CLEMSON INTRAMURAL SPORTS

Rulebook: Soccer

Games will be governed by the 2013–2014 National Federation of State High School Associations Rules Guide with Clemson Intramural Sports modifications.

The Game, Players and Equipment

1. Each Men's, Women's, and Co-Rec team will consist of seven players. In Co-Rec play, each team will consist of three men and four women or four men and three women. Each team must have a minimum of six players in order to begin a game. (A combination of four men and two women or four women and two men is acceptable, providing the higher gender serves as goalkeeper.)

2. Each team is advised to bring their own soccer ball; however, some soccer balls will be available for checkout. Every team will use a regulation-sized ball.

Game factors, time and length

1. Each game will consist of two 20-minute periods with a running clock. The clock will only stop for major incidences per the officials' discretion.

2. Mercy rule: If a team is ahead by five or more goals with five minutes or less remaining, the game will end. Officials may end the game if teams are intentionally avoiding the mercy rule.

3. Overtime: If the score remains tied at the end of regulation play, two five-minute golden goal periods will be allotted. If the score remains tied after this period, a 10-person shootout (five from each team) will ensue:

    a. A coin flip will determine which team will receive the ball or kick first in each overtime period
    b. Goalkeeper changes may occur only at the beginning of a shootout and only if the new goalkeeper was on the court at the end of the overtime period
    c. During a shootout, teams will alternate after each shot. Co-Rec teams will alternate genders
    d. If still tied after five shooters, a sudden death victory shootout will ensue. Shooters for sudden death must be different from the first five shooters. Players on the bench become eligible after all eligible players have shot. If a team does not have any additional bench players, their rotation will repeat in the same order

4. Substitutions: will be permitted after a score and during any goal kick. A team

may also make a substitution during its own throw-ins and corner kicks or on the opposing team's throw-in or corner kick if they are substituting as well:

a. No substitutions may be made during a free kick or penalty kick. Injured players may be replaced during a penalty kick; however, the substitute will not be permitted to take the kick
b. Substitutes must be recognized by the referee and must enter the field only after a player has left the field of play
c. If a player is ejected from the game, his or her spot may not be replaced

start of play

1. At the referee's signal, the game will be started by a player kicking-off while the ball is stationary in the center spot of the court (the ball must be played forward). All players will be in their team's half of the court and not less than 10 feet from the ball until it is kicked. The ball will be deemed in play as soon as it is touched by the player taking the kickoff. For any infringement, the kickoff will be retaken.

2. During the kickoff, the kicker will not play the ball a second time until it has been touched or played by another player. Penalty: Indirect free kick at the spot of the foul.

3. After a goal is scored, the team scored against will restart play by a kickoff.

4. Between halves, teams will exchange goals to defend and the team who received first half will kick off second half.

scoring

1. A goal is scored when the entire ball passes legally beyond the goal line, between the goal posts and under the cross bar, provided that it has not been carried, thrown or propelled by the scorer's hand or arm. A ball on the goal line is not considered to have crossed the goal line.

2. A goal cannot be scored from an indirect kick unless the ball has been touched by another player before entering the goal.

3. A goal cannot be scored from a throw-in.

4. A goal may be scored during play directly from a:

   a. Direct kick;
   b. Kickoff;
   c. Goal kick;
   d. Penalty kick;
   e. Corner kick;
   f. Drop ball;
   g. Goalkeeper's throw or kick.

free kicks, fouls and penalties

1. All free kicks may be kicked in any direction from the point where the infraction occurred. This excludes the penalty kick, which must be taken from the penalty spot and kicked forward.

2. Indirect Free Kick: a free kick from which a goal may not be scored unless the ball is touched by another player from either team.

3. Direct Free Kick: a free kick from which a goal may be scored.

4. A free kick may be taken by any player of the offended team on the court at the time of the offense.

5. When a direct or indirect free kick is awarded, all opposing players must be at least five yards away from the spot where the free kick is to be taken, unless they are standing on their goal line between the goal posts.

6. When a player is taking a free kick from within his or her defensive penalty area, the ball must be kicked beyond the penalty area and all opponents must be outside the penalty area.

7. The ball must be stationary when a free kick is taken. The kicker may not play the ball again until touched by another player (from either team). The ball may be kicked in any direction.

8. Offenses for which a direct free kick may be awarded include the following violations:

    a. Handling the ball with hands or arms
    b. Tripping an opponent (includes throwing or attempting to throw an opponent)
    c. Pushing or holding an opponent
    d. Charging an opponent in a dangerous manner

9. Offenses for which an indirect free kick may be awarded include the following violations:

    a. Playing the ball a second time before it has been played by another player at the kickoff, a free kick, penalty kick, corner kick, goal kick or throw-in
    b. Improper substitution
    c. Unsportsmanlike conduct or dissent towards an official
    d. Illegal obstruction (interfering with an opponent's movement without the ball)
    e. The goalkeeper taking more than the allotted six seconds at any one possession
    f. Charging the goalkeeper or not allowing him or her to move with the ball
    g. Play determined dangerous by the officials

10. A player shall be cautioned (yellow card) if he or she

    a. during a substitution enters the playing court before the player being substituted for has entirely left it;
    b. demonstrates, by words or actions, dissent from a decision of the officials; or
    c. slide tackles.

11. A player shall be ejected (red card) from the game if he or she

    a. is guilty of serious foul play or violent conduct;
    b. uses foul or abusive language;
    c. is guilty of persisting in misconduct after cautioning (a second yellow); or
    d. (other than the goalkeeper within his own penalty area) denies his opponent a goal or an obvious goal-scoring opportunity by intentionally handling the ball.

12. If a team has two players ejected with red cards, the offending team will forfeit the game.

Penalty Kicks

1. A penalty kick is awarded after a serious or intentional rule infraction takes place in the penalty area by the defensive team. It is not awarded for infractions that call for an indirect free kick.

2. A penalty kick may be taken from anywhere on the penalty mark.

3. A penalty kick may be taken by any player of the offended team on the field of play at the time of the offense. In Co-Rec play, the person taking the penalty kick must be of the same gender as the person who was originally fouled.

4. All players except the goalkeeper must stay outside the penalty area and at least five yards from the penalty mark.

5. The goalkeeper must stand on the goal line and may not move forward until the ball is kicked. The goalkeeper may move laterally.

6. The kicker must wait for the official's signal to start play. The kicker must kick the ball forward. If the ball is not put into play properly, the kick will be retaken. Any action to deceive the goalkeeper by the kicker is illegal.

7. Following the kick, the ball is deemed in play; however, the kicker cannot play the ball a second time until it has touched another player (either team).

8. For any infringement by the defending team, the kick will be retaken if a goal has not resulted. For any infringement by the attacking team other than by the kicker, the kick will be retaken if a goal has resulted.

CLEMSON INTRAMURAL SPORTS

3 v 3 Soccer

The Game, Players, and Equipment

1. Each participant must present a valid CUID card in order to be eligible to participate.

2. Each team will be limited to either one former varsity athlete or one club sport member.

3. Each Men's and Women's and Co-Rec team will consist of 3 players. Each team must have a minimum of 2 players present at game time to begin a game. Each Co-Rec team will consist of either 2 males and 1 female, or 2 females and 1 male. A minimum of 1 male and female must be present to play.

4. Each team is advised to bring their own soccer ball, however some soccer balls will be available for checkout.

5. Teams are required to wear matching colored shirts that include individual numbers on the back. Teams will wear their respective color selected during registration.

6. Shoes: All players must wear shoes.

7. Pads or Braces: Knee pads are the only type of padding that will be allowed. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with appropriate slow-recovery padding.

8. Headgear: Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and

Goalkeeping

1. The goalkeeper has possession of the ball when he or she is touching the ball.

2. The goalkeeper has six seconds to release the ball upon gaining control of it in his or her hands.

3. The goalkeeper may not touch the ball with his or her hands after releasing it from their hands until another play has touched it. Penalty: Indirect free kick.

4. The goalkeeper may not pick up the ball if his or her own teammate kicks it back to the goalkeeper with his or her feet. Penalty: Indirect free kick.

Additional co-rec rules

1. Substitutions must be on a male-for-male or female-for female basis. At no time may the difference in the number of males and females on the court for a team exceed one. When participating with an odd number of players, the gender that has the greater number of players must play the goalkeeper position.

made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.

9. Jewelry: No jewelry or any other item deemed dangerous by the Intramural Staff may be worn. Any player wearing exposed permanent jewelry (i.e. body piercings) will not be permitted to play.

II. TEAM COMPOSITION

1. Matches are 3-on-3. Only 5 players may sign-in per team for a single match.

2. A team must have two (2) players to begin a game. One or no players signed-in at game time will result in a forfeit.

3. Unlimited substitutions are permitted. The referee must be notified before a substitution can occur. Players entering and leaving the field must do so at the half-field line. Substitutions may occur at any dead ball situation. Any player ejected from the game may not be replaced.

II. TIME

1. Match time is forfeit time.

2. A match will be divided into two (2) periods of ten (10) minutes each. Time runs continuously unless there is an injury or unexpected interruptions. At the conclusion of each half, the teams reverse ends. There shall be three (3) minutes between halves. There are no time outs. Time shall be extended to allow a penalty kick to be taken. Match time will be kept on the field by a referee.

3. 5-at-5 Mercy Rule: If a team is ahead by ten or more goals with five minutes or less remaining in the second half, the match will end. At the same time, if a team is ahead by nine goals and is deemed to be stalling, the officials have the option to end the match and sportsmanship points may be deducted.

4. Regular season matches that are tied at the end of regulation time will remain tied. No overtime is played during the regular season. Playoff matches that are tied at the end of regulation time will proceed into overtime and, if needed, a shootout to determine a winner. The overtime and shootout procedures are outlined below.

IV. THE FIELD

1. The 3-on-3 soccer field shall be 40 yards long by 30 yards wide. The goal box extends 3 yards (9 feet) from the end line and is 4 yards (12 feet) wide.

V. GOALKEEPERS & GOAL BOX RESTRICTIONS

1. There are no goalkeepers in 3-on-3 soccer.

2. No player may touch the ball within the goal box. However, any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box for the purposes of this rule. Once a player has entered the goal box (such as when

legally moving through the box), that player must establish him/herself outside the goal box (both feet outside the box) prior to touching the ball.

A. If a defender touches the ball in the goal box, the offensive team is awarded a penalty kick from the half-field line.

B. If an offensive player touches the ball in the goal box, the defensive team is awarded a goal kick. A goal kick is taken from any position along the endline (not the goal box).

C. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

VI. RULES

1. A single referee will be utilized for 3-on-3 soccer.

KICKOFF PROCEDURE

1. A coin toss before the beginning of the game will determine which team kicks off and which has the choice of ends. The team not receiving the ball first will have possession to begin the second half.

2. On the referee's signal, the game shall start or resume following a goal with a kick from the center of the field.

3. All players shall be within his/her half of the field. Opponents of the kicking team must be at least 5 yards from the ball until it is kicked. A teammate of the kicker may be anywhere within his/her half of the field.

SCORING A GOAL, OUT OF BOUNDS, OFFSIDES, RESTARTS

1. A goal is scored when the ball wholly crosses the goal line within the goal. The ball must be touched by a player (from either team) on the offense's side of the half-field line prior to entering the goal.
A. A ball that rolls into the goal untouched by either team as required shall result in no goal scored. The ball is considered out of bounds. If last touched by the offense, a goal kick by the defensive team shall be awarded. If last touched by the defense, a corner kick by the offensive team shall be the awarded.

2. After the ball has wholly crossed the sidelines, either on the ground or in the air, the team that did not touch the ball last shall be awarded a kick-in.
A. For a kick-in, the ball shall be placed along the sideline near the point the ball crossed out of play.
B. Defenders must be positioned at least 5 yards from the spot of the kick-in.
C. The ball is in play as soon as it is touched by the kicker.
D. The player taking the kick-in cannot retouch the ball until another player has touched it.

3. A goal kick is awarded when the ball crosses the goal line, either on the ground or in the air, and was last touched by an offensive player.
A. For a goal kick, the ball shall be placed anywhere on the endline outside of the goal box area.
B. Defenders must be positioned at least 5

yards from the spot of the goal kick.
C. The ball is in play as soon as it is touched by the kicker.
D. The player taking the goal kick cannot retouch the ball until another player has touched it.

4. A corner kick is awarded when the ball crosses the goal line, either on the ground or in the air, and was last touched by a defensive player.
A. The ball must be placed on the ground within 1 yard of the corner flag or cone. Corner flags or cones cannot be moved to take a corner kick.
B. The opposing team must be 5 yards away at the time the ball is kicked.
C. The kicker cannot retouch the ball until it is touched by another player (either team).
D. A goal may be scored directly from a corner kick.

5. Any ball striking a referee, goal post, or corner post and remaining on the field is in play. After the ball has wholly crossed the sideline or goal line, or whenever the game has been stopped by the referee, the ball is out of play.

6. When restarting the game after a temporary suspension of play (i.e. injury), except on a free kick or kick-in, the team that was clearly in possession of the ball at the time of the suspension shall be awarded an indirect free kick from the spot the ball was at the time of the suspension.
A. If neither team was in clear possession of the ball, the referee shall drop the ball at the place where it was when play was suspended, and the ball is in play when it touches the ground.

OFFSIDES

1. There is NO offsides in intramural 3-on-3 soccer.

SLIDE TACKLING

1. There is NO SLIDING OR SLIDE TACKLING. This rule applies to all players anywhere on the field.

(Definition) A slide occurs when a player leaves his/her feet and leads with his/her feet to play the ball anywhere on the field and contact is NOT made with an opponent.
(Definition) A slide tackle occurs when a player leaves his/her feet and leads with his/her feet to play the ball anywhere on the field and contact is made with an opponent or on the ball near an opponent in possession.

2. 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. A red card is deemed an ejection and further disciplinary action may be taken. Additionally, malicious play may negatively affect a team's sportsmanship rating.

FOULS AND MISCONDUCT

The word "kicks" in the text below refers only to circumstances where a player plays the ball with the foot or feet. Similarly, a deflection with the foot or feet is permitted in circumstances where it is not intentional

(involuntary deflection or miskick from a teammate).

A player who commits any of the following offenses shall be penalized by the award of an indirect free kick to be taken by the opposing team from the spot where the infraction occurred.

A penalty kick shall be awarded after a serious or intentional rule infraction takes place by the defensive team. A penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. Such violations may occur anywhere on the field.

1. Dangerous play - In the opinion of the official, all high kicks above the waist or any attempt to make a play on the ball while kneeling or laying on the ground in a dangerous manner shall be prohibited.

2. Charging a player not in possession of the ball - A player shall not intentionally charge an opponent unfairly.

3. Obstruction - 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.

4. Delay of game - No player or team shall unnecessarily delay the playing of the game.

5. Kicking or striking an opponent - A player shall not intentionally attempt to kick or strike an opponent.

6. Jumping at or tripping an opponent - A player shall not intentionally jump at nor intentionally trip an opponent.

7. Charging a player in possession of the ball - A player shall not intentionally charge an opponent unfairly. Offenses include violently and/or dangerously charging a player or charging from behind.

8. Holding, pushing, or impeding an opponent - A player shall not use his/her hands or arms to hold, push, or impede an opponent.

9. Hand ball (Handling) - A player shall be penalized for intentionally handling, carrying, striking, or propelling the ball with a hand or arm. 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 unintentional handling shall not be penalized.

10. Open field sliding - Regardless of the positioning of teammates or opponents, sliding by any player at any point during the match is strictly prohibited. This restriction includes, but is not limited to, sliding to save a goal or to save the ball from going out of bounds.

In addition to the above penalties, a referee may issue a yellow (caution) or red (ejection) card for the following offenses:

(Yellow) Leaving the field or coming onto the field without a referee's permission.

(Yellow) Unsportsmanlike conduct.

(Yellow) Sliding

(Yellow) Persistent infringement of the rules of the game.

(Yellow) Showing dissent (disagreement) toward a referee's call, including objecting by word of mouth or action.

(Red) Slide tackling, first offense (if malicious).
(Red) Slide, second offense by the same player (any type).

(Red) Slide tackling, second and subsequent offenses by same team (any type).

(Red) Excessive foul or abusive language.

(Red) Persistent misconduct after receiving a caution.

(Red) Violent or serious foul play.

(Red) Intentionally impeding an opponent through unlawful means during an obvious goal-scoring opportunity - If a player who is moving toward his opponents' goal with an obvious opportunity to score a goal is intentionally impeded by an opponent through unlawful means (an offense punishable by a free kick or penalty kick), thus denying the attacking player's team the goal-scoring opportunity, the offending player shall be sent off the field for serious foul play.

A team caution, a disciplinary action facing an entire team as a result of a violation by a player of that team, may be assessed by the referee in the following instances: encroachment on free kicks, intentional hand balls by the defense, and unnecessary delay. Once a team caution has been issued, if any player from that team commits the same foul, that player will be ejected.

(Red) A red card results in the ejection of the offending player from the match. The ejected player may not return for the remainder of the match, must leave the facility. The ejected player may be replaced by a substitute, if available. Ejected participants are immediately suspended from all IM play and must complete the reinstatement procedure to participate in future contests.

FREE KICKS

1. All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner kicks and penalty kicks.

2. An indirect free kick is a free kick from which a goal may not be scored unless the ball is touched by another player from either team.

3. The free kick may be taken by any player of the offended team on the field of play at the time of the offense.

4. When a free kick is awarded, all opposing players must be at least five (5) yards away from the spot where the free kick is to be taken.

5. When a foul is penalized within 5 yards of the goal box, the free kick spot shall be moved to a distance of 5 yards from the goal box to

permit the defenders to take a legal position in front of the goal box.

6. The ball must be stationary when a free kick is taken. The kicker shall not play the ball again until it has been touched by another player (either team). The ball may be kicked in any direction.

PENALTY KICKS

1. A penalty kick is awarded after a serious or intentional rule infraction takes place by the defensive team. A penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. Such violations may occur anywhere on the field.

2. The penalty kick shall be taken at a spot anywhere along the half-field line.

3. The penalty kick may be taken by any player of the offended team on the field of play at the time of the offense.

4. All players must remain behind the half-field line and at least 5 yards from the spot of the penalty kick.

5. If a goal is not scored, the defense obtains position with a goal kick. Penalty kicks are NOT live balls in 3-on-3 soccer.

OVERTIME AND SHOOTOUT

1. Overtime will consist of ONE 3-minute “golden goal” period. The first team to score a goal will win the game. The choice of ends and the kickoff will be decided by a coin toss.

2. If the game remains tied at the end of the overtime period, the game will proceed into a 3-person shootout.

3. A coin toss will occur to determine which team shall kick first in the shootout. The winner of the coin toss shall have the option of shooting first or last.

4. The three players on the field of play (in the game) at the end of the overtime period shall be the shooters.

5. Each team has a total of three (3) shots. Teams will alternate after each shot. Each shot shall follow the procedure for a penalty kick as outlined above.

6. If the score remains tied following the first three (3) shots by each team, a sudden victory shootout will occur in which the game is won if, after ANY equal number of shots, the tie is broken. The kicking order and players involved will remain the same as the initial three shots.

7. If the score remains tied following another three (3) shots by each team, during the sudden victory shootout, the spot for the penalty kick shall be moved an additional 5 yards away from the goal. The distance will continue to increase by 5 yards following each set of 3 shots per team until a winner is determined.