



## University of Delaware

# Intramural 11v11 Outdoor Soccer Rules

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### League Format

This is an officiated sport that may consist of coed, men's, women's, and graduate-open leagues. The leagues may also range from competitive to recreational skill levels. Teams will play in a 3-4 week regular season with the top teams advancing to playoffs. All games are played on Frazier Field behind the Carpenter Sports Building (Lil Bob). Every player must be a member of the team roster, with an active IMLeagues account, and have their Student ID.

### Forfeits/Defaults

- UD Intramural office must be notified by 12pm the day of the game to be considered a default/loss rather than a forfeit.
- A 5-minute grace period will be given to all teams to meet the 7 player minimum & gender requirements before declaring a forfeit.
- 2 defaults count as 1 forfeit, 1 forfeit knocks your team out of playoff contention unless you pay the optional buy-back-in fee, 2 forfeits results in your team being removed from the league for the remainder of the season.

### Equipment

- NO JEWELRY OR HATS ALLOWED, NO EXCEPTIONS!
- All players of the team must be wearing the same color shirts with numbers on the back.
- Only sneakers, turf shoes, and rubber-molded cleats are allowed. NO METAL OR PLASTIC-MOLDED CLEATS, NO EXCEPTIONS!
- It is highly recommended that participants wear shin guards, but they are not required.
- Numbered pinnies are provided by Campus Recreation, each Student ID must be left at the check-in table to borrow one. You must wear a shirt under a borrowed pinnie.
- Soccer balls and goals are provided by Campus Recreation.

### Gender Requirements

- Men's leagues require all males, women's leagues require all females.
- Coed leagues require a max of 6 males and a minimum of 1 female in play at all times.
- Graduate-Open leagues have no gender requirements.

### Game Rules

- The game consists of two 18-minute halves (running time). There will be a three 3-minute half-time interval. The clock will stop at the discretion of the referee.



- Tie scores in regular season play will result in the game being recorded as a tie.
- During the playoffs, if the score is tied at the end of regulation the following procedures will occur in successive order until a winner is determined:
  - 5 penalty kicks per team (you must use players that are on the field)
  - Continuation of kicks from the spot in sudden death format
- If a team is ahead by 8 goals at any point in the second half, the game will immediately end with that team being declared the winner.

## Substitutions

- Prior to a throw-in, in your favor.
- Prior to a corner kick, in your favor.
- Prior to a goal kick, by either team.
- After a goal, by either team.
- After an injury, when the referee stops play, by either team.
- At half-time.
- After an offsides call.

## Goalkeeper

- The goalkeeper will be permitted use of the hands to play the ball within the penalty area.
- The goalkeeper may take four steps before putting the ball back in play. Once the goalkeeper has released the ball, he/she cannot pick up the ball until an opposing player touches it or until one of his/her teammates touches the ball outside of the penalty area.
- The goalkeeper must not keep possession of the ball for more than 6 seconds; if he/she does so, the opposing team will be awarded an indirect free kick, taken from where the offense occurred.
- The goalkeeper may slide within the penalty area only.

## Slide Tackling

- No sliding tackles are permitted. Sliding results in a direct free kick to be taken by the opposing team, taken from where the offense occurred.
- Any player slide tackling will receive a yellow card. A red card may be given if the slide is considered dangerous.

## Direct Free Kicks

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent in a careless or reckless manner, or with excessive force
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Slide tackles an opponent
- Makes contact with the opponent before touching the ball when tackling to gain possession



- Holds an opponent
- Handles the ball deliberately (except for the goalkeeper within his own penalty area)

### **In-Direct Free Kicks**

- Trying to kick the ball held by the goalkeeper
- Charging
- Goalkeeper carrying the ball more than four steps
- Dangerous play (includes “high kicks”)
- Improper substitution
- Offsides
- Dissenting by word or action with a referee’s decision
- Kicker must wait for the official’s whistle
- Any indirect offenses occurring inside the penalty area, the resulting kick will be from the closest spot outside the penalty area

### **Penalty Kicks**

- Awarded if any of the direct free kick offenses is committed by a player inside his own penalty area.
- The kick shall be taken from a point 12 yards from the goal line, directly in front of the midpoint of the goal.
- Only the goalkeeper shall be permitted to defend against the penalty kick; all other players must remain beyond the halfway line until the ball is kicked.
- The kicker must wait for the official’s whistle.

### **Offsides**

- A player is offsides if they are behind the last defender, not including the goal keeper.
- An offsides call will be made when the offsides player’s teammate passes the ball forward in attempt to eventually reach the offsides player.
- An offsides call will result in an indirect free kick.

**Team captains will be held responsible for the information outlined in this rule packet. University of Delaware Intramural Staff reserve the right to evaluate and change any rule based on changing circumstances.**

**If you have any questions regarding these rules, please contact the Intramural Office at [intramurals@udel.edu](mailto:intramurals@udel.edu).**