



Soccer Rules

General IMS Policies and Procedures

All participants are required to complete a waiver of liability form each year. All participants in intramural sports activities assume the risk of injury. Rice University, its employees and agents shall not be liable for injury to person, loss, or damage to personal property arising from or in any way resulting from participation in the intramural sports activities.

The soccer rules will be conducted under the NFHS rules with the following additions, exceptions and clarifications. *If you have further rules questions, please contact ims@rice.edu or the professional staff members of the competitive sports staff (information on last page).*

Captains are required to read the general IM Rules and Eligibility, and inform their team of any changes to policies and/or procedures!

Starting the Game - # of players

Seven players constitute a team for Recreational and College Women's soccer; however play may begin with five. **Eleven** players constitute a team for College Men's soccer; however play may begin with nine. One of the players must be a goalkeeper and they must wear a colored shirt that can easily distinguish them from all other players on either team. Players, coaches, and fans must stand at least two yards off of the sideline to give the officials room to officiate.

Equipment of Players

Players are permitted to wear rubber-cleated shoes (no football shoes/baseball cleats with metal toes or spikes). Players must wear shoes while playing. *Shin guards are strongly encouraged, but are not required.* No exposed joint braces will be allowed. All players must remove all jewelry before a game begins.

Field Markings

Recreational and College Women's soccer will be played on fields that are 80 yds. x 50 yds. College Men's games will be played on fields which measures 120 yds. x 65 yds.



Length of Games

Recreational and College Women's games = two 20-minute halves with a 3-minute halftime.

Men's College games = two 40-minute halves with a 3-minute halftime.

Time keeping is totally under the discretion of the officials.

Overtime

Regular Season: There is no overtime in the regular season; the game will end in a tie.

Playoffs: In the event of a tie game there will be two (2) ten minute sudden death overtime periods (five for Recreational and College Women's games). The teams will switch sides at the end of the first overtime period. If the game is still tied at the end of the second overtime period then penalty kicks will be used to break the tie. Each team will select five players to kick; the players must have been on the field when the second overtime period ended. The teams will alternate kicks. If the game is still tied after the penalty kicks then the game will go into sudden death penalty kicks. The goalkeeper may be any player in the game at the end of regulation time.

Mercy Rule

With 10 minutes remaining in the second half (15 minutes for College Men's), the mercy rule will be in effect. At any point during this time, if one team has at least a seven-goal lead on their opponent, the game will be called.

Substitutions

May be made on goal kicks (either team), any of your throw-ins or corner kicks, before all kick offs, for injured players, and at half times. ***Note: If the team in possession chooses to substitute, the opposing team may also substitute at that time.*** If a team receives a yellow card they must substitute the cautioned player immediately.

Offsides



Is not in effect in Recreational and College Women's games but is in effect for College Men's games.

Goalkeepers

The goalie shall not gain an advantage by holding the ball longer than six seconds before placing the ball back into play. On goal kicks, the ball must clear the penalty area before it can be controlled again. Also if a goalkeeper's teammate intentionally kicks the ball back (to the goalie), the goalkeeper may not play the ball with their hands. The penalty will be an indirect kick from where the keeper picks up the ball unless it occurred inside the goal area, in which case the kick will be placed on the goal area (six yards) nearest to the spot of infraction. ***Goalies may slide to cover up a loose ball; however they may NOT slide tackle any attacking player. A slide tackle call in this situation is up to the discretion of the game officials.***

Throw-Ins

The following constitutes a legal throw in:

- Both feet in contact with the ground
- Both feet outside the field of play
- Two hands on the ball
- The ball goes directly back over the head and forward in one continuous movement

When the above statements do not occur it will be an illegal throw in and possession will go to the opposing team.

******SLIDE TACKLES ARE ILLEGAL IN BOTH RECREATIONAL AND COLLEGE SOCCER******

Fouls

Fouls Resulting in Direct Kicks are:

1. Kicking or attempting to kick an opponent
2. Tripping or attempting to trip an opponent
3. Jumping at or charging into an opponent
4. Charging and contacting with goalkeeper
5. Holding or pushing an opponent
6. Hand ball



Note: A penalty kick is awarded if any of the above infractions occur inside the penalty area

Fouls Resulting in Indirect Kicks are:

1. Dangerous play
2. Intentionally obstructing another player
3. Goalkeeper playing the ball with hands when the ball has been intentionally kicked to them by a teammate
4. Stalling (Ex: Goalkeeper taking more than six seconds to release ball)

Fouls Resulting in a **Yellow Card** (Caution) are:

1. Slide tackle w/ out contact
2. Entering and exiting the field without permission (need to wait for official's signal)
3. Persistent infringement
4. Dissent towards the officials
5. Unsportsmanlike conduct
6. Pulling an opponent's jersey

Fouls Resulting in a **Red Card** (EJECTION) are:

1. Slide tackle w/ contact
2. Violent strike or attempt to strike
3. Foul or abusive language to anyone
4. Repeated misconduct
5. Intentional hand ball in goalie box that prevents a goal from scoring
6. Intent to harm
7. Any infraction ruled malicious or excessive by the referee

***Red Card:** If ejected the player may not be replaced by another player. For the policy on ejected players, please review the intramural rules and eligibility document.*

IT IS THE OFFICIALS DISCRETION ON GIVING A WARNING FIRST BEFORE PRESENTING A YELLOW OR RED CARD.



Procedures to Follow When Presenting Yellow or Red Cards:

1. Clock will be stopped.
2. Official(s) will call over the player in question.
3. Player will be presented with the card.
4. Player's name will be circled on the official score sheet. In the case of an ejection the player will have "ejected" written by their name.

Please Note: All final decisions to eligibility and game rules will be at the discretion of the Competitive Sports staff.

FURTHER QUESTIONS OR COMMENTS MAY BE DIRECTED TO:

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