



Florida Southern College Intramural 3v3 Soccer Rules

General Information

- 1) All participants must have their current valid FSC ID card with them
- 2) Jewelry is not allowed.
- 3) All participants must arrive to the playing surface 15 minutes before game time.

Rosters

Adding players to rosters is allowed in all team competition. The player must bring his/her FSC ID card to the team's game to be added to the roster. The player must check in with the IM Staff and then they will be added to the roster. Players can be up to when playoffs start. Rosters are frozen after the teams last regular season game. After a player is added at the game-the following day the office will check to make sure the player is legal, if the player is found to be illegal the team will forfeit any games that the illegal player participated.

Eligibility Requirements

Intramurals are open to current FSC students, faculty, and staff with FSC ID. All current full-time students, faculty and staff regularly enrolled in any department of Florida Southern College are eligible to enjoy all Intramural activities. Participants shall remain eligible until they graduate, withdraw or fail to comply with the rules of eligibility. This privilege may also be revoked/suspended by the Intramural Advisory Council or the Assistant Director for just cause at their discretion. Participation in the Intramural program is entirely voluntary and is a privilege, not a right. All full-time students (twelve or more hours per semester constitute a full-load) are eligible to enter into any intramural activities provided they do not break any other eligibility policies listed in this Article. Any part-time student is eligible to participate in Intramural activities provided he or she meets all of the following criteria:

- Is pursuing a degree during the year in which he/she is classified as a part-time student.
- Is enrolled in a departmental day course offered by the college to earn credit for graduation.
- Has paid the college activity fee.
- Received approval from the Assistant Director of Intramural Sports

For any questions regarding a varsity athlete, club athlete or professional athlete, etc. and their eligibility within the Intramural Sports program, please refer to the Intramural Sports Participant Manual. This manual can be found on the Wellness Website or on IMLeagues.

If an Intramural employee determines that an individual is attempting to check in with false identification in order to participate in an Intramural activity, the ID will be **confiscated** and that individual will not be allowed to play. If it is determined the participant used improper identification, the team will forfeit any contest the person participated in. In addition, any individual caught trying to check in with an ID card that is not his/her own has jeopardized themselves and the owner of the ID to disciplinary action by the college. Non-FSC students are not eligible to participate in the Intramural program. Any non-student found to be participating will cause the team he participated with to forfeit any contests he participated in. Additionally, the forfeited games will result in a Sportsmanship Score of zero being averaged into the team's overall Sportsmanship Rating.

Weather Cancellation

In the event of inclement weather, decisions regarding playing conditions will not be made before one hour prior to the day's first game. Teams should not **assume** that games are cancelled. The Office will try to contact captains if games have been cancelled. We will also post information on our Facebook page "FSC Intramural Sports" or intramural website. The office will also try to send emails out to all captains before the game is supposed to start. Games will be postponed for the following weather related reasons:

- Lightning. All outside activities will be cancelled when lightning is seen or thunder is heard. We will wait a minimum of 30 minutes from the last observed lightning or thunder before resuming activities.
- Tornado/hurricane watch or warning is issued for the Lakeland area.
- When rain or hail makes an outside field unsafe.

If a contest is postponed due to weather, the Assistant Director will attempt to reschedule the game.



Captains

Each team shall designate to the Supervisor or Scorekeeper the team captain or captains. The captain's first choice of any penalty option shall be irrevocable. Decisions involving penalties shall be made before any charged time-out is granted to either team. The team captain is responsible for all information contained in the Intramural manager's packet.

Team Requirements and Equipment

A team shall consist of 3 players. You must have all three players in order to start. All players must be checked in with the intramural supervisor/scorekeeper before they are allowed to participate. **Maximum Roster Size: 6 players (Men's & Women's League), 8 players (CoRec League)**

Casts and/or any other item deemed to be dangerous by the official or supervisor may not be worn during the game. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 2 inch of slow recovery rubber or similar material will be allowed.

There are no goalies in 3v3 Soccer.

If injuries reduce a team to two players or less, the game may continue at the referees' discretion
A team reduced to two players or less via player ejections will automatically forfeit.

Starting the Game

The referee will conduct a coin toss. The winner will select to kick-off or a goal to defend.

The game will begin with a kick off. At the moment of the kick off all players must be in their own half of the field and all defenders must be at least five (5) yards from the ball.

The kick off may be taken in any direction.

After the ball is kicked, the kicker may not play the ball again until it is touched by another player.

Timing

Games consist of four 8 minute quarters with a 2 minute break between quarters **OR** the game will end when a team reaches a 10 goal lead

The officials are in charge of keeping time

There are no team timeouts given during the game

A game is considered official if the game is stopped at halftime or later for any reason (inclement weather)

Scoring

For a goal to count, the ball must be 100% over the goal line

The ball must be played from the offensive half of the field to count as a goal

A goal may be scored directly from a corner kick

A goal may not be scored directly from an indirect kick, goal kick, kick in, or a free kick into a team's own goal

There are no offsides in 3v3 soccer

Substitutions

Substitutes for either team may enter the game after a goal, prior to a goal kick or prior to their own kick-in
All substitutions will take place at the centerline.

Ball In & Out of Play

The ball is out of play when it has completely crossed a goal line or touchline either on the ground or in the air

The ball is in play at all other times, including:

- When it rebounds from a goal post, cross bar or corner flag
- When it touches an official in the field of play
- Until the whistle sounds
- After a free kick or kick-off
- When a drop ball touches the ground
 - o NOTE: A player may be out of bounds and legally play the ball

Goal Box

The goal box, ten feet wide by eight feet long, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box, a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. Habitual touches in the goal box MAY result with a Yellow Card given to offending party. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

Free Kick

All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect kicks with the exception to corner and penalty kicks
All indirect kicks are taken from the spot of the foul



In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive players goal area is closer than five yards from the goal area in live with the place of the penalty

Free Kicks are awarded for the following offenses:

- Spitting, kicking, striking, attempting to kick or strike, or jumping at an opponent
- Tripping or attempting to trip an opponent
- Slide tackling
- Intentionally handling the ball
- Pushing an opponent with hands or arms extended from the body
- Holding or placing hands on an opponent in an attempt to reach the ball
- Any player charging an opponent at any time
- If the ball is played next by the kicker following a kick off, a free kick, a penalty kick, a goal kick or kick-in
- Obstructing an opponent when not in possession of the ball
- Dangerous Play

Penalty Kick

A penalty kick is awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction.

It is a direct kick taken from the top of the center circle on the offensive side of the midfield line

The ball must be in play for a penalty to be awarded.

All players except the kicker shall be behind the midfield line.

If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls

Goal Kick

A goal kick is awarded to the defending team when the entire ball crosses the goal line after the attacking team last played or touched the ball.

Players opposing the ball must remain 5 yards away from the ball until it is kicked

The ball is kicked from the ground at any point on the end line, and not in the goal box area

After the ball is kicked, any player, except the one who takes the goal kick, may play the ball.

The kicker may not play the ball until another player has touched it.

Corner Kick

A corner kick is awarded to the attacking team when the entire ball passes beyond the goal line after the defending team last played or touched the ball

Defending team players shall be at least 5yards from the ball until it has been kicked

The ball shall be kicked from the ground on the corner closest to where the ball left the field of play. It is in play when the ball moves.

After the corner kick, any player may receive the ball except the one who executed the corner kick

Kick In

A kick-in is awarded to a team when the opposing team last plays or touches the ball before the entire ball passes beyond the touchline (sideline).

The ball shall be placed on the line. All defenders must be at least 5 yards from the ball until it is kicked.

If the ball fails to enter the field of play, it shall be re-kicked. T

The kicker shall not play the ball before it has been touched by any other player

Slide Tackles

Slide Tackles are illegal in Intramural 3v3 Soccer

Good sportsmanship must be exhibited, and contact must be kept to a minimum

Overtime

In the regular season, a tie may occur.

In the playoffs, teams will have a 3 minute "Golden Goal" overtime period.

If the score is still tied, the winner shall be decided by shootout with the 3 players on the field at the end of the golden goal period.

CoRec Differences

CoRec soccer will be played 4v4 (2M/ 2F or 1M/3F are the only combinations allowed).

CoRec teams may start with as few as 3 players (1M/2F is the only combination allowed).

Maximum roster size for CoRec: 8 participants.