

Kettering University Intramural Sports
Outdoor Soccer Rules

- 1) PLAYERS, EQUIPMENT, AND SUBSTITUTIONS
 - a) Safety and health: Kettering University does not assume any responsibility for payments of outside medical expenses (x-rays, emergency room, doctor's fees, etc.). Payments of such expenses are the responsibility of the student.
 - b) Shoes must be worn at all times. No metal cleats are allowed. Screw-in type plastic cleats are permissible. Only the goalkeeper may wear a hat. Shin guards are not required but are strongly recommended. No equipment with exposed sharp edges is permissible. **No jewelry is allowed.**
 - c) Teams shall consist of eight (8) players and one (1) goalkeeper on the field at any time.
 - d) The minimum number of players required to start and continue a game is seven (7) including the goalkeeper. If additional players arrive for a short handed team, they must wait to enter the field until beckoned onto the field by the referee.
 - e) The goalkeeper must wear a different colored jersey from all other players. Players must wear the designated jersey color according to the schedule.
 - f) Substitutions are unlimited with regard to the number of times a player enters the field. Substitutions must be recognized by the referee before any players may leave or enter the field of play. Substitutions may be made only on one's own throw in or goal kicks. Either team may substitute when a goal is scored. If a player is injured, that player may be substituted for. If such a substitution is made, the opposing team may substitute an equal number of players.
 - g) If a player is ejected during a game, that player can not be replaced. If a player is ejected prior to the start of the game, they may be substituted for.
 - h) The field of play shall be 100 yards in length by 55 yards in width.
- 2) GAME LENGTH
 - a) Regulation games will consist of: Two (2) twenty (20) minute halves running clock, with a five (5) minute half-time.
 - b) There will be no time-outs, except when an injury occurs.
 - c) Stoppage of the clock for injury, unnecessary delay in retrieving of the game ball, or any other reason is under the discretion of the referee.
 - d) If a game is tied at the end of regulation time, there will be **one (1)** sudden death overtime periods of five (5) minute. In the playoffs, if the teams are still tied after **two (2)** overtime periods, the game will go into a shoot out. The goalkeeper and shooters for the shoot out must have been on the field at the end of the second sudden death overtime period. Five (5) players from each team will shoot, alternating teams after each shot. If the score is tied after the first five (5) players from each team shoot, a sudden death shoot out will occur. No players on a team will shoot twice until all the players on the team have shot.
- 3) OFFSIDE
 - a) A player is offside if he/she is nearer the opposing team's goal line than the ball at the moment the ball is last played by a member of their own team unless:
 - i) They are in their own half of the field.
 - ii) There are two (2) of their opponents nearer to their own goal line than him/her (including the goalkeeper).
 - iii) The ball was last played by the player in question.
 - iv) He/she receives the ball directly from a goal kick, corner kick, and throw-in or when it is played by the referee.
 - b) NOTE: Offside is only to be penalized when a player is, in the opinion of the referee, interfering with the play or with an opponent or is seeking to gain advantage by being in an offside position.
- 4) DIRECT KICKS
 - a) A player who intentionally commits any of the following nine offenses:
 - i) Kicks or attempts to kick an opponent.
 - ii) Trips an opponent.
 - iii) Jumps at an opponent.
 - iv) Charges an opponent in a violent or dangerous manner.
 - v) Charges an opponent from behind unless the latter is obstructing.
 - vi) Strikes or attempts to strike an opponent or spits at him.

- vii) Holds an opponent.
 - viii) Pushes an opponent.
 - ix) Handles the ball, i.e., carries, strikes, or propels the ball with his hand or arm.
 - b) Shall be penalized by the award of a direct free-kick to be taken by the opposing team from the point of infraction, unless the offense is committed by a player in his opponents' goal area. In this case, the free-kick shall be taken from a point twelve (12) yards from the center of the goal.
- 5) **INDIRECT KICKS**
- a) A player committing any of the six (6) following offenses:
 - i) Playing in a manner considered by the referee to be dangerous.
 - ii) Charging when the ball is not within playing distance of the players concerned and they are DEFINITELY not playing the ball.
 - iii) When playing as a goalkeeper and within his/her own penalty area:
 - (1) From the moment he/she takes control of the ball with his/her hands, takes more than 8 seconds to redistribute the ball.
 - (2) Indulges in tactics which, in the opinion of the referee, are designed to delay the game.
 - iv) When a player intentionally plays the ball back to his/her keeper with any part of his/her body below the waist, the keeper is not allowed to play the ball with his/her hands, but rather only with his feet. No trickery is allowed concerning this rule, such as flipping the ball up with the feet and heading it back to the keeper. Unintentional deflections of the ball to the keeper is allowed. Any infraction of this rule will result in an indirect kick for the opposing team at the spot in which the ball was picked up by the keeper. Also applies to throw ins.
- 6) **CAUTIONS AND EJECTIONS**
- a) A player shall be cautioned (Yellow Card) if he/she:
 - i) Persistently infringes on the Laws of the Game.
 - ii) Show, by work or action, dissent from any decision given by the referee.
 - iii) Is guilty of unsportsmanlike conduct.
 - iv) Note: A player receiving a caution must leave the field of play and can be substituted for until their teams next dead ball possession.
 - b) A player shall be ejected (Red Card) if he/she:
 - i) Is guilty of violent conduct of serious foul play.
 - ii) Uses foul or abusive language.
 - iii) Persists in misconduct after having received a caution.
 - iv) Intentionally hits the ball with his hands in a direct effort to prevent a goal. Intentionally handling the ball is determined by whether or not the player had to reach out away from his/her body to handle the ball.
 - v) Receives two (2) cautions in one game.
 - vi) Note: A red card offense constitutes ejection for the rest of the game and the next game, this includes play-off games. A red card can be awarded without prior caution offenses. An ejected player may not be substituted for.
- 7) **PENALTY KICKS**
- a) A penalty kick is awarded when an infraction resulting in a direct free-kick occurs within the penalty box. The kick is to be taken from a point 12 yards from the center of the goal by any member of the opposing team.
 - b) All other players (except the defending goalkeeper) must be outside the penalty box until after the ball is touched by the kicker.
 - c) The defending goalkeeper may not move his/her feet before the ball is touched by the kicker. If he/she does and the kick is missed, the kick is retaken. If, on the kick, the ball goes in the goal, a goal is scored.
 - d) If time runs out after a penalty kick has been awarded but before it is taken, play will be extended for the taking of the penalty kick. The extension shall last until the moment that the penalty kick has been completed, i.e., no rebounds, but retakes for goalie movement are allowed.
- 8) **KICK-OFF**
- a) At the referee's signal, the game shall commence by a player taking an indirect free-kick into the opposing team's half of the field of play. Each team shall be on the proper half of the field. The ball must move forward its circumference before it can be played again. After the ball is played, another player must touch the ball before the original kicker may play the ball. Any violation of

these rules requires the kick-off to be retaken.

9) **BALL IN AND OUT OF PLAY**

- a) The ball is out of play when it has completely crossed a goal line or touch line, whether on the ground or in the air.
- b) The ball is in play at all other times, including:
 - i) When it rebounds from a goalpost, crossbar, or corner flag post.
 - ii) When it touches an official or line judge in the field of play.
 - iii) Until an official sounds the whistle.
 - iv) After a free-kick or kick-off travels the circumference of the ball.
 - v) When a drop ball touches the ground.

10) **DROP BALL**

- a) When restarting the game after a temporary suspension of play, except on a free-kick or throw-in, the referee shall drop the ball at the place where it was when play was suspended. If the ball is touched before it hits the ground, the ball shall be dropped again. If play was stopped in the penalty area, the ball should be dropped at the nearest point outside the penalty area.

11) **GOAL KICK**

- a) When taken: A goal kick is taken by a member of the opposing team when the ball passes completely over the goal line, either in the air or on the ground having last been played by a member of the defending team.
- b) How taken: The ball is placed on the ground at a point within the half of the goal area nearest to where it crossed the goal line and is kicked in any direction from that point. The ball must be kicked beyond the penalty area or the kick shall be retaken. After the goal kick, the ball may be played by any player except the one who executes the goal kick. An indirect free-kick is awarded to opponents if this should happen.

12) **CORNER KICK**

- a) When taken: A corner kick is taken by a member of the opposing team when the ball passes completely over the goal line, either in the air or on the ground having last been played by a member of the defending team.

13) **THROW-IN**

- a) When taken: A throw-in is taken to put the ball back in play after it has passed completely over a touch line, from the point where it crossed the line. The ball is thrown in any direction by a player of the team opposite to that of the player who last touched the ball.
- b) How taken: The thrower, at the moment of delivering the ball must face the field of play and part of each foot shall be either on the touch line or on the ground outside the touch line. The thrower shall use both hands equally and the ball shall be in play as soon as it enters the field of play, either on the ground or in the air. Throw in to the goalkeeper may only be played with feet, chest, or head.

14) **STEPS BY THE GOALKEEPER**

- a) The goalkeeper shall be penalized if he/she takes more than 8 seconds while holding or bouncing the ball. The goalkeeper shall not touch the ball again with his/her hands having released the ball into play until it has been touched by another player.

15) **SCORING**

- a) A goal has been scored when the whole ball has passed completely over the goal line, between the goal posts and under the crossbar, provided it has not been intentionally thrown, carried, or propelled by hand or arm.

16) **BLOOD RULE**

- a) Any player who is injured on their body must have all the blood removed, the wound fully covered, and all bloodied clothing removed and clean clothing put on before he/she is allowed to return to the game in play.

17) **MISCELLANEOUS**

- a) A game will be a forfeit if it does not start at its originally scheduled time.
- b) No person may enter the field of play when a game is in progress without the approval of the referee to do so.
- c) No dangerous play will be tolerated. Dangerous play shall be considered to be any play which will give any player an undue or unnecessary advantage over any other player shall be penalized in

- the appropriate manner by the referee.
- d) Absolutely no unsportsmanlike conduct toward the referee will be tolerated. This includes any foul or abusive language or gesturing toward the referee; any action intended to display disapproval with the referee's decision; and any other actions deemed by the referee as offensive or personally attacking.
 - e) Disciplinary actions may be taken by the Assistant Director of Recreation Services towards players who commit flagrant violation or endanger the health of other players.
 - f) Protest must be addressed at the time of the occurrence of the offense and before play continues. Protests will only be accepted for a rule misinterpretation and participant eligibility.
 - g) All players are responsible for knowledge of this rules handout. They must abide by all rules and ensure that each participant is completely eligible.