



## UTSA INTRAMURAL SPORTS

## OUTDOOR SOCCER RULES

### TEAM CAPTAINS:

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- Team captains are responsible for picking up their team's schedule and notifying their teammates on upcoming games. Team schedules will be available for viewing via the web at [www.utsa.edu/recreation](http://www.utsa.edu/recreation).
- **Captain's Meeting is January 25<sup>th</sup> at 5:00 p.m.**
- Teams are allowed one default per season. A team may default by calling the Assistant Director of Intramurals at **210-458-7566** 3pm on the day of their game or for Sunday games by 5pm on Friday. A default is used only one per season when a team is unable to make their game and does not count against the team or interfere with their chances of making playoffs.
- **Forfeit Procedure:** Any team not ready to play at game time shall be penalized in the following manner. For every minute the team is late to start, the opposing team receives 1 penalty kick.  
**5 minutes after game time – the game is forfeited, 5-0, to the team ready to play.**
- Team captains are responsible for informing their teammates of all Intramural Sports governing rules and policies.
- Only the team captain may address an official, on matters of rule interpretations or to obtain essential information.
- Team captains are responsible for their team and fans behavior before, during and after their game.
- Team captains are responsible for any equipment given to them, such as team jerseys and team balls. **(Team captains, you will be charged for the missing items).**
- In the event of bad weather, call the sports hotline at **210-458-PLAY**.

### PLAYERS:

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- Players may play for only **one** men's or women's team and one co-rec team.
- Switching from one team to another is not allowed.
- All teams consist of 7 players. A minimum of 5 players is needed to start the game.
  - Co-Rec teams consist of 7 players, 3 men and 3 women on the field with the goalkeeper being any gender. A minimum of five is required to start the game.  
**Acceptable combinations of males and females included: 3M & 3F, 2M & 3F OR 3M & 2F.**
- Team rosters are frozen on the 2<sup>nd</sup> week of playoffs

### ELIGIBILITY:

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- All UTSA students, faculty and staff are eligible to play intramural sports.
- Each league is allowed players who have played for a university or junior college soccer team. **All ex-varsity athletes must sit out one (1) calendar year from their last day of participation.**
- Maximum **Club Soccer** players allowed per team is **2**.
- Alumni and outside visitors are not eligible to participate.
- Team may add players until the 2<sup>nd</sup> round of playoffs.
- **NO ID NO PLAY!** All participants must present their UTSA Banner ID to the Intramural Staff on duty, in order to be eligible to play.

### FORMAT:

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- League: 3 weeks of round robin + single elimination playoffs.

- Games in the regular season canceled due to weather or university closing, will **NOT** be rescheduled. Teams affected by the cancellation will receive wins and an “A” in sportsmanship.
- Games in the playoffs that are postponed due to weather or university closing will be rescheduled. Most cases games will be made up the next day (or if Thursday games are canceled on Sunday).
- **Eligibility for advancing to the play-offs:**
  - Minimum “B” Sportsmanship rating (3.0 or higher)
  - A .500 record or better
  - NO forfeits
  - 1 Default only
- **Teams missing the Playoff Captains’ Meeting will be subject to having to receive an “A” for each playoff game in order to advance.**
- Any team that receives “C” or worse sportsmanship rating during the play-offs **will not** advance to the next round. Teams must receive a “B” or higher per game in order to advance.

### **EQUIPMENT:**

- Intramural Sports will furnish game balls. However, both teams may agree to use their own ball, as long as it meets regulations (size 5).
- All participants must wear the proper athletic attire to participate. This includes:
  - Closed-toed athletic shoes. Metal spikes and screw in cleats are not allowed.
  - Shorts or warm-ups (wind pants). NO JEANS allowed.
  - Same color t-shirts or jerseys.
  - Players may not wear compression shorts or boxers as proper attire.
- Participants **may not wear jewelry**. Participants **may not** cover up jewelry with tape, band-aids or other such items.
- Participants **may not wear** hats, caps or bandanas.
- Cast or splints (hard or soft) **are not permitted**.
- Shin guards are not required but are RECOMMENDED.
- Team members must wear like colored shirts/jerseys with numbers. Participants must wear T-shirts **with sleeves** while participating. Intramural Sports has pennies for teams without like colored shirts/jerseys. Participants must wear a **shirt with sleeves** underneath the intramural sports pennies.
  - Goalkeepers must wear a jersey that is distinguishable to both teams and opposite goalkeeper.

### **THE GAME:**

- Players must check in at the scorer’s table before the game.
- **Forfeit Procedure:** Any team not ready to play at game time shall be penalized in the following manner. For every minute the team is late to start, the opposing team receives 1 penalty kick.  
**5 minutes after game time – the game is forfeited, 5-0, to the team ready to play.**
- There will be two 20 minute halves with a 4 minute half time; the clock will run continuous until the end of the game.
- The clock will not stop at any point except for official’s time-outs, major injuries or at the discretion of the official if a team is deemed to be stalling. There is no injury time added to the end of each half.
- All games in the regular season that end in a tie will remain a tie.
- If a game is tied in the playoffs, the winner will be determined by alternating penalty kicks **(3 vs 3)**. Teams must use the same goalie that ended regulation. If there is another set of penalty kicks, teams must change kickers. All players including bench players must be used before the first player comes back up to take a second kick.
- Our Mercy Rule is a team up by 5 or more goals with 5 minutes left in the second half.

### **METHOD OF SCORING:**

- A goal is scored when the entire ball passes completely over the goal line.
- A goal may be scored during play directly from a direct free kick, penalty kick, corner kick, goal kick or drop ball. A goal may not be scored directly from an indirect free kick or a throw-in. After the goal, the ball is returned to the center of the field for another kickoff. The team that gave up the goal will kickoff.
- In Co-Rec (based on last offensive player who touched ball):

- Male scoring = 1
- Female scoring = 2

### **START OF PLAY:**

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- Coin toss will determine first half kick-off and direction
- Kick off and defended goals will alternate at half time.
- The referee will whistle the ball into play. The kickoff must be taken from the center of the field. Each team must be on their own half, and the defensive team must be 10 yards off the ball at the time of the kickoff. To kickoff the ball, it must roll forward. The player who kicked off the ball may not touch the ball until another player touches the ball. Violation of the forward rule will result in a retake of the kickoff. **All kickoffs are indirect.**
- **Restarts: 5 second rule. Result = loss of possession.**

### **SUBSTITUTIONS:**

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- A team must notify the referee on all substitutions. NO player may come onto the field without permission of the referee.
- Either team may substitute under the following conditions:
  - On either teams' goal kick
  - Their own throw-in
  - Their own corner kick.
  - When a player has been injured, and only for the injured person.
    - The opponents may substitute a like number of players.
  - When a player has been cautioned (yellow card). Each team may substitute one player for each player cautioned.
    - The player cautioned must leave the field until his/her team's next substitution opportunity.
  - After a goal.

### **BASIC RULES OF THE GAME:**

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- The ball is out of play when it completely crosses the sidelines or the end lines. The referee will blow his/her whistle to signify when the ball is out of play.
- The referee blowing his/her whistle warrants a dead ball (even if inadvertent).
- To restart play, the following methods are used:
  - Throw-ins: When the ball crosses the sidelines.
  - Goal kick: When the ball crosses the end line and the offense touched the ball last.
  - Corner kick: When the ball crosses the end line and the defense touched the ball last. The ball is placed a yard away from the corner marker and kicked. A goal may be scored directly from the corner kick.
  - Direct and indirect free kicks: Taken after a foul has been called.
- Ball in play: The ball is still in play if it stays in-bounds after rebounding off the goal, referee, or corner flags.
- A drop ball will be called when play is stopped due to an injured player, inadvertent whistle or when it is not clear whom the ball last touched before going out of bounds.
  - A drop ball is when the referee drops the soccer ball between a person from each team; the ball has to touch the ground before it can be kicked by either player.

### **OFFSIDE:**

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- Off sides has been eliminated.
- THERE IS NO OFFSIDES!

### **FOULS AND MISCONDUCT:**

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- **Kicking-Striking-Tripping-Jumping**
  - A player shall not intentionally attempt to kick, strike or jump at an opponent. Penalty: Direct free kick.
  - A goalkeeper may not intentionally strike or attempt to strike an opponent by throwing the ball at the opponent. Penalty: indirect free kick
  - A player shall not intentionally trip an opponent. Penalty: Direct free kick
- **Handling**
  - A player shall be penalized for intentionally handling, carrying, striking or propelling the ball with a hand or arm. Penalty: Indirect free kick.

- If a player handles the ball on an obvious (official's judgement) goal-scoring play, the goal will count and the player will be issued a yellow card.
- Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball. This shall not be penalized.
- A player shall not hold, push or impede an opponent with hands or arms extended from the body. Penalty: Indirect free kick.
- **Charging**
  - A player shall not intentionally charge an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent, does not have arms and elbows close to the body, and has at least one foot on the ground and the ball within playing distance. Penalty: Indirect free kick.
  - A player having one or both feet on the ground shall not charge into an opponent that has no feet on the ground. Penalty: Indirect free kick.
  - A player shall not charge into the goalkeeper in the penalty area. Penalty: Direct free kick.
    - An official shall disqualify any player who flagrantly fouls the goalkeeper in possession of the ball.
    - Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play.
    - Outside the penalty area, the goalkeeper has no more privileges than any other player does. Note: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.
- **Dangerous Play** - In the opinion of the official, all high kicks above the waist in a dangerous manner will be prohibited. Penalty: Indirect free kick.
- **Obstruction**
  - Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle. Penalty: Indirect free kick.
  - The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball. Penalty: Indirect free kick
- **Goalkeeper Restrictions**
  - From the moment the goalkeeper takes control of the ball with the hands in the penalty area, the goalkeeper is penalized for taking more than six seconds bouncing or throwing the ball into the air and catching it again, without releasing it into play. The ball must be played by another player for the goalie to be allowed another five seconds. Penalty: Indirect kick
  - A goalkeeper shall not touch the ball with his/her hands after receiving a throw-in or a deliberate kick by a teammate. Penalty: Indirect kick
  - A goalkeeper may not hold the ball for more than five seconds after taking possession/control. Penalty: Indirect kick
  - A goalkeeper who obtains possession of the ball while outside of the penalty area may not dribble the ball into the penalty area and handle the ball. Penalty: Indirect free kick.
- **Misconduct**
  - A player is cautioned and shown the **yellow** card if he/she commits any of the following offenses:
    - is guilty of unsporting behavior
    - shows dissent by word or action
    - persistently infringes the Laws of the Game
    - delays the start of the game

- fails to respect the required distance when play is restarted with a corner kick or free kick
- enters or re-enters the field of play without referees permission
- deliberately leaves the field of play without the referee's permission
- denies the opposing team a goal or an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick
- A player is sent off and shown the **red** card if he/she commits any of the following offenses:
  - is guilty of serious foul play
  - is guilty of violent conduct
  - spits at an opponent or any other person
  - uses offensive, insulting or abusive language
  - receives a second yellow card in the same match
  - an official shall disqualify any player who flagrantly fouls the goalkeeper in possession of the ball. Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands, when bouncing it to the ground, and when releasing the ball into play. Outside the penalty area, the goalkeeper has no more privileges than any other player does. Note: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.
- Two ejected players on a team in the same game will result in forfeiture of the game.

### **FREE KICKS:**

- **Description of a free kick:**
  - Free kicks shall be classified as "direct" from which a goal may be scored against the offending team or "indirect" from which a goal may not be scored unless the ball is played by another player from either team.
  - Any player of the offended team may take all free kicks in any direction.
- **Indirect kick offenses:**
  - Tripping/kicking or attempting to trip/kick an opponent.
  - Deliberately handling ball.
  - Pushing/Holding
  - Unfair charging
  - Striking or attempting to strike an opponent.
  - Jumping at an opponent.
  - Using foul or abusive language or spitting at other persons.
  - Slide tackle
  - Leaving the field of play without permission.
  - The kicker playing the ball next after a kickoff, free kick, penalty kick, goal kick or corner kick or the thrower playing the ball before another player plays the ball.
  - Kicking or attempting to kick the ball while it is in possession of the goalkeeper.
  - Obstruction.
  - Dangerous play.
  - Taking more than five seconds by the goalkeeper to release the ball.
  - Goalkeeper illegally handling the ball after relinquishing possession.
  - Delay of game.
  - Unsportsmanlike conduct
- **Direct Kick offenses**
  - Charging the goalkeeper in possession of the ball.
  - Slide tackle in the box
  - Any foul on the goalie box
- Rules free kick:
 

Opposition players must be at least 10 yards from the ball until it is kicked, unless standing on their own goal line between the goalpost. If the kick is by a team in its own penalty area, defenders must also be out of the penalty area until the ball clears the

penalty area. The ball must be stationary and may be kicked in any direction. After the kick, any player except the kicker may play the ball. A kick in a team's penalty area must leave the penalty area before another player may play the ball.

- Penalty kick: When taken
  - A penalty kick is awarded for any infringement of the rules by the defending team within the penalty area. The foul must be deliberate. A penalty kick can be awarded regardless of the position of the ball, if the infraction by the defending team is committed in the penalty area. A goal may be scored directly from a penalty kick.
- Penalty kick: How taken
  - The penalty kick is taken from any place on the penalty mark line. When it is being taken, all players (except for the kicker and the opposing goalkeeper) shall be within the field of play but outside the penalty area and at least ten yards away from the penalty mark. The opposing goalkeeper may move laterally, but is not permitted to advance off the goal line until the ball has been kicked by the offensive player. The player taking the kick must kick the ball forward in order for it to be in play. If the ball is not put into play properly, the kick must be retaken. If the ball hits the goalpost or the crossbar and returns to play, the kicker may not play the ball until another player has played it. The goalkeeper may not be substituted for on a penalty kick unless they were injured during the infraction. The kicker must wait for the official to start the play. The distance for a penalty kick is 12 yards from the goal line.
- Penalty kick: Infringements
  - During a penalty kick, any encroachment by the defending team or forward movement by the defending goalkeeper is not penalized if the goal is scored. If a goal is not scored, the kick is retaken. If there is an infringement by the attacking team and the ball enters the goal, the goal does not count and the kick shall be retaken. If there is an infringement by the attacking team and the ball does not go into the goal, there is no re-kick. If the ball rebounds into play, the game shall be stopped and restarted with an indirect free kick for the defending team at the spot of the foul. If the ball is saved and held by the goalkeeper, play shall continue. In cases where players from both teams are guilty of infringements, the kick shall be retaken regardless of the outcome of the kick.
- End of time variations
  - The ball is dead at the moment the whistle sounds to end either half. The whistle shall sound when time expires, there is no injury time. A goal cannot be scored if the ball was in the air when the whistle was blown; the ball must have completely crossed the goal line. Time may be carried over only for a penalty kick. If the ball touches the goalkeeper during a penalty kick, before passing between the posts or after the expiration of time, the goal is good. If necessary, time of play shall be extended at the end of either half to allow a penalty kick to be taken. If a penalty kick is taken after the expiration of time, only the kicker may play the ball once with the goalkeeper in place.
- Goal Kick: When taken
  - A goal kick is taken by a member of the defending team when the ball passes completely over the goal line, either in the air or on the ground, having last been touched by a member of the offensive team.
- Goal kick: How taken
  - The ball is placed on the ground from any point in the goal area nearest to where it crossed the goal line. The ball must be kicked beyond the penalty area, or the kick will be retaken. The goal kick is a direct kick.
- Corner kick: When taken

- A corner kick is taken by a member of the attacking team when the ball passes completely over the goal line, either in the air or on the ground, having last been touched by the defending team.
- Corner Kick: How taken
  - A member of the attacking team shall take a kick from within one yard of the nearest corner. A goal may be scored directly from a corner kick. The opposing team shall not approach within 10 yards of the ball until the ball has been kicked, if the opposing team approaches within 10 yards the kick is retaken. The kicker may not play the ball until another person has touched it. If the ball hits the goalpost and rebounds towards the kicker, he/she still cannot play the ball until another player has touched it.
- Throw-in: When Taken
  - A throw-in is taken after it has passed completely over a sideline, either on the ground or in the air.
- Throw-in: How Taken
  - The thrower, at the moment of delivering the ball, must face the field of play with both feet behind or on the line and both feet on the ground. The thrower shall use both hands equally and shall deliver the ball from behind and over his head. The ball shall be in play when it enters the field of play. If the ball never enters the field of play, the same team will retake the throw-in. A goal may not be scored by the throw-in. If the ball is improperly thrown in, a member of the opposing team shall take the throw-in. The thrower cannot play the ball until someone else has touched it. Penalty: Indirect free kick from point of infraction.

### **GOALKEEPER RESTRICTIONS:**

- The goalkeeper may use his/her hands in the penalty area.
- He/She may leave the penalty area, but He/She must play as a field player.
- He/She may punt the ball or throw the ball over midfield with out any player contacting the ball, after a handling possession.
- The keeper has 5-seconds to distribute the ball. Result = Direct free kick from top of the penalty box.
- If the goalkeeper uses his/her hands out of the penalty area a direct free kick will be awarded. Once the goalkeeper has gained possession of the ball with his/her hands **and releases it**, He/She cannot pick it up again with his/her hands until it has been touched or played by an opponent, or has been played by a teammate.
- If a member of his/her team passes the ball back to the goalkeeper the goalkeeper cannot play the ball with his/her hands. **Result: Direct Free kick from top of M the goal area.**

### **SLIDE TACKLES:**

- **Slide tackles are illegal in Intramural Soccer.**
- Slide tackles are left up to the official's discretion whether or not the tackle will warrant a yellow card, red card, penalty or no call. Example: If there is no one around and the player is making a play for the ball, it could be considered a no call.
- If contact is made or a near miss occurs, it will be considered a slide tackle with the possibility of a yellow or red card without warning. A red card will result in an ejection and a two letter deduction from the grade awarded.
- **Any slide tackle will warrant a yellow card at minimum. Hard red for intent to injury or slide from behind.**
- Two ejected players on a team in the same game will result in forfeiture of the game and an F "Sportsmanship Rating".
- A goalkeeper may leave his/her feet to play the ball, as long as they do not play the ball with their feet. A goalkeeper leaving his/her feet within 6 feet of another player must do so with their legs in a bent position and may not at any time attempt to play the ball with their feet while on the ground. Doing so will be deemed a slide tackle.

### **CO-REC MODIFICATIONS:**

- A regulation team consists of 7 players (one of which is the goalkeeper). A team may play with a minimum of 5 players. The possible combinations are 4m/3w, 3m/4w, 3m/3w, 2m/3w, 3m/2w.
- In the case of a penalty kick, the person taking the kick must be of the same gender as the person who was fouled originally. (Example: a female is fouled in the penalty area, the penalty kick must be taken by a female)
- If in the overtime period a shootout occurs, teams must alternate shots on goal between male and female.
- Any female scoring a goal will be awarded 2 points in Co-Rec.
- If an official or linesmen is unsure of whether a male or female scored a goal, the team will be awarded only 1 point. This is a judgment call.
- Mercy Rule: If a team by five or more goals with five minutes or less remaining in the second half, the game will end.

### **SPORTSMANSHIP:**

- The Intramural staff on duty will grade all teams on their display of sportsmanship before, during and after the each game.
- Participating in Intramural Sports is **NOT** a right it is a privilege. Therefore, the Intramural Sports program reserves the right to take away that privilege from any team or individual that does not abide by the governing rules and regulations, as well as does not exhibit good sportsmanship and fair play.
- Two unsportsmanlike penalties on the same player will result in disqualification from the game.
- The fourth unsportsmanlike foul by the same team results in forfeiture of the game.
- Any player that is ejected for any reason must come in to speak to the Assistant Director of Intramural Sports before their next game. That player is **not** eligible to play until doing so. **Minimum 1 game suspension!**
- Incidents, which violate the Code of Student Conduct, will be referred to UTSA Judicial Affairs for investigation. Incidents with Faculty or Staff will be referred to UTSA Human Resources.

### **DISCIPLINE**

- The team captain of a team that receives a "D" or "F" rating must meet with the Assistant Director of Intramural Sports prior to his/her team's next game.
- If a player is ejected from the game for any reason:
  - **Ejected Player consequences:**
    - Team will be automatically deducted two (2) sportsmanship letter grades.
    - Ejected player must leave playing area (out of sight and sound).
    - Ejected player may not participate in any Intramural Sports or activities (including watching), until they have met with the Assistant Director of Intramural Sports, Andrew Chadick, or have been officially reinstated.
    - Must contact Andrew Chadick, Assistant Direct of Intramurals, to set up a meeting to determine what action should be taken.
    - It is the responsibility of the ejected player to schedule the reinstatement meeting.
    - Ejected player is ineligible until meeting has taken place.
    - Ejected player will face a *minimum* one(1) game suspension from all Intramural activities.
    - If necessary, ejected player might be referred to Judicial Affairs for further disciplinary actions, and be suspended indefinitely from Intramural Sports and Campus Recreation participation.
    - If the ejected player does not think the Assistant Director of Intramural Sports decision is fair, he/she may appeal by scheduling an appointment with the Associate Director of Campus Recreation. Appeals must be made within 48 business hours of the Assistant Director of Intramural Sports disciplinary decision.
    - If the official or supervisor believes it is in the best interest of the program to stop a game, he/she may do so.

- The Intramural Staff reserves the right to indefinitely suspend any participant or team from intramural competition for behavior detrimental to the mission and purpose of Campus Recreation or UTSA.
- If a player is found to have played on two teams:
  - **Consequences for Playing on Two (2) Teams:**
    - Player will be permitted to play on the first team he/she signed in and played for.
    - Both teams will be notified of the player violation.
    - The second team the player participated with will be deducted one (1) sportsmanship letter grade.
    - Player will receive a *minimum* of one (1) game suspension.
- In case of an illegal player found participating on a team:
  - **Illegal Player Consequences**
    - Team in violation will receive a loss, and opposing team will receive an automatic win.
    - Team in violation will also receive an automatic C sportsmanship rating.
    - Second offense will result in the team being eliminated from the league.
    - Both teams will be notified of illegal player violation.
    - Illegal player is not permitted to play any Intramural sports or activities.
    - An Illegal player consists of a person who is not currently enrolled at UTSA with a minimum of one (1) credit hour.
- **Faculty/Staff:**
  - Must have a Campus Recreation membership in order to participate in Intramural Sports.
  - Faculty/Staff must also present their UTSA ID at each game.

### **PROTEST:**

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- A team captain may only protest eligibility before the game begins or at the time the person whose eligibility is in question enters the game.
- The team may only protest a rule interpretation or eligibility and NOT a judgment call. A timeout must be utilized in order to protest. If the protest is upheld the time-out is not charged to the team.
- A protest must be filed with the Intramural Supervisor on duty before the ball has been in bounded for the next play. Once the ball has been in bounded, teams can no longer protest the previous play.
- If the protest cannot be decided, that game will continue under protest and will be decided by the Assistant Director of Intramural Sports the next working day.
- All protests during the playoffs will be decided by the Intramural Supervisor/Coordinators on duty.