

# Princeton University Intramural Sports Outdoor Soccer Rules



## I. EQUIPMENT/UNIFORM/ELIGIBILITY

- a. All Players must present their Princeton University ID in order to participate.
- b. No screw in studs, steel, or metal cleats allowed. Shoes must be worn at all times.
- c. No hats with brims or jewelry are allowed to be worn during play.
- d. Teams should wear different color T-shirts or vests provided by IM Supervisor.
- e. All players must play in at least **ONE** regular season game in order to be eligible for playoffs.
- f. Players can only play for **ONE** Open/Women's Team and/or **ONE** CoRec Team.
  - i. Players are allowed to play on only ONE team per league they are eligible for. Leagues are Open, Women, and CoRec.
  - ii. For example: a male student can play on **ONE** Open team and **ONE** CoRec team. He **cannot** play on an Open A team and an Open B team.
- g. Men's and Women's varsity soccer players are not eligible to play IM soccer for the entire academic year, including graduating seniors during the spring semester.
- h. Only 2 Soccer Club players are eligible to be on a team's roster in the A level (competitive level). Club players and Junior Varsity players are not eligible to participate in the B level of play (recreational level).

## II. NUMBER OF PLAYERS/GAME TIME/FORFEIT PENALTY

- a. Games will consist of two-20 minute halves; half time will last 3 minutes. There are **NO** time-outs.
- b. The clock will stop only for serious injuries and when the ball goes unnaturally far from the playing field.
- c. Teams will be composed of 6 players, including a goalkeeper. A team must have 4 players to begin a game.
- d. CoRec teams must have a ratio of 4:2 on the field at all times when playing with 6 players; ratio of 3:2 when playing with 5 players; and a ratio of 2:2 when playing with 4 players.
- e. Open League = combination of both men and women participants. There are no gender ratio requirements.
- f. Teams not arriving with at least 4 players within 10 minutes after scheduled starting time will forfeit/default the game. A default loss is only awarded if the teams agree to scrimmage, and utilize the space reserved for this game. If a scrimmage does not occur, the game will result in a forfeit and \$25.00 will be charged to that team.
  - i. Teams with 2 forfeits will be removed from the league.
  - ii. Teams with 2 defaults will be removed from the league.
  - iii. Teams with a combination of 1 forfeit and 1 default will be removed from the league.
- g. Player alignment is up to the discretion of the team captain. The goalie, however, must be designated to the IM Supervisor at the start of the game and when substituted for. The goalie must wear apparel which distinguishes them from their teammates.

## III. GENERAL RULES AND REGULATIONS

- a. Outdoor Soccer is self-officiated by players. Teams must abide by rules provided by the Intramural Office to ensure safety and consistency within the league. Intramural Supervisors are on-site to supervise game play, handle emergencies, and address concerns of participants.

- b. A coin toss or any other decision process with probability of one-half will determine which captain decides if his/her team will kick off or defend a specific goal to start the game.
- c. On all kickoffs (starting game, following goals) the ball must be initially played forward (one revolution).
- d. The following fouls will result in a direct kick:
  - i. Handball
  - ii. Tripping/Pushing/Holding
  - iii. Illegal blocking/Dangerous play /Illegally charging the keeper /Charging from the rear
- e. A defender must stand 5 yards away from the ball on a direct kick and on an indirect kick.
- f. All other fouls not listed above result in an indirect kick. An indirect free kick must touch at least two players before going into the goal.
- g. The penalty area is a 22-yd x 9-yd rectangle, this is the only area where the goalkeeper may use his hands.
- h. A foul resulting in a direct free kick in the penalty area shall result in a penalty kick. The penalty spot is 6 yards from the goal line.
- i. There will be **no offsides** in Intramural Soccer.
- j. A ball is not considered out of bounds until it completely crosses over the sidelines or end lines.
  - i. The line is in play.
  - ii. When the ball crosses over the sidelines it will be put back in play by a throw-in.
  - iii. If the ball completely crosses the goal line due to the defense, the ball is put back in play by a corner kick.
  - iv. If the ball completely crosses the goal line due to the offense, the ball is put back in play by a goal kick.
- k. **Slide tackling is not permitted!** Accidental falls are not considered slide tackling.

#### IV. GOAL KEEPER PLAY

- a. The goalie is the only player permitted to use hands (arms) but only within the penalty area.
- b. The goalie will be allowed to move freely within the penalty area with the ball but must get rid of it within a reasonable amount of time.
- c. The keeper may throw the ball past the mid-field line.
- d. The keeper may not carry the ball more than 4 steps without bouncing the ball on the ground.
- e. The keeper shall not deliberately delay in getting rid of the ball.
- f. The keeper **CANNOT** punt the ball further than mid-field.

#### V. SUBSTITUTIONS

Unlimited Substitutions only during certain times

- a. Prior to a goal kick
- b. Prior to a corner kick
- c. Throw-in, your favor
- d. After a goal

#### VI. TIE BREAKERS (ONLY DURING PLAYOFFS)

- a. First play two 5-minute periods, not sudden death. If still tied...
- b. Play one 5-minute sudden death period. If still tied...
- c. Penalty shots - 3 players per team, alternate shooting. If still tied...
- d. Match penalty shots, going through rest of team and if necessary, through again, shoot one pair at a time. If one team makes a goal, and the goal is unanswered, the game is over.