

TEXAS STATE[®]

Campus Recreation

INTRAMURAL SPORTS **4 v 4 OUTDOOR SOCCER RULES**

- Field
 - Dimensions shall be 30 yards by 50 yards with a half-way line and a center circle with a 5-yard radius.
 - Goals shall be 4 feet by 3 feet.
- Ball size 5.
- Players must be geared properly at all practices and games:
 - Cleats, shin guards, and soccer socks (completely covering the shin guards).
 - No jewelry of any kind (earrings, necklaces, bracelets).
 - No hard plastic or metal hair accessories (bows, clips, head bands, etc.).
- Number of Players
 - Format is 4v4 with **NO GOALKEEPER**.
 - Minimum players on field is 2
 - Maximum rostered players is 7.
- Games durations
 - (2) 10-minute halves
 - 5 min half-time
- Start of Play:
 - Winner of coin toss decides which end to attack.
 - Ball must move slightly forward (not backward).
 - Kicker may not kick the ball a second time until another player touches the ball.
 - Opponents must be 5 yards from the center mark.
- There is no offside. Referee, however, may discourage "goal-hanging".
- Fouls and Misconducts
 - Exception: Referee will explain all infractions to the offending player
 - All free kicks are indirect, and opponent shall remain 4 yards from ball.
 - There shall be no penalty kicks.
 - Slide tackles are illegal.
- Game time
 - 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 lineup 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 checked before the game starts!
 - 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.
 - All players must wear athletic shoes of some type. Boots, sandals, etc. are not permitted.
 - 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.
 - **No jewelry** or watches are to be worn during participation. **All earrings must come out!**
- Scoring
 - A ball must be 100% over the line to qualify as a goal.
 - A ball intentionally carried or propelled into the goal by the hand or arm of an attacker shall not be allowed as a score.

- 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.
- **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.**
- When a goal is scored by a female, 2 points will be awarded.
- **Ball In and Out of Play:**
 - Ball must be 100% over line to be out.
 - Throw-In: Balls out of bounds are put into play by the opposing team at the point on the touchline where the ball was kicked out of bounds. One re-throw/team after instruction by official.
 - Goal Kick: Goal kick is taken by defending team from any point on goal line. Opponents must be 4 yards away from ball.
 - Corner Kick: If team defending goal touches ball last before it crosses goal line, attacking team puts it into play with an indirect corner kick. Opponents must be 4 yards away from ball.
 - 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.
- **Definitions of Terms**
 - **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 4 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**
 - **Free Kick** - Free kicks shall be classified "**INDIRECT.**"
 - Hand ball (women may cross their arms over their chest for protection).
 - Holding, pushing, striking, jumping at, tripping or violently charging an opponent.

Note: All of the above violations will result in awarding of a free kick to be taken from the spot of the foul. **All kick-ins will be classified as INDIRECT.
- **Kick-In**
 - 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.
 - 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.**
 - 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.**
 - A player **shall not** be considered offside when receiving the ball directly from a kick-in.
 - 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!**
- **INTRAMURAL 4-on-4 OUTDOOR SOCCER - CO-REC MODIFICATIONS**
 - **PLAYERS:** Teams must consist of four (4) players on a co-rec team. There must be 2 males and 2 females on the field.
 - **SCORING: Male = 1pt; Women = 2pts**
 - **NOTE: A team will not be allowed to play with more males than females on the field.**