Team Requirements

• Teams: 7 players including the goalie
  o Minimum required: 5 players
• Up to 15 players may be checked in per game
• All players must show their KSU ID to the Intramural Sports Staff to sign-in for each game. Players without their KSU ID will not be permitted to play.
• If one or both teams do not have the minimum number of players ready to play, the grace period will begin at game time, please see the grace period table in the IM Handbook.
  o If a team does not have the minimum number of players at the end of the grace period, that team will forfeit the match. If neither team has the minimum number of players, the game will be ruled a double forfeit.
• If a team knows that they will not be able to field a team for their upcoming match, they must complete the default form at www.ksuimsports.com by noon on the day of their game to report a default. The team will still be given a loss, but will not lose their forfeit deposit. A team can only default once per season.
  o 1 forfeit or 2 defaults in a season result in loss of forfeit deposit and removal from league
  o Teams may call the Intramural Sports Office by 12:00pm the next day to remain in league
• Intramural Sports Participant must complete the Spectator Request form by 5pm to receive a Spectator Pass for their Guest at the Sports and Rec Park

Player Equipment and Behavior

Player Equipment
• Teams are responsible for providing their own like-colored jerseys
• The rest of the uniform should consist of athletic attire
• Goalkeeper must wear an odd colored shirt (different color than either team)
• Athletic shoes (sneakers or cleats) must be worn; metal cleats are prohibited. Rubber cleats with a tipped metal material are legal
• ALL PLAYERS MUST PROVIDE AND WEAR THEIR OWN PROFESSIONALLY MANUFACTURED SHIN GUARDS.
  o Guard MUST be completely concealed by sock and MUST remain in sock for the entirety of the game, failure to do so will result in removal from the game until the sock is either completely concealed or completely secured
• No jewelry is allowed to be worn by any player
• Hats and bandanas are not allowed
• Intramural Sports staff reserve the right to not allow an injured player to play or continue playing in a match
  o Players are not allowed to wear casts or braces made of hard, unyielding material on the hand or arm. Knee and ankle braces are permitted but all exposed hinges must be covered.

Player Behavior
• Unsportsmanlike acts will not be tolerated for any reason within any Intramural event. The following is a non-exclusive list of acts that are defined as unsportsmanlike conduct:
  o Refusal to comply or abide a request or decision of an official
• Attempting to influence the decision of an official
• Dangerous play
• Disrespectfully addressing an official or opponent—use of profanity towards an official or opponent
• Intentionally coming into physical contact with an official
• Fighting (Automatic player disqualification)
• Any flagrant foul (player ejected)
  ▪ Any player committing a flagrant foul will be instantly issued a red card and may be expelled from the league depending on the severity of the situation

• Yellow and Red Cards can be assessed before during and after the game, including halftime
  ▪ Officials should not be pursued off the field to discuss game issues
• If a player accumulates 2 Yellow Cards or 1 Red Card in a game, he/she will be ejected and suspended from all Intramural Sports until meeting with the Intramural Sports Coordinator and serving any suspensions
• A team accumulating 3 red cards in a game will forfeit the game
  ▪ Team will be removed from league after second occurrence
• The team captain is also responsible for the conduct of his/her supporting spectators. A team can be penalized for the actions of their spectators. Spectator behavior can also influence a team’s sportsmanship rating for the game.

**Game Length and Timing**

**Play Periods**
• Games clocks will consist of two twenty minute halves with a 5 minute halftime
• Clock will run continuously through both halves stopping only for injuries and officials timeouts during the first 38 minutes
  ▪ During the last two minutes, the clock will stop on all whistles and any unusual delays
• The periods will end when the official sounds the whistle; a shot in the air will remain live until it is controlled by a defensive player, touched by an offensive player, enters the goal, goes out of bounds or comes to a stop.

**Overtime**
• Regular season games can end in a tie
• During tournament games only, there will be one sudden-death overtime periods that will last 5 minutes with the last 1 minute being “stop-clock.”
• If the overtime period ends in a tie, it will be followed by a 5v5 penalty shootout
  ▪ Anyone who has checked in for a game and has not been ejected from that game is eligible to participate in the penalty shootout

**Timeouts**
• There are no timeouts

**Mercy Rule**
• Single Gender
  ▪ 7 or more goals with 10 minutes or fewer remaining in the second half
  ▪ 5 or more goals with 2 minutes or fewer remaining in the second half
• Corec
  ▪ 10 or more goals with 10 minutes or fewer remaining in the second half
  ▪ 7 or more goals with 2 minutes or fewer remaining in the second half
• Field will be 80 yards long by 40 yards wide.
  o Penalty area will be scaled down to a proportionate size
  o Quarter circles and flags will be in each corner from which corner kicks will be taken, player may not touch or move the corner flag

Rules of Play

Start of Game
• First possession will be determined by a coin toss, the team losing the toss will choose which side to defend
• Possession and direction will be switched to start the second half Play will be started with a kickoff at midfield. The ball must be kicked forward one rotation before being touched by a second player.
  o Kickoffs are direct kicks – a goal can be scored from the first touch.
• All defensive players must remain outside center circle until ball has been touched
• Play will be restarted in the same manner after each goal scored
• THERE IS NO OFFSIDES RULE. Players are allowed to play anywhere on the field.
• Ball must completely cross boundary line to score a goal or be out of bounds

Substitutions
• Substitutes must report to mid-field and wait to be summoned onto the field by a referee
  o First offense will result in a team warning
• Subsequent offenses will result in a yellow card
• Unlimited substitutions are allowed at the following times:
  o After a goal is scored
  o Before a goal kick
  o Before a throw-in – only team about to throw in can initiate the substitution, if throwing team subs, opposing team can sub as well

Throw-ins
• When ball leaves the playing field across a sideline, the opposing team is awarded a throw in from the point it went out
• Throw in must be taken from behind the sideline, with both hands extended above the head and on the ball
• Both feet must remain on the ground until the ball is released
• Player must throw the ball in within 5 seconds of being ready or possession will be awarded to the other side

Goalkeepers
• Goalies must wear a different color shirt from either team on the field (please bring several options)
• Goalie cannot pick a ball that has been passed from a teammate’s foot
• On a goal kick, the ball must leave the penalty area before being fielded by a teammate
• Goalie has 10 seconds once s/he has taken possession of the ball using hands to play the ball
  o Goalies may throw over handed, punt, or drop kick the ball
• A goalkeeper may not punt the ball across midfield in the air
  o Penalty: Opposing team receives a direct kick at the point the ball crossed midfield
  o If the ball strikes the ground or any player prior to reaching midfield, it is legal
  o This includes dropkicks (any time the keeper possesses the ball with his/her hands then kicks the ball after)
  o A goalkeeper may throw the ball across midfield
• If a player is determined to have charged into the goalkeeper, except for incidental contact – a red
A goalkeeper may leave his/her feet to play the ball within six feet of another player, but must do so with their legs bent and their body in a sideways position. A goalkeeper may not at any time play the ball with their feet while on the ground. Doing so will be deemed a slide tackle.

**Goal Kicks**
- No player executing a goal kick may kick the ball across midfield in the air.
- The ball must strike the ground or any player prior to reaching midfield.
- Penalty: Opposing team receives a direct kick at the point the ball crossed midfield

**Corner Kicks**
- Players must place the ball on the arc
- Players may not bend or move the flag when kicking the ball
- Defensive players may be no closer than the edge of the goalie box
- No substitutions can be made during a corner kick

**Direct Kicks**
- A direct kick means that a goal can be scored directly from the free kick, without touching another player first
- A direct kick will be awarded to the opposing team after the following offenses:
  - Any yellow or red card
  - Intentional handball
  - Deliberate kicking or striking of opponent
  - Tripping or jumping an opponent
  - Holding an opponent
  - Pushing an opponent
  - Spitting at an opponent
  - Dangerously charging an opponent
  - Any other form of violent or dangerous contact (regardless of intent)
  - A direct kick awarded in the penalty area is a penalty shot
  - A corner kick is a direct kick

**Indirect Kicks**
- An indirect kick means that a free kick must be played by one other player before entering goal to score
- Will be awarded to the opposing team after a team commits a minor foul
- An indirect kick awarded inside the penalty area will be spotted at the edge of the penalty area

**Penalty Kicks**
- Ball will be spotted the penalty spot
- All players aside from the goalie and the person taking the kick must remain outside of the penalty area and arc until the kick has been taken
- The Goalie must remain stationary on the goal line until the ball has been kicked
- The ball will be considered in play if a goal is not scored and the ball remains in bounds
  - If the ball rebounds off of the crossbar or post, the player who took the kick may not touch it until it has been touched by another player

**Drop Ball**
- Will be awarded in the following instances:
  - Ball goes out of bounds and was last touched by both teams simultaneously
  - A double foul has occurred
  - Following a stoppage in play in which no team had clear possession of the ball when it was blown dead

**Slide Tackling**
- A slide tackle occurs when a player slides on his/her hip and leads with his/her feet to play the ball while the ball is in proximity of another player. A slide tackle does not require contact between
• A direct kick will be awarded to the offended team after any slide tackle.
  o The first offending player on each team will receive a blue card for his/her first slide tackle and will be temporarily dismissed for the remainder of the game and must be substituted for immediately. A player’s dismissal by result of a blue card will not immediately affect that team’s sportsmanship. A blue card will act as a warning for the offending team.
  o On the second and subsequent, non-malicious slide tackles by an individual of a warned team will result in an automatic red card and the player is ejected. A player’s dismissal due to a red card may a negative effect on the offending team’s sportsmanship.
• At any time, if the slide tackle is deemed malicious (playing the player and not the ball and/or from behind), a red card will be issued to the offending player and a direct free kick will be awarded to the offended team. Additionally, malicious play may negatively affect a team's sportsmanship rating.
  o For a clarification on sliding by goalkeepers please refer to the Goalkeepers section.

CoRec Modifications

Teams
• A team will consist of 3 men and 3 women on the field with a goalie of either gender, there can never be a difference of more than 1 in gender on the field
  o Minimum requirement is 6 (5 and a goalie) – no more than 3 of either gender in field + goalie
  o A legal team can consist of:
    ▪ 3 men, 3 women and a goalie of either gender
    ▪ 2 men, 3 women and a goalie of either gender
    ▪ 3 men, 2 women, and a goalie of either gender
• Failure to maintain one of these scenarios will result in the game being forfeited

Scoring
• Goals scored by a male player are worth 1 point; goals scored by female players are worth 2 points.
• The last offensive player to touch the ball will be credited with the goal for scoring purposes
• Penalty Kicks
• If a foul results in a penalty kick, the person who takes the kick must be the same gender as the player fouled
• In a penalty kick tiebreaker, the lineup must alternate genders

Any rule not specifically outlined in this document will refer to the National High School Federation rule book for Soccer