

Department of Recreational Sports  
Intramural Sports

**4 v 4 Outdoor Soccer Tournament Rules**

I. GOVERNING RULES

The rules of the National Federation of State High School Athletic Associations will apply in all cases except where a special Oregon State University Intramural Sports rule applies.

II. ELIGIBILITY

All participants must be either students registered at Oregon State University or Faculty/Staff/Affiliate with a Recreational Sports Membership. For more information on eligibility, consult the Intramural Sports Handbook.

III. UNIFORMS/EQUIPMENT

A. **No jewelry (earrings, necklaces, bracelets, rings, etc.) will be allowed on the field at anytime. Players will need to remove items immediately or leave the game.**

B. **Shin guards for each player are required for your protection.**

C. No boots or sandals on the field will be permitted. Athletic, closed toe shoes must be worn. Only soccer appropriate footwear is allowed. No baseball or football cleats.

D. No hats are allowed.

E. No braces, casts, guards, or supports that may cause other players harm will be permitted.

F. Teams must be wearing the appropriate color uniforms that are indicated on the league schedule.

G. Teams must provide their own game ball.

IV. PREGAME

A. All participants will need to bring their ID card to check in.

B. Team managers need to check in with the supervisor on duty before each game to verify their team's roster.

C. Team managers will also take part in meeting with the officials prior to game time.

V. GAME TIME

A. Game time listed on the schedule is the official game time.

B. Game officials will keep the official game time using a count down timer.

C. Games are played four (4) vs. four (4)

D. You must have three (3) players on the field ready for play at game time; otherwise a forfeit will be awarded to the opposing team.

E. The clock will stop at the official's discretion only for injuries, etc.

F. There are no timeouts.

VI. PLAYING TIME

A. The game will consist of one 25-minute running clock.

B. Game Over: At the completion of the game each manager must sign the score sheet.

C. If play is stopped by the official for any injury, unusual delay, or when the goal becomes dislodged, the ball shall be put back into play by a drop ball. If a team has clear possession of the ball when play is stopped, they shall be awarded an indirect kick. In all cases, the ball is put back into play from where it was when play was stopped. However, the ball is not to be dropped inside the penalty area, but at the nearest spot outside the area.

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VII. THE PLAYING FIELD

- A. The playing field is 40 yards long by 30 yards wide.

VIII. GOAL ARC

- A. No player is allowed to step inside of the goal arc or touch the ball inside the goal arc; therefore there are no goalkeepers.
- B. If the ball stops in the goal arc after a defensive player touches the ball, it is a corner kick.
- C. If the ball stops in the goal arc after an offensive player touches the ball, it is a goal kick.
- D. The goal arc has a radius of 7 feet, directly in front of the goal.
- E. There is no ball contact within the goal arc; however players may pass a ball through the goal arc.
- F. If a defensive player moves into the goal arc to save a goal attempt, a penalty kick is awarded.
- G. If an offensive player moves into the goal arc to redirect a goal attempt, the goal is disallowed and a goal kick is awarded.
- H. Any part of the player's body on the line is considered in the goal arc and is an extension of such.

IX. GOAL SCORING

- A. A goal may only be scored from a touch (either by offense or defense) within a team's offensive half of the field.

X. SUBSTITUTIONS

- A. No limit to the number of substitutions.
- B. Substitutions may be made at any time at the midfield line.
- C. The substituting player may not enter the field until a player leaves the field at the midfield line.

XI. SLIDE TACKLING

- A. Slide tackles shall be illegal.
- B. Any player using a slide tackle (in the judgment of the official) will receive a yellow card.

XII. OFFSIDES

- A. There will be no offside penalty in this tournament.

XIII. FIVE YARD RULE

- A. In all dead ball situations, including kickoffs, defending players must stand at least five (5) yards away from the ball.
- B. If the defensive player's goal area is closer than five (5) yards, the ball shall be placed five (5) yards from the goal area in line with the place of the penalty.

XIV. KICK-INS

- A. The ball shall be kicked into play from the sideline instead of thrown in.

XV. INDIRECT KICKS

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

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XVI. GOAL KICKS

- A. Goal Kicks may be taken from any point on the endline, and not in the goal arc area.

XVII. KICKOFF

- A. The kickoff is an indirect kick and may be taken in any direction.

XVIII. PENALTY KICKS

- A. A penalty kick shall be awarded if, in the referee's opinion, a scoring was nullified by the infraction (the infraction does not automatically result in a red card). It is a direct kick taken from the center of the mid-field line with all players behind the mid-field line and the player taking the kick. This is a "dead-ball" kick. If a goal is not scored, the defense obtains possession with a goal kick.

XIX. TIE-GAMES

- A. During Pool Play, games can end in a tie.
- B. See "Playoff Overtime" section for bracket play.

XX. POOL PLAY

- A. Scoring: Games will be scored according to the following: 3 points for a win, 1 point for a tie, and 0 points for a loss.
- B. Tie-Breakers: In round robin play, a team will receive three points for a win and one for a tie. If two or more teams are tied on points after round robin play, the following tie-breakers will be used:
  - 1. Head to head play (only if two teams are tied)
  - 2. Best total goal differential (up to + or - 3 goals per game)
  - 3. Fewest goals allowed.
  - 4. Fewest yellow and red card points received. A yellow card is one point and a red card is two points. If a player receives a red card for having received a second yellow card, the team receives two points.
  - 5. Coin toss conducted by tournament director(s). Team representatives may or may not be present at option of the tournament director(s).
- C. All forfeited games will be treated as a 2-0 win for the non-forfeiting team, unless the game was already played and the non-forfeiting team won by a greater margin.

XXI. PLAYOFF OVERTIME

- A. In bracket play, overtime shall consist of one sudden death overtime period, maximum length of three minutes, with a coin toss to decide kick-off direction. The first team to score in overtime is the winner.

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- B. If no team has scored in the three minute-overtime period, the winner shall be decided by shootout. A coin flip will decide which team starts the penalty kick round. The four (4) players from each team remaining on the field at the end of the overtime period will enter a rotation of penalty kicks, alternating teams with each kick, with the higher scoring team winning after the first round. If the score remains tied after the first round of penalty kicks the same four (4) players will rotate in a sudden death penalty kick format until one team scores unanswered. If one team has received a red card during the game and is finished with three (3) players on the field, a remaining roster player (other than the red carded player) may be chosen to kick in the rotation of penalty kicks. If the red carded player is the last remaining roster player, one of the three (3) field players may kick twice.

XXII. CONDUCT

- A. The Intramural Sports program promotes positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions which are unbecoming to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting.

XXIII. EJECTIONS

- A. Any player ejected from a game will be immediately suspended from participating in all Intramural Sports activities. The ejected player must then make an appointment with the Coordinator of Intramural Sports and Sports Coordinator to determine the length of suspension and any other sanctions. **Disqualified players cannot be replaced.** The following actions can result in ejections from Intramural Sports Soccer:

1. Improper language
2. Unsporting conduct

The following actions will result in an immediate ejection from Intramural Sports Indoor Soccer:

1. Red Card
2. 2<sup>nd</sup> Yellow Card

**CO-REC MODIFICATIONS**

I. PLAYERS

- A. Each team will consist of four (4) players; any plus one or equal number is acceptable (three (3) players must be present at game time).
- B. In the case of injuries or shortage of players, teams may only have one more person of one gender than the other in the game at any time.

II. SCORING

- A. Scoring will be the same for men and women.

- III. All other Intramural Sport Policies and 4 v 4 Outdoor Soccer Rules will apply.