

Campus **Recreation**

University of South Carolina Student Life

Intramural 7v7 Outdoor Soccer League Rules

Please refer to the Participants' Manual for a complete list of all Intramural Sport guidelines & procedures

Section 1: General Information

General IM Procedures

- Teams should arrive 15 minutes before the game to check-in with the supervisor.
- Teams are expected to begin the game at the agreed scheduled time.
- All participants must display a valid Carolina Card before each game in order to play.
 - i. You may also use your digital Carolina Card through the GET mobile app. No ID – No Play – No Exceptions!

Defaults

- A default will result in the team automatically losing and receiving a 3-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport.
- The deadline to notify the Sport Programs Office that their team is unable to play their scheduled game and receive a default is 3pm the day of their game (M-F) or 12pm if their game is on Sunday.
- If a team defaults twice during the regular season, this is referred to as a “double default” which is equivalent to a forfeit and results in a **forfeit fee of \$25** being assessed to the captain. The captain will be suspended from Intramurals until this fee has been paid on DSE. The team will receive a 3-sportsmanship rating for each default.
- The UofSC Sport Programs Office can be reached:
 - i. By email at sportprograms@mailbox.sc.edu
 - ii. By phone at 803.576.9387
 - iii. In person at the Strom Thurmond Wellness & Fitness Center – Room 201D

Forfeits

- A forfeit will result in the team automatically losing and receiving a 1-sportsmanship rating, and the game will be scored as the maximum mercy rule for that sport. A **forfeit fee of \$25** will be assessed to the captain, and the captain will be suspended from Intramurals until this fee has been paid on DSE.
- If a team forfeits twice during the regular season, this is referred to as “forfeiting out” and they will be removed from the league. A **second forfeit fee of \$25** will be assessed to the captain, and the captain will be suspended from Intramurals until both fees have been paid on DSE.

Team Choice (5 minutes: 5 minutes)

- The captain of the team present who has the minimum required number of players to play, can choose to accept the default/forfeit or enact team choice at the game start time. If the team enacts the team choice rule, they cannot change their mind and accept a default/forfeit later.

- If both teams are present but neither team has the minimum number of required players at game time, the Sport Programs Leader will start the game clock but neither team will receive points during the first 5 minutes.
- During the first 5 minutes, if only one team meets the minimum number of required players, no points will be awarded but they will have the opportunity to enact “team choice” for the second 5 minutes. If they accept the default, the game will be called, otherwise points will be awarded during the second 5 minutes according to the team choice point guidelines.
- **7v7 Outdoor Soccer (2:2 points)**

Sportsmanship

- Each team will be given a sportsmanship rating 1-5, in accordance with the Participants’ Manual, from the officiating crew/on-site supervisor following the game.

Playoffs

- All teams are eligible for post season play provided that they
 - i. Win at least one game in the season.
 - ii. Do not forfeit more than once
 - iii. Do not default more than twice
 - iv. Complete the season with the required sportsmanship rating (3.0).
- **If a team receives more than one game with a sportsmanship of 2, they will forfeit the remainder of the playoffs. A team that receives below a 2 in any playoff game will automatically be forfeited.**
- During the playoffs, if a game is tied at the end of regulation, there will be a four (4) minute, golden goal overtime.
- If the score is tied after overtime, a five-person penalty kick shootout will occur.
 - i. At the end of regulation, only the eligible players who ended the game on the field, may be allowed to participate in the shootout.
 - ii. If still tied after first shootout, the final two players on the field will shoot, and then the order will start over.

Miscellaneous

- To receive the latest USC Intramural Sports schedules, scores, and updates be sure to log onto **sc.dserec.com/online/dashboard**
- **No jewelry can be worn during games.** Captains are responsible for making sure all jewelry is removed before a player takes the court.
- **Protest:** The only 2 things that can be protested are rule interpretation & player eligibility.
 - i. In order to protest rule interpretation, you must tell the supervisor you wish to protest before the next play.
 - ii. Player eligibility protests can be made before, during, or after the game to any supervisor or professional staff member.

Section 2: Rules & Sport Specific Information

The game will be played according to the current National Federation of State High School Association’s rules if not explicitly stated in this document.

Location

- All games will be played at the STWFC fields.

Players

- Each team will consist of seven (7, including the goalkeeper) players on the pitch at one time (a minimum of five (5) is required to play).
 - In CoRec, a team may play with any combination of the following:
 - You must start with at least one of each gender.
 - You still need 5 to start the game.
 - Examples of acceptable ratios under the rule: 4m/3f, 3m/4f, 3m/3f, 3m/2f, 2m/3f, 4m/1f, or 1m/4f

Equipment

- No metal of any kind is allowed. This includes metal-tipped cleats. All players must always wear closed-toed shoes.
 - No hard plastic track cleats may be worn.
- Shin guards are strongly recommended but are not provided by Sport Programs.

Timing

- Games will consist of two (2) twenty (20) minute halves with a three (3) minute half time.
- There are no time-outs.
- There will be no overtime in the regular season.

Scoring

- A goal is scored when the whole ball passes over the goal line, provided it has not been thrown, directly propelled by hand or arm, or carried by a player of the attacking team.
- A goal may be scored directly from a kickoff.
- Mercy Rule: A game shall be over when a team is leading by
 - Five (5) or more goals with less than five (5) minutes.
 - Ten (10) or more goals with less than ten (10) minutes.
- All goals shall count as 1 point.

Pre-Game

- A coin toss will be conducted at the beginning of the game. The team winning the toss shall have the choice of the goal they wish to defend or to have the ball for the kick-off.

Enforcement of Cards

- Yellow Card: The Referee issues a Yellow Card for:
 - Unsporting Behavior
 - Dissent
 - Persistent fouling
 - Delay of game
 - Encroachment of free kick
 - Substituting without official's permission
 - Slide Tackle that breaks the Halo Rule
- Red Card: A person receives a Red Card for Fouls, which the Referee considers violent or committed with excessive force, and for:
 - Serious Foul Play

- Violent Conduct
- Spitting at a player or official
- Using offensive, insulting, or abusive language and/or gestures
- Handball that denies obvious goal scoring opportunity
- Receiving a second yellow card

The Game

- Substitutions shall be unlimited but can only be made on any goal kick and on their own team's throw-ins and corner kicks (unless the other team subs, then they can sub, as well).
- Teams that substitute "on the fly" will be penalized with a yellow card to the captain.
- A player who receives a yellow card is not obligated to be substituted out of the game.
- All substitutions take place at midfield, and you must notify an assistant referee and receive permission to enter the pitch from the center official, but players may exit the pitch anywhere.
- Kick-off
 - The ball may travel in any direction, and a goal may be scored directly off a kick-off.
 - The initial kicker may not touch the ball twice in succession. If this occurs, an indirect free kick is awarded to the opponent (Double Touch Rule)

Goal Kicks

- Goal kicks must be taken anywhere inside the goal area (6-yard box).
- The ball is in play at the point of contact and when it clearly moves.
 - At this point, opponents may enter the penalty area (18-yard box).
 - If the kicker touches the ball again before it has touched another player, then an indirect kick is awarded to the opposite team (Double Touch Rule).
- Opponents must be outside the penalty area (18-yard box) when the ball is kicked. If an opponent enters the penalty area (18-yard box) and/or touches or challenges the ball before it is in play, the goal kick is retaken.
- Players on the possessing team may be in the penalty area (18-yard box) when the ball is kicked.

Goalkeeper

- The goalkeeper has six (6) seconds to distribute the ball.
- The goalkeeper may NOT touch the ball with their hands when a member of their own team intentionally kicks the ball to them (double possession). The penalty is an indirect kick from the spot of the infraction.
 - If the infraction occurs within the six (6) yard box, the ball will be placed at the edge of the six (6) yard box.
- The goalkeeper may not drop kick or punt the ball at any time, it must be played at their feet or thrown. The penalty is an indirect kick at the spot where it crossed the eighteen (18) yard box.
- The goalkeeper may not throw the ball over the half-line without the ball hitting a player or the ground.
- The goalie may slide (hands first) if going for ball, however, they may not tackle a player as a result. If the goalie appears to be completely horizontal, they will be given the benefit of the doubt.

Offside

- 5 Requirements for Offsides to be called:
 - Offensive Possession
 - Can only occur if the ball is in the attacking half of the field.
 - The ball must be played forward
 - Any part of the body (except for arms) is behind the 2nd to last defender
 - The offense needs to make an attempt or influence the play.
- All of these requirements need to be fulfilled in this order for offsides to be called.

Throw-In

- Throw-ins are awarded to a team when the ball was last touched by the opposing team before the entire ball passes beyond the sideline.
 - A goal cannot be scored directly from a throw-in.
- The Thrower:
 - Both feet must remain on the ground the entire throw
 - Must use both hands and deliver ball from behind and over head
 - Feet may be on or behind sideline but cannot fully cross over
- If ball fails to enter the pitch of play before it touches the ground the ball is awarded to the opposing team at the original spot of the throw.
- The opposing players may not interfere with the throw-in any way. This will result in a yellow card.

Advantage

- When the official refrains from whistling for a foul in order to apply the “Advantage Clause”, they will clearly indicate by voice and gesture that it is “advantage” so the players know that the foul has not escaped their notice.

Free Kicks

- Direct free kicks will occur during the following infractions:
 - Kicking, striking, attempting to kick or strike, or jumping at an opponent
 - Tripping, throwing, or attempting to throw an opponent
 - Intentionally handling the ball, i.e., carrying, striking, or propelling it with hand or arm.
 - Holding or pushing an opponent with the hand or arm, or with arms extended from the body, or using the knee in any way against an opponent
- Indirect free kicks will occur during the following infractions:
 - The goalkeeper delays in getting rid of the ball
 - Obstruction
 - A player plays the ball a second time before it has been touched, or played by another player at the kick-off, throw-in, a free kick, a corner kick, or a goal kick
 - Dangerous play
 - Offside
- Yardage
 - 10 yards must be given for all free kicks.

Slide Tackling & Sliding

- NO FORM OF SLIDE TACKLING IS ALLOWED. The penalty is a yellow card. If the act is intentional or blatant, a red card may be issued.

- If a player simply reaches for a ball and stretches too far and falls, a warning will be issued to stay on your feet. A warning will also be issued for player
- Halo Rule: A player is allowed to slide to save a ball if a player from the opposing team is not actively engaged within 10 feet of the ball.
 - Violation without contact of player: Dangerous play – indirect kick
 - Violation with contact of player: Minimum of a Yellow Card and direct kick
 - Violation during an obvious goal-scoring opportunity: Goal is good