



# TARLETON STATE UNIVERSITY

## Intramural Sports

### Soccer Rules

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#### Section 1: *THE TEAM*

1. As a team manager it is your responsibility to notify all of your team members of all policies and procedures relating to Intramural Soccer. Notify all team members of place, date and time of the contest and see that everyone is ready to play at the scheduled game time. It is suggested that team members show up at least 15 minutes prior to their scheduled game time. **Game Time is Forfeit Time... No Excuses!**
2. Each participant must be currently enrolled at Tarleton and provide a current, **Valid Tarleton ID card** in order to play. Players must have cards at every game in order to play. **No Exceptions** will be made.
3. All team members must sign a Roster/ Waiver on IM Leagues prior to competing.
4. **Team Roster:** Will be limited to 22 players. Teams may add to roster throughout the season on IM leagues. The deadline to add to a roster is the final game of the regular season. After completion of the teams' final game all rosters will be frozen.
5. **Club Sports Participation:** Only Five Current or Former club and/or Athletic member from which the sport relates may be on the same team. **(Former Club and/or Athletic Member has to be at least 1 Academic Year removed from sport.)**
6. **Participation:** Players are only allowed to compete on 1 Co-Rec team per season.
7. **Players:** The game shall be played between two teams of no more than eleven players each for Co-Rec league. A minimum of six players is required in Co-Rec division to play. In Co-Rec., for eleven players, there must be 6 males and 5 females or 6 females and 5 males if eleven are present. 3 males and 3 females if only six are present.
8. **Blood Rule:** If there is any blood present on a player or his/her uniform he/she must leave the game until the situation has been resolved. Once the situation has been resolved the player may re-enter the game.
9. **Ejection:** If an official removes a player from a game, he/she will not be eligible to participate in any intramural event until they have met with the Assistant Director. Ejected players are required to leave the facility for the remainder of the night. It is the responsibility of the ejected player to contact the Assistant Director the following day to set up a meeting.

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#### Section 2: *TEAM ROSTER*

1. Players must be listed on the roster in order to play. Additions to the roster can be made on your teams' scheduled game night; Rosters will be frozen after on the last night of league play.
2. A player may not change teams once he/she has played for a team. Any student caught playing for more than one team will forfeit all eligibility to participate in intramural events for the remainder of the calendar year. The offending team will forfeit all games in which this individual participated.

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#### Section 3: *UNIFORMS AND EQUIPMENT*

1. Players may wear regular football/soccer cleats. **ATHLETIC SHOES ONLY!** No open toed shoes or boots. **METAL SPIKES ARE NOT ALLOWED.**
2. Teams must wear same-colored jerseys with a visible number on the back.
3. No jewelry, caps, or bandannas can be worn. Tape will be provided to cover jewelry that's not removable.
4. Shin guards are highly recommended but not required. Shin guards should meet National Federation guidelines.
5. Size 5 ball ONLY

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#### Section 4: *TIMING THE GAME*

1. Playing time shall be two 20-minute halves with a running clock. Halftime will be 5 minutes in duration. The clock shall run continually except for a penalty kick, caution, disqualifications, and when the official orders time-out.
2. Each team is permitted 2 timeouts per half 60 seconds in duration and 1 timeout during overtime play. Timeouts do not carry over from half to half.

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#### Section 5: *GAME PLAY RULES*

1. Kickoff is determined by rock-paper-scissors, the winner will have the choice of side or ball. Kick off will occur at the start of each half (the teams will switch sides and kick off after half), and after each goal is scored (the team that got scored on starts with the ball at midfield).
2. There is 1 corner flag on each corner of the field (4 total).
3. **Offside will be called.** When the attacking player receives the ball while on the opposing team's side, feet must be in line with or behind the 2<sup>nd</sup> to last defender when the ball is passed (the last defender being the goal keeper).
4. **Slide tackling is illegal.** Penalty: Red card.
5. On the kickoff, all players shall be in their team's half of the field. Players opposing the kicker shall be at least 10-yards from the ball until it is kicked.
6. **Substitutions:** Must stand on the sideline at midfield in order to be subbed in. Substitutions must be made male for male and female for female. Either team can sub on an out-of-bounds ball, injury, start of half, or any stoppage of the game with permission of the referee.
7. The ball is out of bounds when it has completely crossed a goal line or touchline, whether on the ground or in the air.
8. **Throw-ins:** Both hands must be on the ball, starting behind the players head, with both feet on the ground behind the line.
9. **Goal Kicks:** A goal kick is awarded when the offensive team plays the ball out of bounds over the defensive team's goal line. After the ball is out of play, the defender or goalkeeper may place the ball anywhere within the six-yard goal box and kick the ball back into play.
10. **Corner Kicks:** A corner kick is awarded to the offensive team when the defensive team plays the ball out of bounds over its goal line. The ball is placed within the corner area and is kicked back into play by the offensive team. Players can score directly off a corner kick.
11. **Goal Keepers:** Goal keepers cannot step outside of the 18-yard-box with the ball in hand. However, they can step out with or without the ball at their feet. Once the ball is in hands, the goal keeper cannot place the ball at their feet and pick it up again.
12. In co-rec a male may not shoot from inside the small box to score a goal. Also, if a female scores a goal it counts as 1 goals.

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#### Section 6: *OVERTIME*

1. If the game is tied, each team will have five penalty kicks; a new kicker must be used in each round until the entire roster has kicked once. If the game is still tied, one on one sudden death penalty kicks will occur; however, each individual on the score sheet must kick until players can be repeated.
2. All goals will be one point.
3. Alternate rotations is required during penalty kicks.

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#### Section 7: *FOULS AND MISCONDUCT*

1. A free kick is awarded when a player...
  - a. Kicks or trips an opponent
  - b. Charges or pushes an opponent **AGGRESSIVELY**
  - c. Holds or tackles an opponent
  - d. Deliberately handles the ball
2. Yellow cards are awarded as a caution or warning to a player, and can be issued for the following offenses:
  - a. Delay of game

- b. Unsportsmanlike conduct
  - c. Unnecessary harsh fouls
  - 3. Red cards are used to send a player off the field, once a red card is given to a player, they cannot play until they meet with the Intramural Director.
    - a. Serious foul play
    - b. Violent conduct
    - c. Using offensive or abusive language
    - d. Receiving two yellow cards in the same match
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### **Section 8: DISCIPLINARY ACTIONS**

*An official cannot successfully perform their duties if a player or spectator is constantly exhibiting unsportsmanlike conduct. The following actions could result in an ejection:*

- 1. Persistently addressing the officials in regard to decisions.
  - 2. Making derogatory remarks towards the officials.
  - 3. Committing acts which are derogatory to officials or which tend to influence their decisions.
  - 4. Making personal or derogatory comments about or to an opponent.
  - 5. Disruptive coaching during the game from anyone outside the court.
  - 6. Fighting.
  - 7. **Forfeiting Games will result in a \$20 dollar fine for the forfeiting team. If fine is not paid before next schedule game it will be an automatic forfeiting and may result in dismissal from league.**
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### **Section 9: ACCIDENTS AND INJURIES**

*Participation in the Intramural program is voluntary and at the participants own risk. Tarleton State University and the Campus Recreation Department do not assume financial responsibility for any injuries. It is strongly recommended that each participant be certain he/she has some form of insurance which would cover claims resulting from accidental injury during Intramural participation. The participants or their insurance companies are responsible for any expenses, due to injuries occurring while participating in the program. Each person must sign a team waiver prior to participation in any intramural event.*

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### **IM STAFF CONTACT INFORMATION:**

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**\*IM Weather Hotline:** In the event that inclement weather should occur that could affect the play of outdoor sports (ice/snow) please call the 254.968.0763 for updated information regarding the status of games.

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