

TOWSON UNIVERSITY
INTRAMURAL SPORTS
2009-2010 SOCCER RULES

SOCCER IS A CONTACT SPORT, AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

ALL RULE CHANGES ARE HIGHLIGHTED IN GRAY.

THE GAME WILL BE PLAYED ACCORDING TO THE NATIONAL FEDERATION HIGH SCHOOL RULES WITH THE FOLLOWING EXCEPTIONS AND CLARIFICATIONS:

MEN AND WOMEN

STARTING THE GAME

1. **START TIME:** Teams are to be at the field and signed in before the official game time. If a team is not at the field and ready to play at the scheduled game time, that game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid Towson University identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a scorekeeper before entering the game.
3. **SCORING:** An Intramural Program Assistant will keep the official score.
4. **FIELD RULES:** Only officials, players (including substitutes), and one (1) coach per team wearing proper shoes are permitted on the field. Failure to comply with all Intramural Rules and Regulations for soccer and the Intramural Field Rules by spectators will result in immediate expulsion of the spectators and possible forfeiture of the game.
5. **TEAMS:** Eight (8) players constitute a team. A team may start or play with no fewer than five (5) players.
6. **GAME EQUIPMENT:** Towson University Intramural Sports will provide a game ball.
7. **UNIFORMS/PLAYER EQUIPMENT:** Teams must wear contrasting color uniforms. If teams do not have their own jerseys, they may be checked out from the Intramural Program Assistant. The use of metal cleats is prohibited.

PLAYING THE GAME

8. **GAME TIME:** The game will consist of two (2) halves of twenty-two (22) minutes. A maximum of fifty-five (55) minutes per game from the scheduled starting time is permitted. During the first nineteen (19) minutes of each half, the clock will only stop for official time-outs. The clock will stop during the last minute of each half according to NFHS Soccer Rules.
9. **OVERTIME:** During the regular season, any game ending in a tie will be recorded as a tie. During the playoffs, the winner of a tie game will be determined by a five (5) minute sudden death overtime. If the game is still tied at the end of overtime, penalty kicks will decide a winner. The team that had the ball first in overtime will kick first. Each team will then have five (5) kicks. If the score remains tied, the process will continue with each team receiving one (1) kick until the tie is broken (the team that kicks second will have an opportunity to match

a goal scored by the first team). A different player must be used for each kick until the roster has been played through. After that, the team must go through the roster in the same order as the first time.

10. **SUBSTITUTIONS:** Substitutions are unlimited, but must be made during a dead ball and from mid-field.
11. **GOAL:** A goal is scored when the entire ball passes over the goal line. A goal may be scored from a kickoff or a goal kick.
12. **GOALKEEPER:** The goalkeeper has six (6) seconds to clear the ball. Goalkeepers may not use their hands when the ball is kicked directly to them by a teammate. The penalty is a direct free kick from the top of the arc.
13. **SLIDE TACKLING:** No form of slide tackling is permitted. The penalty is a yellow card and direct free kick for the opposing team. If the act is deemed intentional and blatant, a red card may be issued.
14. **DIRECT FREE KICK:** The following penalties result in a direct free kick:
 - Slide tackling
 - Holding, pushing, kicking, striking, or tripping an opponent
 - Hand ball (includes by the goalie outside of the penalty box)
 - Yellow or red card
 - Any other unsportsmanlike conduct

Note: Any direct kick awarded to the offense inside the penalty box will result in a penalty kick.
15. **INDIRECT FREE KICK:** The following penalties result in an indirect free kick:
 - Illegal Substitution
 - Offsides
 - Goalkeeper illegally touching a teammate's kicked pass with his/her hands inside the penalty box
 - Goalkeeper Interference
 - Obstruction
 - Goalkeeper Delay (holding the ball for more than 6 seconds)
16. **OFFSIDES:** There must be two (2) defenders between an offensive player and the goal when the ball is kicked by a teammate. Being even with the second defender is considered to be offsides. *Note: a player shall not be penalized for offsides if he/she receives the ball directly from a goal kick, corner kick, or throw-in.*
17. **MERCY RULE:** A game will be ended if a team is seven (7) or more goals ahead with five (5) minutes or less remaining in the second half.

SPORTSMANSHIP

18. **UNSPORTSMANLIKE CONDUCT:** Any unsportsmanlike conduct including, but not limited to, arguments with officials by any player, coach, manager, or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
19. **UNSPORTSMANLIKE CONDUCT FOUL LIMIT:** If two (2) players from the same team are ejected from a game, that game will be ended and that team will receive a loss and a 0 sportsmanship rating, regardless of the score and the time remaining.
20. **BENCH CONDUCT:** All substitutes, coaches, and spectators must adhere to Intramural Sports and Burdick Field rules, and are subject to the authority of the Intramural Sports Supervisor and all sportsmanship-related rules and policies.
21. **DRUG, ALCOHOL & TOBACCO POLICY:** Teams and fans are not permitted to bring alcohol, and/or drugs, or come under the influence of alcohol and/or drugs. Teams and fans are also not permitted to use any tobacco

products on Burdick Field. Violators may be removed from the facilities with possible forfeiture of the game, at the discretion of the Supervisor.

22. **INTRAMURAL POLICIES:** Team captains are responsible for making sure that all members of their teams are aware of all Intramural Sports policies and rules. Captains are responsible for their teams' sportsmanship, and may be held accountable for the actions of individuals on their team.

CO-RECREATION

23. **TEAMS:** Nine (9) players constitute a team. No more than four (4) men or four women may be on the field at a time. The goalkeeper can be a man or a woman. Teams may play with as few as four (4) field players and a goalkeeper if necessary. If teams are playing with less than five (5) players, the male/female ratio in the field may be 4:3, 3:4, 4:2, 2:4, 3:3, 3:2, 2:3, or 2:2.
24. **FEMALE GOALS:** Goals scored by women count as two (2) points. The last offensive person to touch the ball will be credited with the goal.
25. **SHOOTOUT:** If an overtime game goes to penalty kicks, three (3) women and two (2) men or three (3) men and two (2) women will shoot from each team. The shooting order must alternate male, female, male, etc. or female, male, female, etc.