an average sportsmanship rating of 2.75**
  - **No Forfeited games**
  - **The top 2 teams from each division will advance**
  - **Playoff games will not be rescheduled.**
- MERCY RULE:** When down 5 goals in the last 2 minutes of the second half the game will be called.
- FORFEIT POLICY:** **Game time is forfeit time!** The team captain will be responsible for paying the forfeit fee ( \$20 ) to continue the season.
- TEAM SCHEDULES:** Schedules, scores and information pertaining to Intramural events can be checked on Fusion IM. **Team schedule information will not be given over the phone.**
- NO ID NO PLAY:** All players must present their student ID before every game in order to be eligible to participate. We will accept a driver's license and a payment statement for tuition as an alternative. **NO I.D. NO PLAY!**
- ELIGIBILITY:** All currently enrolled students, faculty and staff eligible to participate in all Intramural sports. **All collegiate athletes are ineligible to participate in their sport for a period of one year since their last game/match.**
- PROTEST:** A protest concerning eligibility and rule interpretation by an official can be made. **Teams cannot protest a judgment call by an official.**
- IMPORTANT PHONE NUMBERS:** **245-8090 (IM Office)**  
**245-3940 (Rainout Hotline call after 3:30 pm)**

## **INTRAMURAL 4-on-4 OUTDOOR SOCCER RULES**

All intramural matches will be governed by the National Federation of High Schools rules with the following intramural modifications:

### **THE GAME**

1. Games shall consist of two 20-minute halves with a 5-minute half time. Continuous clock.
2. **THE OFFSIDE RULE IS NOT IN EFFECT**
3. **Slide tackles are illegal in Intramural Soccer.**
4. The field shall be 60' X 100' (20 by 33.3 yards).
5. **The offense may NOT attempt to score within the penalty box area. Any goals scored from the penalty box area will result in a goal kick for the opponents. All attempts to score must be taken outside the box. Play for the ball is allowed by both teams while in the penalty box area but not an attempt to score. If a goal is scored when an offensive player who did not score the goal is inside the penalty box the goal counts, UNLESS the ball touches them on its way into the goal.**
6. The game shall be played by two teams of 5 players each, one of whom shall be the goalkeeper.
7. The minimum number of players required to begin a game shall be 4 players. A team must begin if at least 4 players are present. If a team drops below 4 players for any reason it shall be the referee's discretion if the game shall continue. In other words, if the referee believes the team playing with less than five players has a chance to win, the game shall continue.
8. A game shall be considered "official" if after the 10 minute mark of the second half the game is stopped for any reason.
9. Regular season and play-off games that end regulation time with a tie shall be decided with (4) four penalty kicks.
  - A. Only players who are on the field at the end of regulation shall be eligible to participate in the tiebreaker.
  - B. Each team shall designate four (4) individuals to alternately take four penalty kicks (Co-rec teams will alternate male/female).
  - C. The goalkeeper in goal at the end of regulation must remain in goal for the penalty kicks.
  - D. After the four (4) penalty kicks have been taken and the score remains tied, sudden death penalty kicks will be used.
10. Game time is forfeit time unless the previous game goes over the allotted time. A team is allowed a five-minute grace period if just one member of their teams is present. Teams must have the line up card completed and be ready to play by game time.

### **BLEEDING PLAYER RULE**

Whenever a participant suffers a laceration or wound where oozing or bleeding occurs, the player must leave the game (be replaced by a substitute) and then take the necessary actions to stop the bleeding and prevent it from occurring again. If a player's jersey, shirt or other article of clothing becomes stained with blood it must be removed before the player may re-enter the game. The Intramural Supervisor on duty will have final approval on any situation involving bleeding players.

### **EQUIPMENT: All equipment will be check before the game starts!**

1. Teams are required to wear similar colored jerseys or T-shirts. Pullover vests will be available for teams on site. Game balls will be provided, but it is recommended that teams bring their own Size 4 ball.
2. Eye glasses should be shatterproof.
3. **The goalkeeper must wear a jersey that differentiates him/her from all other players.**
4. All players must wear athletic shoes of some type. Boots, sandals, etc. are not permitted.
5. NO casts/splints will be allowed under any circumstances. No pads or braces will be allowed above the waist. Players who wear a knee brace with exposed metal or hinges are required to cover it.
6. **No jewelry** or watches are to be worn during participation. **All earrings must come out!**
7. Helmets, hats, caps and visors are not legal equipment.

### **SUBSTITUTION**

Substitutes may enter the game under the following conditions:

1. **Subs on the fly**-To enter, sub player must wait until current player is off the field completely. All players must come in at midfield at the marked sub box area (marked by cones at mid field).

### **SCORING**

1. A ball must be 100% over the line to qualify as a goal.
2. A ball intentionally carried or propelled into the goal by the hand or arm of an attacker shall not be allowed as a score.
3. A goal **may** be scored directly from a kick-off, but a goal **may not** be scored directly from a kick-in, goal kick, free kick (all free kicks are indirect), a drop ball or a free kick that goes directly into one's own goal.
4. **If a team is losing by five (5) or more goals at the 2-minute mark of the second half, the Mercy Rule becomes in affect and the game is called.**
5. When a goal is scored by a female, 2 points will be awarded.

## BALL OUT OF PLAY

1. The ball is out of play completely when the ball is 100% over the touch line.
2. The ball is still in play if it strikes a referee while they are in the field of play. They are neutral parts of the field.

## SHOOTOUT

1. The shootout will be played like regular penalty kicks, with the best of 4, and the same rotation to be used.

## DEFINITIONS OF TERMS

- I. **Corner Kick** - A corner kick shall be awarded to the attacking team when the entire ball passes beyond the goal line into the designated dead ball area after the defending team last played or touched the ball.
  - \* Defending team players shall be at least 6 yards from the ball until it has been kicked.
  - \* The ball shall be kicked from the ground within the quarter circle nearest where the ball left the field of play. Failure to kick the ball at least its full circumference shall result in a re-kick.
  - \* After the corner kick, any player may receive the ball except the one who executed the corner kick. The kicker must wait until another player has touched the ball before he/she can play or touch the ball a second time.

**PENALTY: Free kick is awarded to the opponent from the spot of the foul**

- II. **Free Kick** - Free kicks shall be classified "**INDIRECT.**"

### Unsportsmanlike Conduct:

- \* A player touching the ball a second time before it has been played by another player on kick-off, kick-in, goal kick (if ball is outside penalty area), free kick, corner kick or penalty kick.
- \* The goalkeeper takes more than 4 steps or 5 seconds to release the ball.
- \* Illegal substitution.
- \* Charging or other dangerous play that is not violent or flagrant.
- \* Handling by the goalkeeper a ball deliberately kicked or thrown back to them by a teammate.
- \* Interfering with, impeding, kicking or attempting to kick the ball, while goalkeeper is in possession.
- \* Any obstruction other than holding (interfering with an opponent while not making a play on the ball).
- \* Dissenting by word or action with a referee's decision.
- \* Unsportsmanlike conduct.
- \* A player leaving the field of play during a game without the referee's permission.
- \* Interference by bench personnel with the game.

### Penal Offenses :

- \* Hand ball (women may cross their arms over their chest for protection).
- \* Holding, pushing, striking, jumping at, tripping or violently charging an opponent.
- \* Handling by goalkeeper outside the penalty area.
- \* Violently fouling the goalkeeper while in possession of the ball in the penalty area.
- \* The goalkeeper striking or attempting to strike an opponent with the ball.

**Note: All of the above violations will result in awarding of a free kick to be taken from the spot of the foul. Unless the foul occurs within the goal arc then the ball shall be moved to the top of the arc.**

**Note: Penal offenses committed by the offensive team and unsportsmanlike conduct fouls inside the goal arc will be placed at the top of the goal arc.**

## III. Penalty Kick

1. If the **defense** commits one of the above penal offenses in their own goal area, a penalty kick shall be awarded to the offended team.
2. The ball must be in play for a penalty kick to be awarded.
3. All players except the kicker shall be outside the midfield line until the ball is kicked. The goalkeeper shall not be able to move laterally along the goal line before the ball is kicked.

**PENALTY: Encroachment by the defending team or movement by the defending team's goalkeeper is ignored if the goal is scored, but if the penalty shot is missed, the penalty kick is retaken. If there is an infringement by the attacking team and the goal is scored, it is a re-kick; if a goal is not scored, it is a free kick for the defending team at the point of the foul if the ball bounces back in play or a goal kick if the ball goes over the goal line.**

4. The ball should be kicked while it is stationary on the ground from the penalty line or spot. The ball shall be moved at least its full circumference forward. Failure to kick the ball as specified shall result in a re-kick.
5. If the ball **touches the goalkeeper** before passing between the goal posts when a penalty kick is taking place and bounces back into the field of play, the ball becomes live. Everyone is eligible to make a play on the ball including the person who took the kick.

## IV. Goal Kick

1. A goal kick is awarded to the defending team when the entire ball crosses the goal line into the designated dead ball area after the attacking team last played or touched the ball.
2. Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area.
3. The ball shall be kicked from the ground; within the half of the goal nearest to where the ball left the field of play. A goal kick must clear the penalty area and enter the field of play. Failure to do so will result in a re-kick.
4. After the goal kick leaves the penalty area, the ball may be played by any player except the one who executes the goal kick. The kicker may not play the ball until it has been played by another player.

**PENALTY: Free kick awarded to the opponents from the spot of the infringement.**

5. The goalkeeper shall not receive the ball into his or her hands from a goal kick in order that he or she may thereafter kick it into play.

**PENALTY: Free kick awarded to the opponents from the spot of the infringement.**

6. A player shall not be considered offside when receiving the ball directly from a goal kick.

**7. All goal kicks may NOT cross the midfield line.**

**PENALTY: Free kick awarded to opponents at the spot the ball crosses the line.**

**\*\*All kick-ins will be classified as INDIRECT.**

#### **V. Kick-In**

1. A kick-in shall be awarded to a team when the opposing team last plays or touches the ball before the entire ball passes beyond the designated dead ball area.
2. The ball shall be kicked in any direction from the point where it crossed the touchline by a player who is facing the field. If the ball fails to enter the field of play, it shall be re-kicked.

**PENALTY: Kick-in awarded to the opponents from the spot of the foul.**

3. After the kick-in, the ball may be played by either team. The kicker shall not play the ball a second time before it has been touched or played by another player.

**PENALTY: Free kick awarded to the opponents from the spot of the foul.**

4. A player **shall not** be considered offside when receiving the ball directly from a kick-in.
5. A goal **may not** be scored directly from a kick-in.

#### **EJECTIONS:**

A person who receives a red card during the game or two yellow cards shall be ejected from the game. That person must come in and talk to the Intramural Director before their next game and will not be able to participate until doing so. It is at the discretion of the Supervisor on duty to ask that individual to leave the complex.

**Misconduct of any type will NOT BE TOLERATED!**

#### **GOALKEEPER RESTRICTIONS:**

1. The goalkeeper has five seconds to release the ball after each possession.
2. The goalkeeper may not punt or drop kick the ball.
3. The goalkeeper may not play the ball with his/her hands if it is intentionally passes back with the feet to him/her by a teammate.
4. If the goalkeeper plays the ball with his/her feet outside the goal area and brings it back into the goal area, he/she may not pick it up.
5. The goalkeeper who ends the game must stay in goal to take the penalty kicks in case of a tie.

**NO CHANGING GOALIES UNLESS INJURY!**

They can be one of the four players who take the penalty kick for their team.

6. The goalkeeper will be restricted to half-field, except on goal kicks.
7. **All goal kicks may NOT cross the midfield line.**

### **INTRAMURAL 4-on-4 OUTDOOR SOCCER - CO-REC MODIFICATIONS**

#### **PLAYERS:**

Teams must consist of five(5) players on a co-rec team. There must be 2 males and 2 females on the field with the goalkeeper being optional (male or female). A team with 4 players must have 2 females and 2 males with the goalkeeper being anyone of the 4 players. A team must have 4 players to start the match. There may be more females than males but there must be at least one male on the team.

**SCORING: Male = 1pt; Women = 2pts**

**NOTE: A team will not be allowed to play with more males than females on the field (not counting the goalkeeper) at any time!**