

RULES FOR INTRAMURAL CREASE SOCCER

Note: Current NCAA rules will be adhered to with the following modifications/clarifications.

1. NO SLIDE TACKLING IS ALLOWED. ALL PLAYERS MUST REMAIN ON THEIR FEET AS THEY ATTEMPT TO TACKLE THE BALL WITH ANOTHER PLAYER IN THE AREA. YELLOW CARDS WILL BE AWARDED FOR SLIDE TACKLING FOULS!.

2. **There are no goalkeepers.** A team may have no more than six players on the field at a time (Penalty-Indirect Kick). Teams may neither start nor continue the game with less than four players.

3. **GAME TIME IS FORFEIT TIME.** Each team must wear uniformly colored shirts which contrast with the opponents.

4. Shoes with metal cleats, metal-tipped cleats, plastic cleats with sharp edges, or any other shoes deemed unsafe by the Intramural Supervisor may not be used. Shoes with rubber, nylon, or blunt plastic cleats may be worn.

5. Unlimited substitutions may be made at any time including during a "live" ball situation. The exiting player must leave at midfield prior to the substitution player entering the field.

6. The officials are in complete charge of the game. Judgment decisions of the officials are final. An official is empowered to stop play for injury or other reasons and to restart it when ready. The referee administers penalties and cautions or expels players for misconduct.

7. The game will consist of two 20 minute halves running time with a 5 minute half time. During the regular season, tied games are not extended into overtime. There are no time-outs and the clock is stopped only at the official's discretion.

8. The game will begin with a coin toss, the winner chooses to kick off or to defend a certain goal. To start the second half, teams switch sides of the field and the other team kicks off.

9. On the kickoff, once the whistle has been blown, the ball may be played in any direction. The kickoff, however, remains an indirect kick.

10. If play is stopped by the referee for an injury, unusual delay, or when the goal becomes dislodged, the ball shall be put back into play with a drop ball. If a team has clear possession of the ball when play is stopped, an indirect kick will be awarded from the spot where the ball was when play was stopped. The ball is not to be dropped inside the penalty area, but at the nearest spot outside the area.

11. A ball crossing the sideline (whole ball over the whole line) will be put back into play by a throw-in. All throw-ins are indirect.

12. In the instance where a corner kick would normally be awarded, the offensive team will be awarded an indirect "kick-in" from the spot where the ball crossed the endline.
13. Goal kicks are awarded with an indirect free kick from anywhere just outside the goal crease. The ball must clear the penalty area before another player may contact it.
14. Penalty shots are unobstructed direct free kicks from the penalty spot. All other players must be at least 10 yards behind the designated kicker. A missed penalty shot will be a dead ball and play is restarted with a goal kick.
15. On all free kicks, the kicker's opponents must remain at least 7 yards from the ball until the ball is put into play (i.e. travels 27 inches). Any motion towards the ball by a defender before the ball is put into play is considered encroachment. Failure to heed an official's warning will result in a yellow card for unsportsmanlike conduct.
16. Only goals scored from the team's offensive half of the field shall count (play is restarted with an indirect kick from the mid-field line by the opposing team). Exception: A direct free kick can score from anywhere on the field.
17. The offside rule is not in effect.
18. A player receiving a yellow card must sit out for two minutes of playing time. The entire two minutes must be served regardless of the developments of the field. The player serving the penalty can not be substituted, and his/her team must play short-handed. The referee will note the time of the infraction and release the penalized player when the penalty period has expired.
19. If the ball comes to rest inside the crease, but not inside the goal, the defensive team will be awarded a goal kick.
20. No player on either team is allowed to contact the ball while he/she or the ball is inside the crease. (The line defining the crease is part of the crease.) If a defensive crease violation occurs, the offensive team is awarded a penalty shot. If an offensive player commits a crease violation, the defense will be awarded a goal kick.
21. A player may be ejected (red carded) for:
 - a) violent conduct or serious foul play
 - b) use of foul or abusive language
 - c) persisting in misconduct after having been cautionedOnce a player is ejected, he is not substituted for and the team plays short handed the rest of the game.

Co-ed Rules

1. A co-ed team may consist of no more than 6 players with a minimum of 4 players required to play. The number of women on the field for each team must always be equal to or exceed the

number of men. Exception: When an ejection causes an unbalanced number of men and women players.

2. Before a goal can be scored by an offensive team, a woman on the team must touch the ball on the offensive side of the field. Exception: A male may score on a direct free kick from anywhere on the field. See rule #16.

PLAYOFF RULES

Overtime will be administered in the following manner.

1. Have a coin flip. Winner chooses to defend a goal or kickoff.
2. Play a five minute SUDDEN DEATH overtime period. If a goal is scored by either team, the game ends immediately.
3. If there is no score after the overtime, a shoot out will determine the winner.
4. In a shoot out a coin toss will determine which team kicks first. The winner has either the choice to kick first or second.
5. Each team will receive a number of penalty shots equal to the number of players it had left playing on the field at the end of the first overtime period. (Ejected players are not eligible.) If the first series of kicks from the penalty spot does not resolve the game's outcome, each subsequent pair of penalty kicks(keeping the same player and team orders) will be moved an additional two yards away from the goal until a winner is declared.

Note: Any situation arising that is not covered by these rules will be resolved by the referee and/or the Intramural Supervisor.