

# **Bucknell University**

## **Intramural Soccer Rules**



### **Fall 09 Edition**

#### **Pre-Game**

- Each participant is responsible for checking in with the Intramural Official. All participants must bring their current Bucknell University ID to each game. Participants without proper identification will not be allowed to play.
- Intramural regulations and policies concerning eligibility are in effect.
- No jewelry is permitted during play. This includes rubber bands/bracelets on wrist, earrings, piercing, etc...
- No hard-billed caps or tied bandanas with exposed knots.
- Bucknell University does not accept liability for any injury occurring before, during, or after play. Accident coverage information can be obtained from Student Health Services.
- All injuries must be reported to the supervisor on duty.

#### **Fielding a Team**

- A team must have a minimum of eight (8) players, including the goalie, to begin a contest.
- No more than nine (9) players, including the goalie, may be on the field at one time during the contest.

#### **Equipment**

- Proper equipment must be worn at all times.
- Shoes ARE REQUIRED. No bare feet!
- Soccer spikes are permitted, as long as they are not metal cleats.
- Shin protectors are recommended.

#### **Substitution**

- Substituting may occur during a team's throw-in, kick-in, either team's goal kick, and after a goal.
- Substitutes shall go to the midfield line and wait for the nearest official to call them on before entering the field of play. Penalty: Yellow card and the substitute must leave the field of play.

- A player who receives a yellow card must be substituted.
- During an injury, both teams may substitute only if the injured play player is substituted. A player that is bleeding must be substituted from the game.
- Any player may change places with the goalkeeper, provided that the opposing team is informed before the change is made and the change is made as a legal substitution.

### **Duration of the Game**

- The duration of the game shall be two equal halves of 25 minutes. Halftime shall not exceed 5 minutes.
- The clock shall always be a running clock.
- A game shall become official at the completion of the first half.

### **Start and Restart of Play**

- Before play begins, a coin is tossed and the team that wins the toss will have the choice of kicking off or deciding which goal to defend. The second half play will begin with a kickoff by the team that did not kickoff at the start of the game.
- After the Sports Supervisor has given a signal, the game shall be started. The ball is in play when it is kicked and moves forward. If the ball is not properly touched, the ball will be placed on the kickoff mark again and the kickoff will be retaken.
- The kicker may not touch the ball again until it has been touched by another player. *Penalty: Indirect free kick.*
- A dropped ball is a way of restarting the match after a temporary stoppage.

### **Ball In And Out Of Play**

- The ball is out of play when:
  - It has completely crossed the goal line or touch line whether on the ground or in the air.
  - The Intramural Official sounds his/her whistle.
- The ball is in play at all other times, including when it rebounds from a goalpost, crossbar, or corner flag post and remains in the field of play.
- There will be no whistle to restart play except when play has been stopped due to an injury, or to caution/ejecting a player.

### **Method of Scoring**

- A goal is scored when the whole ball has passed over the goal line, between the goal posts and under the crossbar, provided that no infringement of the rules has been committed previously by the team scoring the goal.
- A goal may be scored:
  - Directly from a goal kick, but only against an opposing team.
  - Indirectly from a corner kick, but only against an opposing team.
  - If the goalkeeper throws, punts, or dropkicks the ball into either goal.
  - If the goalkeeper brings the ball within his/her own goal. The opposing team will be awarded a goal.
- If game is tied at the end of regulation we go straight to a shootout.
  - 5 alternating penalty shots for each team.
  - If we are still tied after 5 penalty shots we will keep going with one penalty shot rounds until one team has a goal advantage at the completion of a round.

## **Fouls and Misconduct - Free Kicks**

- Free kicks shall be classified under two types:
  - DIRECT-- from which a goal can be scored directly against the offending side. All direct kicks awarded in the penalty area shall merit a penalty kick.
  - INDIRECT -- from which a goal cannot be scored unless the ball has been touched by a player other than the kicker before passing into the goal.
- Offenses for which a DIRECT kick shall be given are:
  - Kicking or attempting to kick an opponent
  - Tripping or attempting to trip an opponent
  - Jumping at an opponent
  - Charging an opponent (A fair charge is one in which a player makes non-violent shoulder-to-shoulder contact with an opponent, with the arms and elbows close to his/her own body, at least one foot on the ground, and the ball within playing distance)
  - Striking or attempting to strike an opponent
  - Pushing an opponent
  - Holding an opponent
  - Slide tackling an opponent
  - Intentionally handling, carrying, striking, or propelling the ball with a hand or arm
  - Using foul or abusive language directed towards a player or official
  - Handling by the goalkeeper outside the penalty area
- Offenses for which an INDIRECT free kick shall be given are:
  - Playing the ball a second time before it has been touched by another player at the kickoff, a throw-in/kick-in, a drop kick, a free kick, a corner kick, or a goal kick
  - Obstructing the progress of an opponent
  - Playing in a dangerous manner (i.e. high kick, playing on the ground)
  - If the goalkeeper takes more than 6 seconds while controlling the ball with their hands before releasing it into play
  - If the goalkeeper touches the ball with their hands after it has been deliberately kicked to him/her by a teammate
  - A player prevents the goalkeeper from releasing the ball from his hands
  - A player commits any offense for which play is stopped to caution or dismiss a player
- When a DIRECT or INDIRECT free kick is being taken, all opposing players shall be at least 10 yards from the ball until it is kicked unless they are standing on their own goal line.
- If a DIRECT or INDIRECT free kick is kicked directly into a team's own goal, a corner kick is awarded to the opposing team.
- Treat all free kicks to be taken in the goal area by the defense as a goal kick.
- An INDIRECT kick to be taken in the goal area by the offense shall be taken from the top of the goal area line.

## **Fouls and Misconduct - Disciplinary Sanctions**

- The Sports Supervisor, at his/her discretion, may penalize any player for the following misconduct:
  - Yellow card offenses:

- Unsporting behavior
- Dissent by word or action
- Persistent infringement of the rules of the game
- Delaying the restart of play
- Failing to respect the required distance when play is restarted with a corner or free kick
- Entering the field of play without the Official's permission
- Deliberately leaving the field of play without the Official's permission
- Red card offenses:
  - Serious foul play
  - Violent conduct
  - Spitting on opponent or any other person
  - Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball
  - Denies an obvious goal-scoring opportunity to an opponent moving towards the goal by an offense Punishable by a free kick or penalty kick
  - Using offensive, insulting, or abusive language and/or gestures
  - Receiving a second yellow card caution in the same match

### **The Kick-In/Throw-In**

- When the ball passes COMPLETELY over a sideline, it shall be thrown or kicked in from the point where it crossed the line by a player of the team opposite to that of the player who it last touched.
- A player shall either:
  - Throw the ball into play with two feet on the ground, using both hands to deliver the ball from behind the head
  - Place the ball on the ground on or behind the sideline and proceed to take the kick following the rules of an indirect free kick. The ball shall be in play immediately after it has crossed over the line, and may be played by any player except the one who executes the kick-in. Ten yards shall be given, the same as all free kick situations.
- If the ball is improperly thrown/kicked into play, the restart shall be taken by a player of the opposing team.
- If the ball fails to enter the field of play, it shall be thrown/kicked in again.
- If an opponent interferes with or in any way impedes the actions of the thrower/kicker while the throw-in/kick-in is being taken, the official will administer a yellow card for unsportsmanlike conduct.

### **Drop Ball**

- Drop ball occurs:
  - When the ball is caused to go out-of-bounds by two opponents simultaneously.
  - Following a suspension of play for an injury or other situation in which no team has clear possession of the ball.
  - A foul by both teams occurring simultaneously.
- The spot of the drop ball is where the ball becomes dead unless this is in the goal area, in which case the spot is the nearest point on the goal line in the field of play.

## **Goal Kick**

- A goal kick shall be awarded to the defending team when the ball crosses the goal line, having last been touched by the attacking team.
- Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area.
- A player of the defending team shall kick the ball from the ground at any point within the goal area. A goal kick must clear the penalty area and enter the field of play or the goal kick will be retaken.
- After the goal kick leaves the penalty area, any player except the one who executed the goal kick may play the ball.
- Goal kicks are direct free kicks.

## **Corner Kick**

- When the ball is last touched by the defending team and goes over the goal line, a member of the attacking team shall take a kick from within the quarter-circle at the nearest corner flag.
- Players of the team opposing that of the player taking the corner kick shall not approach within 10 yards of the ball until it is in play.
- After the corner kick is first touched, any player except the one who executes the corner kick may play the ball.
- Corner kicks are direct free kicks.

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