



Bloomsburg University Intramural Sports Program

IM Sports – OUTDOOR SOCCER RULES

PIAA rules with these IM modifications & the IM General Rules will govern play.

TEAM CAPTAINS: Team captains are responsible for their team's actions. They are also the only players allowed to talk with officials during the game. It is each team captain's responsibility to ensure that all team members are listed on the team roster. A player may be added to a team's master roster before that team's second regular season game. Therefore all rosters after the first week of play are concrete. Team captains are not only in charge of their team's actions, but also the fans that are present. **BU ID+ Cards are required from all players at all games.**

Forfeits: GAME TIME is FORFEIT TIME!!! If a team does not have the minimum number of players at the scheduled game time, the game will be called and either a default or forfeit will be recorded.

- a. **Forfeits:** Teams that have **FEWER THAN HALF THE MINIMUM PLAYER REQUIREMENT** present on the field/court at game time will lose the game by forfeit. A deposit of up to \$20.00 will be assessed to the team captain prior to participation.
 - i. **1st Violation=** Teams/individuals will lose forfeit deposit.
 - ii. **2nd Violation=** Teams that forfeit for the second time, without notification to the Intramural Sports Office, maybe dropped from the tournament.
- b. **Defaults:** Teams that have half the minimum player requirement, but not enough players to compete at game time will lose the game by default. Teams may also inform the Intramurals Office (389-5288) by 4:00 pm (after 4:00pm will be a forfeit) on game day to receive a loss by default.
 - i. **1st Violation=** Grace, teams/individuals are not penalized.
 - ii. **2nd Violation=** 1 Forfeit. Team/individual will lose their Forfeit Fee and team captain must speak with the Intramural Director to discuss further league play.
 - iii. **3rd Violation=** 2 Forfeits. Team/individual will be dropped from the tournament.

NEW! Grace Period: A team will forfeit a game when it is not ready by game time. The team ready to play will have the choice to grant their opponent a Grace Period, at which they will have 10 minutes to field the minimum number of players to play. **Game clock will start.** The following penalties will be enforced during the 10 minute grace period.

1 point will be awarded to the team ready to play for every 2 minutes that passes.

- a. **Game time:** Team ready for play will be awarded a 1 pt.
- b. **2 minutes:** Team ready for play will be awarded another 1 points for a total of 2 pts.
- c. **6 minutes:** Team ready for play will be awarded 2 more points for a total of 4 pts.
- d. **10 minutes:** Team ready for play will be awarded 6 pts. And the game will be declared a forfeit with a final score of 6-0.

THE GAME: will consist of two 20-minute halves with a running clock.

- No time-outs permitted.
- The only time the clock will be stopped is for injury, penalty kick, disqualification or protest.

START OF THE GAME

- Before the start of the game, the referee will conduct a captain's meeting in which he/she will designate which captain shall call the toss of the coin. The captain winning the toss will opt to do the following, either; To kick off or which side of the field they wish to defend.
- At kick-off, all players must be on their respective halves of the field.
- All opposing players must be a minimum of ten yards away at kickoff.
- At the start of the second half, the team, which did not kickoff to start the game, will receive the kickoff.

MERCY RULE: At any time during the last 5 minutes of the second half, "when one team has a lead of 7 goals or more, the game will be called.

TIES: During the regular season there will be no overtime period.

- During the playoffs, ties will be broken by 2 five minute overtime periods which are NOT Sudden Death.
- If the tie is not broken during those periods, a penalty shootout (5 shots) will occur.
- If still tied, it will go to a sudden death rotating shoot out. The 7 players on the field are the only ones eligible to take the first 5 shots.

TEAM: Each game is 6 v 6. Teams can play with a minimum of 5 players and a maximum of 6 players on the playing field. Teams must maintain these numbers for the entire game.

- “One Team Rule”: A player may compete for only one team. Once a person has played with a team they cannot play with any other team.

GOALKEEPER: will be designated and will wear an off-color shirt to indicate his/her position.

- This player only will be permitted to use hands to play the ball within the penalty area.
- Once the ball is handled, the keeper may take no more than 10 seconds before putting the ball in play.
- The no-pass back rule (re: handling) is in effect.
- Opponents are prohibited from charging into the goalkeeper when he/she has possession of the ball.

FIELD: The field will be 80 yards by 40 yards

- The referee is part of the field of play

SUBSTITUTES: must report to the official and may enter the game only when the ball is dead. At the official's discretion, substitutions may be waived off or delayed.

- All subs must enter and leave at midfield.
- Players may not switch positions with the goalkeeper while the ball is in play.
- Free substitution rules apply.

EQUIPMENT: Metal cleats or screw in cleats are not allowed at any time!

- **Players must wear closed-toed shoes at all times, i.e. sneakers or boots**
- Shin guards are strongly recommended.
- Baseball caps and jewelry are prohibited.
- **BALLS:** Warm-up balls will not be provided. Game ball will be provided, but both teams may agree on a personal ball to be used during the game.

GENERAL RULES

- There will be **NO off-sides** in intramural soccer.
- No player (except the goalie) will be permitted to intentionally use hands at any time. Self-protection is excluded from this rule. Penalty: Direct kick.
- **Slide tackling is strictly prohibited.** Slide tackling will be called when a player slides feet first or head first into the ball or a player whether on offense or defense unless it occurs where no one is within playable distance. Goalies may not come out to stop a ball feet first, but may slide headfirst. Penalty:
 1. 1st violation – yellow card and a direct kick, unless it occurs inside the goal box then a penalty kick will result. 2nd team violation – yellow card to offending player and a penalty kick.
 2. 2nd violation for a player will result in a red card and a penalty kick.
 3. Exception: If flagrant contact is made during a slide tackle, an ejection will result immediately.

FOULS AND MISCONDUCT

- **Major Fouls:** slide tackling, kicking, tripping, jumping at, charging at, striking, holding, pushing, and intentional hand ball. RESULT: Direct Kick.
- **Minor Fouls:** playing in a dangerous manner, intentional obstruction, unsportsmanlike conduct and unintentional hand balls. RESULT: Indirect Kick
- **Yellow Card** (caution) results from:
 1. Is guilty of unsporting behavior
 2. Shows dissent by word or action
 3. Persistently infringes the rules of the game
 4. Delays the restart of play
 5. Fails to respect the required distance when play is restarted with a corner kick or free kick

6. Any player receiving two yellow cards in a game will result in an automatic ejection and suspension for the next game.

- **Red Card** (sending off) results from:

1. Is guilty of serious foul play
2. Is guilty of violent conduct
3. Spits at an opponent or any other person
4. Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within their own penalty area).
5. Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick.
6. Uses offensive or insulting or abusive language and/or gestures
7. Receives a second caution in the same match

Any player receiving a red card in a game will result in an automatic ejection and suspension for the next game.

- **Direct Kick**

1. A player shall not spit, kick, strike, or attempt to do the proceeding.
2. A player shall not attempt to trip an opponent by the use any part of their body.
3. A goalkeeper shall not strike or attempt to strike an opponent by pushing or kicking the ball at the opponent or by pushing an opponent while holding the ball.
4. An opponent shall not push or hold an opponent with the arms or extended body.
5. An opponent may not put their hands on a player in order to reach for the ball. .
6. A player shall not charge an opponent in a reckless and careless manner. An allowable charge is when both players make shoulder to shoulder contact in an upright position, with the ball in playing distance, having one foot on the ground and their arms held close to their bodies.
7. A player shall not recklessly charge or flagrantly foul the goalkeeper in possession of the ball.
8. No player may interfere with the goalkeeper in the process of kicking or throwing the ball.
9. A player shall not charge into an opponent when neither player is within playing distance of the ball. The deliberate act of a player, not in possession of the ball, shielding an opponent from the ball is not permitted.
10. Tackling or pushing while playing the ball, or any attempt to do so
11. Following a red card
12. Hand balls
13. Charging the goalkeeper or another player

- **Indirect kick**

1. **DANGEROUS PLAY:** A player shall not participate in play which an official considers likely to cause injury to self or another player (opponent or teammate).

- **Penalty kick**

1. Slide tackling (second team offense or first offense inside the goal box)
2. Any direct kick foul that occurs within the offending teams goal area.

- **Goalkeeper:**

1. A goalkeeper, inside their own penalty box takes more than six seconds while controlling the ball with their hands before releasing it from their possession. **RESULT:** Indirect Kick
2. Goalkeepers are not allowed to play the ball with their hands when the ball is served back to them by foot or throw in from their teammates. **RESULT:** Indirect Kick
3. A goalkeeper can play the ball with their hands when the ball is served back to them via header from a teammate.
4. Goalkeepers cannot play the ball in the air past half court. **RESULT:** Indirect Kick at half line

KICKS

- **Free kicks**

1. All free kicks, with the exception of kickoff and penalty kick may go in any direction.
2. Any free kick awarded to the defending team within its own goal area may be taken from anywhere in the goal area.
3. Any indirect free kick awarded to the attacking team within its opponent's goal area shall be taken from the part of the goal area line which runs parallel to the goal line at the point nearest to where the offense was committed.
4. Any player of the offended team may take a free kick.
5. Players opposing the kick shall be at least ten yards away.
6. The ball must touch at least one player before entering the goal.

- **Corner kicks**
 1. A corner kick is awarded to the attacking team if the ball is last touched by the defending team before going out of play over the goal line.
 2. The ball shall be kicked from the ground in the corner arc nearest the spot where the ball went out of play.

- **Goal kicks**
 1. A goal kick is awarded when the ball goes out of play over the goal line and was last touched by the attacking team.
 2. Players opposing the kicker shall remain outside the penalty area until the ball has cleared the penalty area.
 3. The goal kick must clear the penalty area before it is put in play. If it does not, a re-kick shall occur.

- **Penalty Kicks**
 1. A penalty kick is awarded for slide tackling and any foul resulting in a direct kick which occurs within the offending team's goal area.
 2. All players are to be out of the penalty box and at least 10 yards behind the penalty mark. (Exception: Kicker and Goalie)
 3. The goalkeeper's heels are required to stay on the line until the ball is kicked, goalkeeper may move laterally along the line prior to the kick.
 4. Ball shall be kicked with the ball stationary at the penalty mark. Shot must be taken without any broken strides/hesitations while moving towards the ball, if violation, a re-kick is taken.
 5. After kick any player may make a play on the ball, except the kicker in which it must be touched by another player first.

PLAYOFF ELIGIBILITY: Team must be in good standing with no unsportsmanlike conduct issues.

- Players must be on official team roster
- Players must have played in at least 2 regular season games.

TIE BREAKER: If teams are tied a tie breaker will occur. The first tie breaker will be the head to head game result. If there is still a tie after the first tie breaker the team with the least points given up will win. If there is still a tie we will take the team with the most scored points. If teams are still tied, a coin toss will decide the outcome.

ELIGIBILITY: YOU MUST SHOW YOUR STUDENT or FACULTY/STAFF ID for every competition. Currently enrolled BU undergraduate students, graduate students, and BU Faculty/Staff personnel are eligible for intramural competition. A player is ineligible for any further activity as of the date he or she withdraws from school. Players listed on the current year's varsity sport roster are ineligible to participate in the same/comparable intramural sport.

Comparable varsity sports are as follows:

BU Varsity Sport – Comparable IM Sport
Baseball/Softball – Softball
Basketball – 5 on 5 Basketball
Football – Flag Football
Soccer – Outdoor; Indoor Soccer
Volleyball – 6 on 6 Volleyball

VARSITY TEAM MEMBERS: Limits are placed on Varsity Team Member participants to preserve the integrity of our Intramural tournaments. Our programs are intended to serve the general student body; therefore, members of a varsity sport will not be allowed to participate in the same or "like" sport, in which they are classified as a Varsity Team Member. A varsity squad member is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized college. The active squad rosters on the date of the first varsity contest shall be used to determine intramural eligibility.

Interpretations: Included as a varsity squad member are red shirts, junior varsity players, and freshmen. Anyone who works out with an intercollegiate team and/or retains a locker and equipment is also ineligible for the same or "like" sport. Any student receiving athletic grant-in-aid assistance shall be ineligible to compete in intramurals in the same or "like" sport responsible for such assistance. Once considered a varsity squad member, you are one for the entire school year unless you have been dropped from the squad list and are no longer playing or practicing with the team. You must drop before the second intercollegiate contest for varsity members or before the second junior varsity contest for junior varsity players.

NEW! FORMER VARSITY MEMBERS: Limits are placed on Former Varsity Member to preserve the integrity of our Intramural tournaments. Our programs are intended to serve the general student body; therefore, Former Varsity Members will be limited to two (2) player per roster. A former varsity player is defined as a student who has been listed on a "school's varsity squad list" for any 2-year or 4-year college/university team for more than one academic year: They will be considered a "former varsity member" for a period of two (2) academic years following the completion of the academic year in which s/he received his/her award. A student who has been a member of a varsity team at a four-year college or university in a particular sport is eligible for intramural competition in that or its related sport during the next academic year. The fall term is considered the start of the next academic year. Teams affected by this rule are limited to two (2) player on their team roster and must play in the highest available division for the league. Graduates or transfers from community colleges are also affected by this rule.

CLUB SPORT MEMBERS: Club sport members are eligible for competition, but are limited to the amount of players per team, per sport. **CLUB SOCCER PLAYERS:** Team club members are limited in IM soccer to two (2), including the goal keeper, on the field at a time with a total of four (4) on the roster. A club sport member is any individual participating in club sport contests, attending regular practice, or whose name appears on the official squad list. Once considered a club sport member, you are one for the entire school year unless you have been dropped from the squad list and are no longer playing or practicing with the team.

All club members must be identified, before the start of the game. Teams violating eligibility rules will be ineligible for playoffs. All Club Sport members must participate in the Competitive Division

DESCRIPTION OF DIVISIONS OF PLAY:

1. Division A (Competitive)

Some of our sports will differentiate between competitive and recreational leagues. The Competitive league is designed for teams whose primary objective is to win games. **This is a highly competitive league designed specifically for those who have previous experience playing the sport competitively. Players in this league generally have played high school varsity sports and remain active in that sport and their intramural teams may even hold practices.** These teams have frequently qualified for and advanced past the first round of the playoffs. Individuals and teams in this division are very competitive and the skill level of participation ranges from intermediate to advanced. Teams in this league that qualify for the single elimination tournament will have an opportunity to win an Intramural Champion T-shirt and may advance onto state or national tournaments. **NOTE: Club Sport members must participate in this division.**

2. Division B (Recreational)

Some of our sports will differentiate between competitive and recreational leagues. The Recreational league is designed for teams whose primary objective is to enjoy intramural sports and to have fun. This league is less competitive than the A Division. **This league is designed for those who understand the game but do not have the experience and skill of an advanced player. Most players on these teams have not played at the varsity level and may be slightly active in the sport.** Individuals and teams entered in this division are recreationally oriented. Skill level of participants ranges from beginner to intermediate, along with some more advanced players. Most teams that have never played together before or are first-time participants are better suited to play in the recreational league. If there is a question as to whether or not your team is competitive or recreational, you are likely a recreational caliber team. Teams that have won the recreational league more than once are no longer eligible to participate in that league and must play in the competitive league. The recreational league will have the same regular season as other leagues, along with a separate single elimination tournament, where the winners will receive an Intramural Champion T-shirt.

*Intramural Sports reserves the right to deny entrance to the recreational league tournament to any recreational league team that, in the opinion of the intramural sports staff, should not be participating in the recreational league due to a competitive advantage of talent. A team's record will not be the only factor considered, meaning there is no incentive for a team to purposefully lose games to avoid detection.

PLAY for "ONE TEAM" You may PLAY for ONE TEAM within a tournament. Playing in ONE game "declares your team" for the remainder of that tournament. You cannot switch teams or brackets within a tournament. See "Protests" for penalty.

A participant may play on one team and one team only in its respective division (men's, women's, coed). I.e. A participant may play on one men's team, and one coed team in the same sport, but not two men's teams, or two coed teams. Any participant playing on two teams in the same division (men's, women's, coed) will automatically be disqualified from participating in the division in which the offense occurred for the remainder of that sport season. In addition, any game(s) the participant played illegally will result in a forfeit. **Teams violating eligibility rules or forfeiting will be ineligible for playoffs.**

REFEREE AUTHORITY: The referee has authority to rule promptly, in the spirit of good sportsmanship, on any situation not specifically covered in the rules. The referee's decisions are final in all matters pertaining to the game.

PROTEST PROCEDURE:

- Whenever a matter of protest arises during a contest, the captain or manager of the protesting team must notify the official and the opponent of his protest BEFORE THE NEXT BALL IS "LIVE." Failure to lodge a protest will void the protest.
- Upon notification of a protest, the official in charge will suspend play.
- The protesting captain or manager will state specifically the basis for his/her protest. In turn, the official in charge will explain the basis of the decision.
- If the protesting party wishes to appeal the decision of the official in charge, he/she must request that the field/court supervisor review the decision before play resumes. The supervisor will render a decision on the question.

INELIGIBLE PLAYER Policy: Bloomsburg ID Cards will be required for eligibility verification prior to each contest and at any given time. Refer to the "ELIGIBILITY" and "ONE TEAM" sections for details on eligibility.

The use of "ineligible players" will result in...

1. Default of Game* involved.
2. Ineligibility of Player from future IM play within that tournament.
3. Ineligibility of both Teams for playoffs within that tournament.

* Note: Eligibility violations discovered after the 24-hour limit will NOT result in game default; however, #2 & #3 will still apply.

ELIGIBILITY PROTESTS: Protesting the eligibility of players will be the responsibility of the individual team or team captain and should be made at the start of the game or when the player in question arrives at the game site, but must occur prior to the next contest.

- In protests regarding player eligibility, all pertinent information (i.e. date, time, location of contest, and names) must be noted as well as notifying the supervisors at the game site, if possible. If player identification is needed, the supervisors or officials will be utilized.
- Individual players found ineligible automatically forfeit the game in which they participated. During playoffs, eligibility protests must be filed before the accused team plays another contest or the protest becomes null and void.

If you suspect an ineligible player AFTER THE GAME HAS ENDED... You have a 24 hour limit from game time to submit a Written Protest Form to the Intramurals Office to receive a "Win by Default". Teams found to involve ineligible players will be dealt with according to the above policy. Provide the players name (if possible), team name, the game date, time and location, and why you believe they are ineligible, to assist with verification.

RULE INTERPRETATION PROTESTS: (Judgment calls by an official cannot be protested)

Protests concerning interpretation of playing rules will be allowed, that is, failure of an official to apply a proper rule, penalty or violation to a given situation that has a direct and immediate impact on the outcome of a contest. The protest must be handled immediately following the play or decision on the field.

WRITTEN PROTEST: Must be presented to the Intramural Director within 24 hours after the event. All protests will be given to the Intramural Director for a ruling. Protest forms will be available at every contest.

DISQUALIFICATIONS: A player will be disqualified upon receiving their 5th personal foul.

SAFETY CONCERNS: THIS IS A NONCONTACT SPORT. Hats, jewelry, or metal joint braces will not be permitted. We have these rules to protect the participants' safety. Please respect this policy.

BLOOD BORNE PATHOGENS: If a player is found to be bleeding, they must immediately leave the game. Substitutions may occur at this time and the official may take a timeout. The player may not reenter the game until all bleeding stops, and all injuries are properly cleaned and bandaged. All blood soiled clothing must be removed before the player can reenter the game.

UNSPORTSMANLIKE CONDUCT: Any offensive behavior towards officials, fans, and opposing teams will result in an unsportsmanlike foul. If a player receives two of these fouls they will be ejected. Behavior that would be considered an immediate ejection would include foul language towards an official, hitting another player or fan, an alcohol related incident, and any other action an official deems worthy.

EJECTIONS: If any one of these instances occurs, a player will be automatically ejected.

All ejections will result in at least a one game suspension and scheduled meeting with the Director of Intramurals and that sports coordinator. The player that is ejected will be given 2 minutes to leave the playing area and field. If the player does not leave within 2 minutes their team will be penalized a misconduct penalty. If the player has still not left the playing area and field the game will be called a loss to the team the player was a member of.

- Combative behavior.
- Threatening the wellbeing of another person.
- Intentional contacting an official.
- Extreme circumstances deemed unsafe by officials.

FAN SPORTSMANSHIP: Team captains are in charge of their fans. If fans become unruly the acting supervisor may stop the game and ask the fans to leave the area or take action accordingly