



Soccer Rules

Soccer is a contact sport and injuries are a possibility. The Department of Campus Recreation and Intramural Sports assumes no responsibility for injuries; however, basic first aid will be available.

The games will be played according to the National Federation Rules with the following Wake Forest University clarifications and exceptions:

GENERAL RULES

Rule I Number of Players

1. Men, Women = Seven (7), Corec = Eight (8), players on each team, one of whom shall be the goalkeeper. If a team has fewer than 5 eligible players due to injury or ejection, the game shall be terminated. A corec team must play with an equal number of males and females, or the number on one gender's side may be one greater than the number on the other gender's side. The only exception to this rule is that a team may play with 2 males and 4 females. The only exception to this rule is that a team may play with 2 males and 4 females. Corec teams may not exceed 4 males/ females on the playing field.
2. Forfeit time is the scheduled game time. A team needs five players to avoid a forfeit. (3 men, 2 women or vice versa for corec)
3. Eligibility
 - A. Current students, faculty and staff with valid I.D. from present semester
 - B. Men may play on one Men's team plus a Deacon Division team (if there is field space). Women may play on one Men's team or Women's team (plus a Deacon Division team).
 - C. Protest of player eligibility must be made prior to the start of the second half.
 - D. Players must have played in at least one regular season game to be eligible for the tournament-games.
 - E. Captains are responsible for their team's eligibility and checking the ID's of the opposing team.

Rule II Players Equipment

1. The use of any hard or dangerous head, face or body protection equipment is illegal
2. Hard cast of any material, even if padded, are illegal. No jewelry is allowed.
3. Goalkeepers only may wear soft-billed caps. Jerseys will be supplied for the teams.
4. Knee braces must have exposed metal and hard plastic covered by a neoprene sleeve (minimum ¼" thick) to participate.
5. It is illegal to wear metal spikes, screw-in cleats with metal studs, or molded shoe with cleat on the toe. *Shinguards are not required.*

Rule III The Officials

1. Powers and Jurisdiction. The officials shall enforce the rules and decide any disputed point. They have equal responsibility and authority in calling fouls.
2. The officials may caution any player guilty of misconduct or unsportsmanlike conduct, and if the player persists, suspend him/her from the game. **THE SUSPENDED PLAYER MAY NOT BE REPLACED.**
3. Only designated captains, in sportsmanlike manner, may approach the officials and question a call; other players may not. A captain is also responsible for the team's spectators from the sidelines

Rule IV Substitutions

1. No substituting may occur during a penalty kick, but players on the field may switch positions.
2. Substitutes shall go to the midfield line and notify the nearest official before entering the field of play (Penalty: Indirect free kick and yellow card). **Substitutions may not occur on the fly.**
3. Any player receiving a yellow card must be substituted for. They may re-enter on the next available substitution.
4. A player that is bleeding must be substituted for.
5. A verbal warning shall be given to both players at the next stoppage of play for failing to notify the referee of a goalkeeper change. (Illegal substitution)

Rule V Duration of the Game

1. The duration of the game shall be two equal halves of 20 minutes.
2. Time shall be extended to permit the taking of a penalty kick awarded before the end of each half.
3. A game becomes official after the kickoff that starts the second half.
4. Overtime shall only be played in the event of a tie during regulation during the playoffs. Overtime is one five minute "golden goal" period. If the game is still tied at the conclusion of overtime, penalty kicks will ensue. A coin toss will be used to determine kicking order. The referee will choose end of the field. Only players on the field at the conclusion of the first overtime period will be eligible to participate in penalty kicks. Five alternating penalty kicks will be taken by each team. If still tied after the first five penalty kicks, teams will continue to alternate shots until a team establishes a one goal lead and teams have taken an equal number of shots. If necessary, after the seventh (or eighth for corec) shot the rotation will restart. Corec penalty kicks must alternate male to female or female to male.

Rule VI The Start of Play

1. The team that wins the coin toss will have the choice of kicking off or deciding what goal to defend. During the second half play will start with a kickoff by the team that did not kickoff to start the game.
2. After the referee has given a signal, a player taking a free kick shall start the game. A goal shall not be scored direct from a kickoff. The ball does not have to be kicked forward at the kick-off, but it must travel a full rotation.
3. The kicker may not play the ball again on the kickoff until it has been touched or played by another player. Penalty: indirect free kick for the opposing team.
4. When restarting the game after a temporary suspension of play or a misconduct by a non-player, which occurs during a live ball, the ball shall be played at the spot where the ball became dead at the time of the act.

Rule VII Ball in and Out of Play

1. The ball is out of play when:
 - a. It has completely crossed the goal line or touchline whether on the ground or in the air
 - b. The official sounds his/her whistle
2. There will be no second whistle to restart play except:
 - a. When a team ask the official for 10 yards
 - b. When play has been stopped to caution or eject a player
 - c. For a penalty kick
3. A ball touching an official shall be deemed "in play."

Rule VIII Method of Scoring

1. A goal is scored when the whole ball has passed over the goal line, between the goal posts and under the crossbar, provided it has not been thrown, carried or propelled by hand or arm. If the half ends before the ball passes wholly into the goal, the goal shall not be allowed.
2. If the defending team deliberately stops or deflects the ball with hands or arm to stop a goal, a penalty kick will be awarded and a red card will be issued
3. Mercy Rule. If a team is ahead by 3 or more goals with less than 3 minutes to play the game shall be over. If the team takes the lead by 3 goals during the final three minutes of the game the game shall be over. If a team is ahead by 5 or more goals with less than 5 minutes to play the game shall be over. If the team takes the lead by 5 goals during the final 5 minutes of the game the game shall be over.
4. Breakaways. If during a breakaway a player is deliberately taken down and there is a potential goal scoring opportunity a red card will be issued and a direct free kick will be given. It will be upon the discretion of the official upon the severity of the foul.

Rule IX and X Fouls and Misconducts-Free Kicks

1. Free kicks shall be classified under two types: DIRECT (from which a goal can be scored directly against the offending side), and INDIRECT (from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing into the goal).
2. Offenses for which a DIRECT kick can be given are:
 - a. Intentionally handling, carrying, striking, or propelling the ball with a hand or arm. Moving the hands or arms to protect one's self is intentionally handling.
 - b. Using foul or abusive language directed towards a player or official. A yellow card or red card will be issued.
 - c. Placing hands or arms on an opponent in an effort to reach the ball or hold an opponent
 - d. Pushing, striking or attempting to strike, jumping at, kicking or attempting to kick, tripping or attempting to trip, using the knee on an opponent; charging an opponent from behind
 - e. Charging an opponent violently or dangerously. A player who leaves the ground with both feet or throws his/her weight against an opponent is guilty of charging. A fair charging 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.
 - f. The official will remove (red card), without caution, any player who charges into the goalkeeper in the penalty area, unless the goalkeeper is obstructing an opponent. Possession or control of the ball will include when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground, or when the goalkeeper throws the ball into the air
 - g. Charging an opponent while both feet are off the ground in an effort to head the ball.
 - h. Handling by the goalkeeper outside the penalty area.
 - i. All direct kicks awarded in the penalty area are penalty kicks.
4. Offenses for which the an INDIRECT free kick can be given are:
 - a. A player playing the ball a second time before it has been played by another player at the kickoff, a throw in, a drop kick, a free kick, a corner kick, a goal kick, if the ball has passes outside the penalty area.
 - b. Ball not kicked forward from a penalty kick (retake the kick).
 - c. If the goalie takes more than 10 seconds in any direction while holding, bouncing, or throwing the ball in the air and catching it again without releasing the ball into play. The goalie is free to take as many steps within the box during the 10 seconds as he or she wishes.
 - d. If the goalie, after having released the ball into play before, during, or after the 10 seconds, touches the ball again with the hands before it has been played by another player of the same team outside of the penalty area or by a player of the opposing team either inside or outside the penalty area.
 - e. A substitution or resubstitution being made improperly.
 - f. Persons other than the players entering the field of play without the referee's permission.
 - g. Dissenting by word or action from a referee's decision (possible yellow card issued).

- h. Unsportsmanlike conduct. A player shall be penalized for charging when the ball is not in playing distance and they are not attempting to play the ball (possible yellow card issued).
 - i. To resume play after a player has been ordered off the field for persistent misconduct or violent conduct.
 - j. Interfering with the goalie or impeding in any manner while the goalie has possession of the ball.
 - k. A player shall be penalized if he obstructs an opponent when not playing the ball
 - l. Playing the ball in a manner dangerous to an opponent or oneself (e.g. high kick, playing on the ground, etc.)
 - m. **ON ANY OCCASION WHEN A PLAYER DELIBERATELY KICKS THE BALL TO HIS OWN GOALKEEPER, THE GOALKEEPER IS NOT PERMITTED TO TOUCH IT WITH HIS HANDS**
5. When a direct or indirect free kick is being taken all opposing players must be at least 10 yards from the ball until it is kicked, unless they are standing on their own goal line.
 6. For a free kick to be taken in the goal area by the defense, treat it like a goal kick
 7. For an indirect kick to be taken in the goal area by the offense: take the kick from the goal area line

Rule XI Penalty Kick

1. Awarded for an infringement of the rules in the penalty area which requires a **direct free kick**
2. A penalty kick can be awarded irrespective of the position of the ball.
3. A penalty kick shall be taken from the penalty mark, which is 12 yards from the goal line. When it is being taken, all players with the exception of the player taking the kick and the opposing goalkeeper shall be within the field of play, but outside the penalty area, and at least ten yards from the penalty mark.
4. The opposing goalkeeper must be on his/her own goal line between the goalposts, until the ball is kicked. The goalie may slide side to side along the line but may not move forward or backward off the line.
5. The player taking the kick must kick the ball forward.
6. Should the ball hit the goalposts or crossbar and rebound into play, the player who played the ball must not play it again until another player has played it. Penalty-indirect kick.
7. The ball shall be deemed in play directly after it is kicked and a goal may be scored direct from such a penalty kick.

Rule XII The Throw-In

When the ball passes COMPLETELY over a touchline, it shall be thrown in from the point where it crossed the line, by a player of the team opposite to that of the player who last touched it. The thrower shall use both hands and arms equally and shall deliver the ball from over and behind his/her head. The ball shall be in play immediately when thrown, and it may be played by any player except the one who executes the throw-in.

1. If the ball is improperly thrown-in, the throw in shall be taken by a player of the opposing team. To properly throw the ball into play, the player must toss the ball with two hands from directly over the player's head.
2. Flip throws, if down correctly, are not illegal.
3. If the ball fails to enter the field of play, it shall be rethrown.
4. If an opponent interferes with or in any way impedes the actions of the thrower while the throw-in is being taken, the official will administer a yellow card for unsportsmanlike conduct.

Rule XIII Drop Ball

A drop ball occurs:

1. When the ball is caused to go out-of-bounds by two opponents simultaneously
2. Following a temporary suspension of play for an injury or other situation in which no team has clear possession of the ball
3. A simultaneous foul by both teams
4. When the ball becomes deflated
5. Another ball or object enters the play of field and is deemed a hindrance to the play

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.

Rule XIV Goal Kick

1. A goal kick shall be awarded to the defending team when the ball crosses the goal line, having last been played by the attacking team
2. Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area
3. The ball shall be kicked from the ground at any point within the goal area, 6 yards from the goal line, by the defending team.
4. After the goal kick leaves the penalty area, the ball may be played by any player except the one who executes the goal kick
5. The goalkeeper shall not pick up the ball and play it.

It is up to the referee to make sure the goalkeeper/or person kicking the goalkick, is not wasting time during this process. If the referee determines the player is intentionally wasting time in either, retrieving the ball or setting up for the kick, they should warn the goalkeeper and stop the clock. If the player continues to waste time they can be issued a yellow card.

When the goalkeeping obtains possession of the ball, they have 10 seconds to either drop the ball to the field or distribute it to another player. If the goalie holds the ball in their hands for more than 10 seconds, a penalty should be called and the opposing team will receive an indirect kick on the top of the goal box.

Rule XV Corner Kick

1. When the ball is last touched by the defending team and the ball 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.
2. Players of the team opposing that of the player taking the corner kick shall not approach within ten yard of the ball until it is in play.
3. **THERE WILL BE NO OFFSIDES.**

FORFEITS AND DEFAULTS

Forfeits:

1. If a team fails to appear at the appointed place and time the site supervisor shall declare the contest forfeited to the team or participant signed in and present at the time of the game. Game time is forfeit time.
2. If a team wins a game by forfeit, all names listed and verified as eligible by the officials will be considered a participant's official team of record.
3. Any team forfeiting because of failure to arrive at a scheduled regular season game will be withdrawn from play unless they notify the Intramural Office of their intention to continue to participate by noon the next business day following the forfeited game. If the team forfeits a second time because of a failure to show, the team will be replaced by a team on the waiting list.
4. Any team which forfeits a game will become ineligible to participate in the playoff tournament.
5. Any team using an ineligible player shall forfeit all games in which the ineligible player had played.
 - a. In the instance of a player being ineligible by manner of playing on multiple men's/women's teams, **EACH TEAM** will forfeit any and all games in which the ineligible player participated.
 - b. A team losing by forfeit will receive no rating and will not be eligible for the playoffs unless there were special circumstances as to why the team did not show. What constitutes a special circumstance will be determined by the Intramural Coordinator.

Defaults:

1. Default means that a team or individual can miss a game and receive a "loss" without further penalty.
2. When teams are aware that they will be unable to field the required number of players for a game or match, the team should notify the Intramural Sports Office no later than 12 Noon prior to the day of the contest.
3. Two defaults will constitute a forfeit and the team will be dropped from further competition. Captains should be aware that a default in a single-elimination playoff tournament is the same as a forfeit, and the team will be unable to continue in the tournament.

INCLEMENT WEATHER/RAIN OUTS

An email will be sent to captains when games are cancelled due to Inclement Weather. No decision will be until 3 pm each game day. Games may be cancelled after the 3 pm deadline therefore if the weather worsens, check your email before you leave for your game. If games are rained out during the first two weeks of regular season play, they will be rescheduled. Rained out games will be made up by playing on the upcoming Sunday at the same time as originally scheduled unless otherwise notified.

SPORTSMANSHIP

Sportsmanship is graded following each contest according to the following scale and criteria:

"A" or 4 points: Excellent Conduct and Sportsmanship

Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates.

"B" or 3 points: Good Conduct and Sportsmanship

Team members verbally complain about some decisions made by the officials and/or show minor dissension, but it does **NOT** merit an unsportsmanlike infraction.

"C" or 2 points: Average conduct and Sportsmanship

Team shows verbal dissent towards officials and/or the opposing team which merits an unsportsmanlike infraction. Captain exhibits limited control over their team. Teams receiving an unsportsmanlike infraction (**i.e. yellow card-soccer, technical foul-basketball, unsportsmanlike conduct-football**) will receive no higher than a "C" rating.

"D" or 1 point: Below Average Conduct and Sportsmanship

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. The team captain exhibits limited to no control over their teammates and himself/herself. Teams receiving multiple unsportsmanlike infractions (**i.e. yellow card-soccer, technical foul-basketball, unsportsmanlike conduct-football**) will receive no higher than a "D" rating.

"F" or 0 points: Poor Conduct and Sportsmanship

Team is completely uncooperative. Captain has no control over teammates and/or himself/herself. Any team causing a game to be forfeited, other than by not showing shall receive an "F" rating. Any team receiving an "F" rating will be eliminated from playoffs regardless of their end of the season average. **NOTE: Three or more unsporting infractions (i.e. yellow card-soccer, technical foul-basketball, unsportsmanlike conduct-football) during the course of the game will result in forfeiture of the contest no matter time or score.**

A team must have a "B" (3.0) average or better sportsmanship rating during regular season league games to be eligible for the playoffs. The average sportsmanship rating will be calculated similarly to the grade point average calculation.

II. Playoff Tournament Sportsmanship

Sportsmanship during playoff games is evaluated according to the following criteria:

1. Any team receiving an "F" rating during the regular season or during playoffs will be eliminated.
2. Any team receiving a "D" rating must come to the Intramural Sports Office (204 Reynolds Gym) by 12 noon the following day to discuss their rating. A decision will then be made as to whether or not the team will continue to participate in the playoffs.
3. Any team advancing in the playoffs **MUST** maintain a cumulative sportsmanship rating of "3.0" (regular season and playoff ratings combined) throughout the entire tournament for that sport.
4. Teams are responsible for consulting www.imleagues.com to check their accurate sportsmanship rating throughout the duration of the season.

PROTEST

Section 1: Issuing a Protest

At activities in which an Intramural Supervisor is present, a protest concerning misinterpretation of playing rules will be resolved when it arise. Protests of an official's judgment will not be accepted. Play should cease while the officials, captains, and supervisors confer on the details of the incident. The Intramural Supervisor will be called over to rule on a disagreement based on the information at hand from the game officials and team captains. **During the regular season, a rules misinterpretation protest only will be resolved immediately by the site supervisor.** During the playoffs, if the team captain disagrees with the Supervisor's protest ruling on rules interpretation, then the team captain shall immediately inform the Supervisor that the contest is being held under protest. All protests involving player eligibility will be documented and considered in regular season or playoffs.

Section 2: In-Game Documentation

Only in the playoffs, if either team is not satisfied with a rules misinterpretation decision made by the Intramural Officials and Supervisor, the protesting team(s) must state to the supervisor that they wish to protest the decision. The supervisor should immediately note the incident in detail and the reasons for which he/she based his/her decision. The team captain protesting should also write his/her account of what happened on the protest form. Play will resume immediately following the completion of the paperwork. Supervisors reserve the right to make any necessary adjustments to game time.

Section 3: Post-Game Documentation

To complete the protest, the following procedures shall be followed as outlined on the protest form available at the game site. The protesting team must submit a written protest to the IM Sports Office (204A Reynolds Gym) by 12 Noon on the following business day OR prior to the submitting team's next scheduled game if scheduled prior to 12 noon the following business day. The protest shall include: details surrounding the on-field decision, the rule being protested, name and telephone number of the team representative initiating the protest.

Section 4: Decisions

If the decision over turns the decision made on the field, the game will be rescheduled or a winner will be determined from the point of the protest.

ADDITIONAL QUESTIONS

Questions regarding Men's and Women's and Corec Soccer- call T.J. Peele at 758-5838 or email him at peelete@wfu.edu.

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