

Department of Recreational Sports  
Intramural Sports

**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 and socks are required by all players 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. Home team wears white and Away team wears black (grey is not acceptable).
- G. Goalkeepers should wear a colored jersey (not white or black).
- H. Teams must provide their own game ball.

IV. PREGAME

- A. All participants will need to bring their ID card to enter the facility.
- 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.
- D. Coin Toss (Evens or Odds): The captain winning the "toss" will have two choices. In the event of a forfeit being declined to play the game, the first complete team will automatically win the toss.
  - a. Start the game on offense or defense
  - b. Choose direction to defend
- E. Teams will switch directions for the second half and the team who started on defense the first half will start with the ball the second half.

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 seven (7) vs. seven (7)
- D. You must have five players on the field ready for play at game time; otherwise a forfeit will be awarded to the opposing team.

VI. PLAYING TIME

- A. The game will consist of two 16-minute halves and a 3-minute halftime.
- B. The clock will only stop for injuries, official's timeouts, or unexpected delays.
- 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.
- D. Game Over: At the completion of the game each manager must sign the score sheet.

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## VII. SUBSTITUTIONS

- A. No limit to the number of substitutions
- B. Teams may substitute when the ball has gone over the sideline or end line.
- C. If the team making the throw-in substitutes, the other team may substitute as well.
- D. Either team may substitute between periods, on a goal kick, on a scored goal, on a stopped play for an injured player, and when a player has been cautioned.
- E. Officials need to be notified on substitutions and players have to be beckoned in by the official.

## VIII. 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.

## IX. OFFSIDES

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

## X. TIE-GAMES

- A. If the game is tied at the end of regulation a shootout will determine the winner.
- B. A "coin toss" will determine which team kicks first.
- C. Each team will receive 5 penalty shots.
- D. Only players that were on the field at the end of regulation are allowed to shoot.
- E. Teams will alternate shooters. In Co-Rec, teams must alternate between male and female.
- F. If the first series of kicks does not determine a winner, then sudden death format will be used.

## XI. GOALKEEPER

- A. The goalkeeper may bounce the ball within the penalty area as this is considered possession.
- B. The keeper may also roll the ball while in the penalty area, but once ball is placed on the ground, it is considered live and may be played by an opposing player.
- C. Defensive players may stand stationary in front of the goalkeeper while they possess the ball. However, players may not in any way interfere or distract the goalkeeper while they are throwing or kicking the ball.
- D. The goalie may not pick up the ball when kicked back by a teammate. (A goalie may pick up the ball if the back pass is off a header). The penalty for a back pass inside the penalty box is an indirect free kick taken at the closest spot along the penalty box.

## XII. 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.

## XIII. 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

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### **CO-REC MODIFICATIONS**

#### I. PLAYERS

- A. Each team will consist of seven (7) players; any plus one or equal number is acceptable (five 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.
- B. In a shootout, teams must alternate between male and female kickers.

- III. All other Intramural Sport Policies and Indoor Soccer Rules will apply.