

DEPARTMENT OF RECREATIONAL SPORTS
UNIVERSITY OF GEORGIA
INTRAMURAL SPORTS

OUTDOOR SOCCER RULES

All players must show their UGA Card before every match. NO EXCEPTIONS!!

National Federation Soccer rules will govern intramural outdoor soccer play with the following exceptions:

A. FIELD

The field size is 80 yards by 50 yards.

B. PLAYERS

1. A team shall consist of not more than seven players on the field. Rosters will be limited to fifteen players. A team must have at least five players to avoid a default.
2. One goalkeeper must be identified, but can play anywhere. He/She may use his/her hands in the entire penalty area. Goalkeepers may **NOT** touch the ball with their hands if it has been deliberately kicked to them by a teammate.
3. Substitutions may be made anytime the ball is dead. A ball is considered to be dead when there is a: 1) Goal Kick, 2) Throw in, 3) Score or 4) Corner Kick. All substitutions must be made at midfield.
4. Players may not switch positions with the goalie while the ball is in play. A player must report to the official that he/she is switching to or entering the game as the goalkeeper.
5. Uniforms:
 - a. Teams are to wear light or dark shirts, which are designated on the schedules.
 - b. Goalkeepers must wear an odd colored shirt (different dark or different light).
 - c. **All players are required to wear shin guards.**
 - d. No steel cleats are allowed.
 - e. No hats or head wear with exposed knots will be permitted.
6. Club Players:
 - a. only **ONE** club player is allowed on each team's roster!!

C. DURATION OF THE GAME

1. The game shall consist of two equal periods of 20 minutes halves. There will be a 5-minute period for halftime. The clock will only stop for injuries.
2. In the event of a tie during the regular season, there will be a 5-minute sudden death overtime. If still tied at the end of the overtime period, the game will end in a tie. During the tournament, the tie will be broken by playing a 5-minute overtime period. If the game is still tied after the first overtime period we will play a second 5-minute overtime period. These two periods are not sudden victory. If the game is still tied after the 2nd overtime period we will go to penalty kicks: 5 vs. 5. Only the players on the field at the end of the second overtime period will be eligible to kick for the penalty kicks. If it is still tied after the 5 penalty kicks per side we will go to sudden death penalty kicks.
3. No time outs will be allowed during the regulation or overtime periods.

D. PLAY

1. **Five minutes after the scheduled game time is forfeit time.**
2. Ball will be awarded by a coin toss.
3. To begin play, the ball is placed on the ground at the mid-field mark. The team kicking off has control of the ball, and the ball must be kicked forward at least its circumference. The defensive team must be at least ten yards from the ball.
4. Following a goal, the team that is scored on shall re-start play in the same manner as the start of the game.
5. At the beginning of a new period, ends shall be changed and the team on defense to begin the game shall kick off.

6. THERE IS NO OFFSIDES RULE. Players may go ANYWHERE on the field of play.
7. **SLIDE TACKLES ARE NOT ALLOWED!**
8. All fouls are direct kicks.
9. Fouls in the penalty box result in penalty kicks.

E. SCORING A GOAL

1. A goal is awarded when the ball completely crosses the goal line and within the boundaries of the goal. If the ball has been thrown, carried or propelled by hand or arm no goal will be awarded. The opposing goalie cannot score by punt, free kick, or throwing the ball.
2. Mercy Rule: All games will end when a team has a 10 goal lead at any time after 30 minutes have been played.

F. GOALKEEPER

1. May not punt the ball.
2. May not slide feet first to play a ball.
3. May not pick up the ball with his/her hands on a kick back by a teammate.
4. Goalie throws and all goal kicks must land on that teams side of the field or touch any player before it goes into the other side of the field. (Penalty: Free kick for opponent at mid-field)

G. DEFINITIONS

1. Direct Free Kick

When a team commits a violation of the rules the opposite team shall be awarded a free kick. The ball shall be placed on the ground at the point of the violation, and put into play as a free kick. Defensive players shall be ten yards from the ball on the kick. Free kicks may be awarded for the following violations.

- a. Intentionally handling the ball.
- b. Deliberate kicking of opponent.
- c. Tripping or jumping at an opponent.
- d. Charging: holding or rushing an opponent.
- e. Playing the ball a second time after taking a free kick, corner kick, or goal kick.
- f. Dangerous play (official's judgment).
- g. **Slide tackles**

2. Penalty Kick

A penalty kick will be taken from the penalty line (twelve yards) for direct kick violations, which are intentionally committed in the defending players own penalty area. All players other than the kicker and goalkeeper must stand outside the penalty area and at least ten yards from the ball.

3. Goal Kick

A goal kick will be awarded to the defending team when the offensive team causes the ball to go out over the goal line. The defending team must kick the ball from the ground at the point on the goal line between the goal and the corner. Players of the opposing team must not be any closer than ten yards to the ball. The ball must leave the penalty area before being touched by another player.

4. Corner Kick

A corner kick will be awarded to the team on offense when the defending team causes the ball to go out over the goal line. The offensive team must place the ball in play. Players of the opposing team cannot come any closer than ten yards to the ball, until the ball has traveled its circumference.

5. Throw-In

A throw-in is awarded to the opposite team that causes the ball to leave the field of play over the sidelines. When putting the ball in play the player must face the field with both feet behind the sideline, on the ground, and his/her arms must be raised over his/her head while throwing the ball into play.

CO-REC OUTDOOR SOCCER RULES

National Federation and The University of Georgia Intramural Outdoor Soccer rules will govern co-rec intramural outdoor soccer play with the following exceptions:

A. PLAYERS

Each team will consist of seven players one of whom shall be the goalkeeper. The team consists of three women and three men plus a goalkeeper who can be either sex. A team must have at least two women and three men to begin or continue a game and, in this situation, a man must be the goalie. At any time during a contest the number of men may exceed the number of women by only one and the number of women may exceed the number of men by only one (excluding the goalie).

B. SUBSTITUTIONS

1. Substitutions must be male for male and female for female (exception: goalie). If a team begins with less than seven players but member(s) arrive late who can bring the team to its full complement, the additional player(s) may enter the game only as permitted by substitution rules.
2. Either team may substitute at any dead ball.
3. Substitutes shall notify the nearest official before entering the field of play (Penalty: Direct Free Kick).
4. Goalkeepers must wear an odd colored shirt. A substitute must wear the odd colored shirt to become the new goalkeeper. (Note: No substitutions may be made during a penalty kick. Players in the field may switch positions).

C. SCORING

Female goal = two points; male goal = one point. The last offensive person to touch the ball shall be credited with the goal.