



Florida Southern College Intramural 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.



Players and Substitutes

A regulation team consists of 7 players (one of which will be the goalkeeper). A team may play with a minimum of 5 players.

If a player has been disqualified (red card), he/she will not be allowed a replacement.

A team must notify the referee on all substitutions. No player may come onto the field without permission of the referee.

Either team may substitute **during any dead-ball situation**. To substitute the players must go to the center line and wait for the officials to call them on the field. If the players enter the field without being waived on then a warning will be given. After a warning an indirect kick will be taken from the spot of the foul. A yellow card can be given for illegal substitution.

Timeouts

Time outs will not be allowed.

The Game

Each half will be 20 minutes in length with a continuous running clock. Halftime will be 3 minutes.

Any injury time will not be added on at the end of the game, the clock will stop for all injuries.

The referee reserves the right to stop the clock at his/her discretion for player(s) actions that violate the spirit of the game.

Winner of the coin toss will choose ball 1st or 2nd/goal to defend.

The referee will whistle the ball into play. The kickoff must be taken from the center of the field. Each team must be on their own half, and the defensive team must be 10 yards off the ball at the time of the kickoff. To kickoff the ball, it must roll forward. The player who kicked off the ball may not touch the ball until another player touches the ball. Violation of the forward rule will result in a retake of the kickoff. All kickoffs are indirect (special intramural rule because the fields are small).

A goal may be scored during play directly from a penalty kick, corner kick, goal kick, or drop ball. A goal may not be scored directly from an indirect free kick or a throw-in. To score a goal, the ball must **completely** cross the goal line. After the goal, the ball is returned to the center of the field for another kickoff. The team that gave up the goal will kickoff.

Teams will change ends at halftime. The team that did not kickoff in the 1st half will kick off in the 2nd half.

The ball is out of play when it **completely** crosses the sidelines or the end lines. The referee will blow his/her whistle to signify when the ball is out of bounds in a close play, if not referee will signal whose ball it is.

The referee blowing his/her whistle warrants a dead ball (even if inadvertent).

To restart play, the following methods are used:

- a) Throw-in
 - a. When the ball crosses the sidelines.
- b) Goal kick
 - a. When the ball crosses the end line and the offense touched the ball last.
- c) Corner kick
 - a. When the ball crosses the end line and the defense touched the ball last. The ball is placed a yard away from the corner marker and kicked. A goal may be scored directly from the corner kick.
- d) Indirect free kicks
 - a. Taken after a foul has been called.
- e) Ball in play
 - a. The ball is still in play if it stays in-bounds after rebounding off the goal, referee, or corner flags.
- f) Drop Ball
 - a. Will be called when play is stopped due to an injured player, inadvertent whistle or when it is not clear whom the ball last touched before going out of bounds. A drop ball is when the referee drops the soccer ball between a player from each team; the ball has to touch the ground before it can be kicked by either player.

Mercy Rule

If a team is ahead by five or more goals with five minutes or less remaining in the second half, the game will end. If a team is ahead by ten goals with ten minutes left, the game will end. At the same time, if a team is ahead by four goals and is deemed to be stalling, the officials have the option to end the game and sportsmanship points may be deducted.

Overtime Rules/Tie Games

During the regular season, tie games will stand. During playoffs, ties will be broken using the following rules: Two 5-minute consecutive sudden death overtime periods will be played. The first team to score is the winner. If there is no score in the first overtime, play is stopped, teams switch ends of the field, and possession changes as if starting a new half. If there is no scoring in the second overtime, then a shootout (penalty kicks) will be conducted. Each team will choose 5 kickers to participate in the



shootout. The kickers must be on the field at the end of the game. If it is still a tie after 5 shooters, then each team will choose a sixth shooter. (All players signed in for that specific game must shoot before the first original 5 shooters shoot again).

If regular season games cancelled due to weather or field conditions will be considered a tie, if the games can't be rescheduled. If inclement weather causes a playoff game which has already been started to be cancelled, the game will be continued from the point where it was suspended.

Offside

There will be no offside in intramural soccer.

Fouls and Misconduct

Kicking-Striking-Tripping-Jumping

- a. A player shall not intentionally attempt to kick, strike or jump at an opponent. (Penalty: direct free kick).
- b. A goalkeeper may not intentionally strike or attempt to strike an opponent by throwing the ball at the opponent. (Penalty: Indirect free kick)
- c. A player shall not intentionally trip an opponent. (Penalty: direct free kick)

Handling

- a. A player shall be penalized for intentionally handling, carrying, striking or propelling the ball with a hand or arm. (Penalty: Indirect free kick).
- b. If a player handles the ball on an obvious (official's judgment) goal-scoring play, the goal will count and the player will be issued a red card. (Referee may choose to give a penalty kick as well.)
- c. Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball. This shall not be penalized.
- d. A player shall not hold, push or impede an opponent with hands or arms extended from the body. (Penalty: direct free kick)

Charging

- a. A player shall not intentionally charge an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent, does not have arms and elbows close to the body, and has at least one foot on the ground and the ball within playing distance. (Penalty: direct free kick).
- b. A player having one or both feet on the ground shall not charge into an opponent that has no feet on the ground. (Penalty: Direct free kick).
- c. A player shall not charge into the goalkeeper in the penalty area. (Penalty: Direct free kick).

1. An official shall disqualify any player who flagrantly fouls the goalkeeper in possession of the ball.
2. Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play.
3. Outside the penalty area, the goalkeeper has no more privileges than any other player does. Note: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.

Dangerous Play

In the opinion of the official, all high kicks above the waist in a dangerous manner will be prohibited. (Penalty: Indirect free kick).

Obstruction

- a. Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle. (Penalty: Indirect free kick).
- b. The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball. (Penalty: Indirect free kick).

Goalkeeper Restrictions

- a. A goalkeeper shall not touch the ball with his/her hands after receiving a throw-in or a deliberate kick by a teammate.
- b. A goalkeeper may not hold the ball for more than five seconds after taking possession/control.
- c. A goalkeeper may not punt or drop kick the ball. The goalkeeper may put the ball on the ground and kick it.

Misconduct

A player is cautioned and shown the yellow card if he/she commits any of the following offenses:

- is guilty of unsporting behavior
- shows dissent by word or action
- persistently infringes the Laws of the Game
- delays the start of the game
- fails to respect the required distance when play is restarted with a corner kick or free kick



- enters or re-enters the field of play without referees permission
- deliberately leaves the field of play without the referee's permission

A player is sent off and shown the **red card** if he/she commits any of the following offenses:

- is guilty of serious foul play
- is guilty of violent conduct
- spits at an opponent or any other person
- denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (does not apply to a goalkeeper within his/her own penalty area)
- denies the opposing team a goal or an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick. (This could also be a yellow card based on the severity at the official's discretion.)
- uses offensive, insulting or abusive language
- receives a second yellow card in the same match
- An official shall disqualify any player who flagrantly fouls the goalkeeper in possession of the ball. Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands, when bouncing it to the ground, and when releasing the ball into play. Outside the penalty area, the goalkeeper has no more privileges than any other player does. Note: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.

Two ejected players on a team in the same game will result in forfeiture of the game.

Free Kicks

- Free kicks shall be classified as "indirect" from which a goal may not be scored unless the ball is played by another player from either team.
- Any player of the offended team may take all free kicks in any direction.

Indirect Kicks

- Entering field of play without permission
- Same player playing the ball after a free kick, penalty kick, goal kick, corner kick, throw-in before another player plays the ball
- Kicking or attempting to kick the ball while it is in possession of the goalkeeper
- Obstruction
- Dangerous play
- Delay of game (ie. 5 seconds by the goalkeeper)
- Goalkeeper double possession
- Goalkeeper handling an intentional pass back

Direct

- Tripping
- Kicking an opponent
- Intentional handling of the ball
- Pushing or holding
- Charging the goalkeeper in possession of the ball
- Jumping at an opponent
- Using foul or abusive language
- Slide tackling with excessive or dangerous contact (ie. cleats up)
- Unsportsmanlike Conduct

Rules

Free Kick:

Opposition players must be at least 10 yards from the ball until it is kicked, unless standing on their own goal line between the goalpost. If the kick is by a team in its own penalty area, defenders must also be out of the penalty area until the ball clears the penalty area. The ball must be stationary and may be kicked in any direction. After the kick, any player except the kicker may play the ball. A kick in a team's penalty area must leave the penalty area before another player may play the ball.

Penalty Kick: When

A penalty kick is awarded for any infringement of the rules by the defending team within the penalty area. The foul must be deliberate. A penalty kick can be awarded regardless of the position of the ball, if the infraction by the defending team is committed in the penalty area. A goal may be scored directly from a penalty kick.

Penalty Kick: How

The penalty kick is taken from any place on the penalty mark line. When it is being taken, all players (except for the kicker and the opposing goalkeeper) shall be within the field of play but outside the penalty area and at least ten yards away from the



penalty mark. The opposing goalkeeper may move laterally, but is not permitted to advance off the goal line until the ball has been kicked by the offensive player. The player taking the kick must kick the ball forward in order for it to be in play. If the ball is not put into play properly, the kick must be retaken. If the ball hits the goalpost or the crossbar and returns to play, the kicker may not play the ball until another player has played it. The goalkeeper may not be substituted for on a penalty kick unless they were injured during the infraction. The kicker must wait for the official to start the play. The distance for a penalty kick is 12 yards from the goal line.

Penalty Kick: Infringements

During a penalty kick, any encroachment by the defending team or forward movement by the defending goalkeeper is not penalized if the goal is scored. If a goal is not scored, the kick is retaken. If there is an infringement by the attacking team and the ball enters the goal, the goal does not count and the kick shall be retaken. If there is an infringement by the attacking team and the ball does not go into the goal, there is no re-kick. If the ball rebounds into play, the game shall be stopped and restarted with an indirect free kick for the defending team at the spot of the foul. If the ball is saved and held by the goalkeeper, play shall continue. In cases where players from both teams are guilty of infringements, the kick shall be retaken regardless of the outcome of the kick.

End of Time Variations

The ball is dead at the moment the whistle sounds to end either half. A goal cannot be scored if the ball was in the air when the whistle was blown; the ball must have completely crossed the goal line. Time may be carried over only for a penalty kick. If the ball touches the goalkeeper during a penalty kick, before passing between the posts or after the expiration of time, the goal is good. If necessary, time of play shall be extended at the end of either half to allow a penalty kick to be taken. If a penalty kick is taken after the expiration of time, only the kicker may play the ball once with the goalkeeper in place.

Goal Kick: When

A goal kick is taken by a member of the defending team when the ball passes completely over the goal line, either in the air or on the ground, having last been touched by a member of the attacking team.

Goal Kick: How

The ball is placed on the ground from any point in the goal area nearest to where it crossed the goal line. The ball must be kicked beyond the penalty area, or the kick will be retaken. The goal kick is a direct kick.

Corner Kick: When

A corner kick is taken by a member of the attacking team when the ball passes completely over the goal line, either in the air or on the ground, having last been touched by the defending team.

Corner Kick: How

A member of the attacking team shall take a kick from within one yard of the nearest corner. A goal may be scored directly from a corner kick. The opposing team shall not approach within 10 yards of the ball until the ball has been kicked, if the opposing team approaches within 10 yards the kick is retaken. The kicker may not play the ball until another person has touched it. If the ball hits the goalpost and rebounds towards the kicker, he/she still cannot play the ball until another player has touched it.

Throw-In: When

A throw-in is taken after it has passed completely over a sideline, either on the ground or in the air.

Throw-In: How

The thrower, at the moment of delivering the ball, must face the field of play with both feet behind or on the line and both feet on the ground. The thrower shall use both hands equally and shall deliver the ball from behind and over his head. The ball shall be in play when it enters the field of play. If the ball never enters the field of play, the same team will retake the throw-in. A goal may not be scored by the throw-in. If the ball is improperly thrown in, a member of the opposing team shall take the throw-in. The thrower cannot play the ball until someone else has touched it. Penalty: Indirect free kick from point of infraction.

Shootouts

Five players (including the goalkeeper) from each team, that were on the field at the end of the second overtime, will be selected by the team to shoot.

The goalkeepers will be the same as the goalkeepers from the end of the second overtime.

A coin flip will decide which team has the option of shooting first or last.

Each team has a total of 5 penalty kicks and will alternate each shot. No rebounds are allowed.

If the score is tied at the end of the shootout, another shootout (5 penalty kicks) will be conducted.

The second round can consist of any five players on the team. Players who shot in the first round are not eligible. Every player must shoot before players can be repeated.



The kicker must wait for the official to start the play on each kick.

Slide Tackles

Slide tackles are illegal in Intramural Soccer.

A defensive player may leave his/her feet to stop the forward progress of the ball as long as he/she does not create a dangerous situation (i.e. causing a player to jump over him/her). If a dangerous situation is caused, it will be considered a slide tackle.

On the 1st offense, if the slide tackle is made and is not deemed malicious, it will result in a yellow card, direct free kick and an automatic 2 "Sportsmanship Rating". The entire team will be given a verbal warning.

The second offense by any player on the team for a slide tackle will automatically result in a red card, direct free kick and an automatic 1 "Sportsmanship Rating".

On the 1st offense, if the slide tackle is made and is deemed malicious (playing the player and not the ball and/or from behind), it will result in a red card, direct free kick for the other team and an automatic 1 "Sportsmanship Rating". The entire team will be given a verbal warning. The second offense by any player on the team will result in a second ejection.

Two ejected players on a team in the same game will result in forfeiture of the game and a 0 "Sportsmanship Rating".

Goalkeeper

On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch the ball with his/her hands. Players may not use trickery to circumvent the rule. For example: Players may not flick the ball with their feet to their own head, chest, knee, and then pass it to their own goalkeeper who touches the ball with their hands. In addition, the goalkeeper is not allowed to play the ball with his/her hands directly from a throw in (from his own team).

The goalkeeper is limited to a maximum of 4 steps with the ball.

Goalkeepers have 5 seconds to release the ball after making a save. If a goalkeeper maintains possession of the ball longer than 5 seconds, an indirect kick shall be awarded to the opposing team at the initial spot of control.

The goalkeeper may use his/her hands within the entire box (penalty area). The goalkeeper is not, however, allowed to handle the ball if the ball is outside of this area.

Substitutions

Either team may substitute an unlimited number of players:

- a. between halves
- b. when a goal is scored
- c. on a goal kick
- d. when a player(s) from either team is injured
- e. when a player from either team receives a yellow or red card

The defensive team may substitute an unlimited number of players on a throw-in or corner kick, provided the team on offense is substituting as well.

Miscellaneous

In a goal scoring opportunity, when a foul has been committed, it is the referee's discretion to give either a yellow card, red card, penalty kick, ejection, etc.)

Any rule not stated will go by FHSAA soccer and NIRSA.

If a player is given a red card in a previous game they must meet with the Assistant Director of Wellness. The player may have to sit out the next game depending on the severity of the situation.