

DEPAUL UNIVERSITY
Intramural Sports
Soccer Rules

Any rule or interpretation not covered in these rules will be governed by the National Federation High School Soccer Rules. Some minor modifications have been implemented for the intramural program to encourage sportsmanship, provide for the safety of the participants and to adhere to time and facility restrictions. A full list of Intramural Policies and Procedures are available at the Campus Recreation office located in the Ray Meyer Fitness and Recreation Center.

RULE 1: Facility, Playing Areas, and Equipment

- Article 1. Facility- Ray Meyer Fitness & Recreation Center
 Article 2. Playing Areas- 3rd Level, Goldberg Gymnasium, Court 2 or 3
 Article 3. Equipment-
- a) Ball: a game ball will be provided by Campus Recreation
 - b) Practice balls: a practice ball may be checked out from a supervisor/official with proper (DePaul University) I.D.
 - c) Shoes: each player must wear court shoes.
 - d) Headwear: all hats and bandannas are illegal. The only legal headwear is a sweatband.
 - e) Jewelry: all jewelry is illegal (including rings, earrings, necklaces, bracelets, watches, etc.). **NO beaded necklaces!**
 - f) Casts: no casts are allowed.
 - g) Personal Safety: shin guards and mouthpieces are recommended.

NOTE: Officials of each game will determine legality of all equipment. A player wearing illegal equipment will not be permitted to play.

RULE 2: Responsibilities of Captain's, Players, Teams, & Spectators

- Article 1. **Rules of the Game-** all team members are required to know the rules of the game and to abide by them.
 Article 2. **Team discipline-** the team manager and/or playing captain is responsible for the discipline and proper conduct of team members and spectators. Any difficulties with a person's conduct will be handled through the manager.
 Article 3. **Team Spokesperson-** the playing captain is the only player who may address the officials, but only on matters of rule interpretations. Judgment calls that are protested may result in penalty for the offending team.
 Article 4. **Sportsmanship Ratings-** teams are rated on sportsmanship nightly based on their behaviors before, during and after each contest. Possible ratings include "Outstanding, Acceptable, Unacceptable, or Season Ending". Teams receiving an "unacceptable sportsmanship rating" will need to meet with the Assistant Director of Intramurals before the team is eligible to participate in any further games. A second unacceptable rating will result in a team being removed permanently from further play. Teams receiving "Season Ending ratings will be subject to immediate removal from the league and possible further sanctions with the Dean of Students office.
 Article 5. **Spectators-** spectators may observe intramural activities and must comply with the policies that have been set by the Campus Recreation staff. The team manager is ultimately responsible for the conduct of their spectators. Indoor sports, i.e., basketball, floor hockey, soccer, and volleyball, have limited spectator seating; therefore admittance of spectators may be limited. Outdoor sports, i.e., flag football, soccer, and softball; there is no limit to the number of spectators a team may have present. Spectators are to encourage and support their teams, not to berate or attempt to intimidate the officials or opponents. Any volatile or unruly acts by a spectator will be handled by Campus Recreation staff and if necessary referred to the Dean of Students. Campus Recreation wants spectators to know that they are part of the game. Their participation is important to the outcome of the game. They should have fun and encourage their own team, rather than discourage their opponent or the officials. Remember the team a spectator is cheering for may be adversely affected if behaviors are inappropriate.

RULE 3: The Teams

- Article 1. Composition of teams and substitutions-
- a) player eligibility: All DePaul University students, faculty and staff are eligible provided:
 1. the player is not participating with another team in the same division (open/mens, women or co-rec)
 2. the player has not competed as a varsity athlete (or been red-shirted) in a parallel sport(s) during the current academic year.
 3. Club Sport athletes and Proposition 48 athletes may compete at the advanced level (one per team).
 - b) required players: the game will be played between two teams of five players each. Four players are required at game time to avoid a forfeit. (Co-rec requirements: with four players teams are required to have a combination of 3 male/1 female or 3 female/1 male or 2 male/2 females.
 - c) shorthanded teams:
 1. a team cannot play with less than four players. If a team becomes incomplete, (less than four players) for any reason, and there are no substitutes available, the shorthanded team will lose by forfeit.

2. a team playing shorthanded which loses one player due to ejection/disqualification in the same contest will be forced to forfeit that contest.

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d) substitutions: players may substitute freely, as long as the player being subbed for comes off the field prior to the substitute going onto the field.

RULE 4: *Playing Time, Start of Play, and Scoring*

- Article 1. Games will be split into two- twenty (20) minute halves. The clock will not stop except for injuries.
- Article 2. Game Time is Forfeit Time- the scheduled game time is forfeit time a team must have the required minimum number of players at that time to avoid a forfeit. **Should a team forfeit, the team will be removed from further competition in the league.**
- Article 3. **All players are required to provide their DePaul University I.D.** to a supervisor. No exceptions.
- Article 4. At the beginning of play and after all goals the ball will be put in play at mid-field and may be kicked either forward or backward by the kicker. The kicker may not contact the ball a second time until it has been touched by another player (on either team).
- Article 5. At the time of the kickoff, the opposing team must remain behind the nearest court line on their respective side until it is kicked for the first time.
- Article 6. A goal is scored when the whole ball has passed over the goal line, between the goal posts, and under the crossbar, provided it has not been thrown or carried by a player of the attacking side.
- Article 7. **Mercy Rule- if a team leads by 10 or more goals anytime in the second half, it is announced the game will be over and considered final at that point. Any remaining play will not be officiated.**
- Article 8. Overtime will only be played during playoffs and will be a three-minute sudden death (first goal to score wins). A coin toss will determine which team starts with the ball. Teams will continue to defend the same goal they defended in the second half.
- If after the first overtime the score remains a tie, each team will take 5 penalty kicks alternately (note- the only players allowed to take penalty kicks are those that were on the field/court when the overtime period ended). In coed, the first penalty kick must be taken by a female, then alternated by gender from there on. If each team makes the same number of penalty kicks then players from each team will alternate penalty kicks until a winner is determined. In all sudden death penalty kick situations, the player kicking the ball may only play the ball once, no rebounds from the goalie will be considered live. Teams will continue in this format until the tie is broken.

RULE 5: *Ball in Play and Out of Play*

- Article 1. The ball is out of play:
- when it has completely crossed the goal line, whether on the ground or in the air.
 - when it contacts ceiling beams, baskets and other supports, lights, rolls beyond the boundary lines, etc.
- Result: A free or corner kick will be awarded from the spot nearest where the ball became dead.
- Article 2. The ball is in play:
- If it rebounds from the goal post or crossbar.
 - If it rebounds from an official while s/he is in the field of play.
 - If it hits off the sideline curtain.
 - In the event of a supposed infringement until a decision is given (advantage).
- Article 3. Injured player- any player that is injured (or apparently injured) who is discovered by an official when the ball is alive or dead and play is stopped for them will be required to sit out at least until the next substitution opportunity (after the ball becomes live again). **Any player that is found to be bleeding must immediately be removed from the game and must receive attention to stop the bleeding.**

RULE 6: *Special Rules*

- Article 1. Offsides: There is no offsides in indoor or outdoor soccer at DePaul University.
- Article 2a. **Three Line Rule: WHEN PLAYING INDOORS NO THREE (3) LINE KICKS ARE ALLOWED. The ball must touch the ground, a wall, or another player before crossing the third line. Penalty will be an indirect free kick from the point where the ball crossed the mid-field line.**
- Article 2b. **Center Line Rule: WHEN PLAYING OUTDOORS, NO KICK SHALL CROSS THE CENTER LINE. The ball must touch the ground or another player before crossing the center line. Penalty will be an indirect free kick from the point where the ball crossed the mid-field line.**
- Article 3. Free Kicks: free kicks are classified as either "direct" or "indirect". From a direct kick, a goal can be scored without anyone else having to contact the ball. From an indirect kick, a goal cannot be scored unless the ball has been played or touched by a player other than the kicker (or goalie) before it passes over the goal line. At no time may the original kicker kick the ball twice in succession on a free kick. The team defending an indirect free kick must stay at least 10 feet away from the dead ball spot.
- Article 4. **Slide Tackling: slide tackling is not allowed. A player that is guilty of slide tackling will receive an automatic yellow card and a two-minute penalty. In addition to the two-minute penalty the opposing**

team will be awarded a penalty kick. No contact on a slide tackle attempt will result in a yellow card, two-minute penalty, plus an indirect free kick for the opposing team.

Article 5. **Penalty Kicks:** when a foul that would normally result in a direct kick is committed in the penalty area, a penalty kick is awarded.

A penalty kick will be taken from the Free throw line

During the kick all other players must remain behind the 3 point line (exception being the player taking the kick and the opposing goalie)

The opposing goalie must stand with both feet on his/her goal line until the ball is kicked.

The player taking the kick must kick the ball forward and may only kick the ball once. If the ball rebounds from the goalie's body, the player may kick the ball again.

The player may not touch the ball after it rebounds from the goalposts or crossbar. The ball must first touch another player or the goalie before the original kicker may touch the ball.

Article 6. **Crease Rule**

a) If any defensive player makes contact with the ball inside the crease, and was positioned inside the crease prior to the ball entering the crease, then they shall be penalized with a yellow card and a penalty kick would be awarded to the offensive team.

b) If any offensive player makes contact with the ball inside the crease, and was positioned inside the crease prior to the ball entering the crease, then the defensive team shall be awarded an indirect free kick at the spot of the incident.

c) If any player wishes to play the ball in the crease, then the ball must be inside the crease before the player is inside the crease.

Article 7. A goalie will be allowed for penalty kicks only. Use of hands by a player during a penalty kick will result in another penalty kick being awarded. If during the subsequent penalty kick hands are used a goal will be awarded.

Article 8. Goals: The goals in indoor soccer shall be floor hockey-sized goals.

Article 9. Any player that receives a yellow card will have a two minute penalty, in which, his/her team will play short. The supervisor on duty will keep track of the two minutes. The player may return if the opposing team scores within those two minutes. **Any player ejected from a game will need to make an appointment with the Assistant Director before getting back into the league. Any suspensions will not begin until this meeting has taken place.**

RULE 7: *Playoff Eligibility, Schedules, Sportsmanship and Awards*

Article 1. **Playoff Eligibility-** there are three factors considered when determining a team's playoff eligibility:

a) Team representative's attendance at managers meeting

b) Team must maintain an acceptable sportsmanship rating

c) Teams must have a record of .500 or better to make the playoffs.

Article 2. **Playoff Championships-** in order to determine a division champion, regular season day and time requests cannot be adhered to during playoffs. Teams will be required to play on any given day and at any given time.

Article 3. **Playoff Schedules-** Campus Recreation reserves the right to modify the playoff season by shortening or lengthening it due to weather conditions or the number of eligible playoff teams. Schedules will be posted on the intramural web site. Managers are responsible to check the site and inform all their team members of game times and locations. No playoff information will be given over the telephone by Campus Recreation staff. When reading the playoff brackets make sure to direct any questions to the Assistant Director of Intramurals, Club Sports and Special Events.

Article 4. **Playoff Sportsmanship-** teams are required to maintain an acceptable sportsmanship rating during the playoffs. If a team receives an unacceptable rating, they will be eliminated from further playoff competition. If the rating follows the teams final contest, the rating may impact the teams and/or individuals eligibility for the next intramural activity in which the team and/or individual participates.

Article 5. **Awards-** the postseason is designed to determine Division Champions. Winners receive championship t-shirts. There is a limit by sport on the amount of awards that will be issued at the completion of competition. If shirts are not made available the night of championship play, managers must collect the awards at the Ray Meyer Fitness and Recreation Center.

RULE 8: *Player Ejection*

Extremely offensive conduct (obscene or insulting word gestures) towards Intramural staff, spectators or other players results in ejection of a team member(s) from the game in which the offense occurred. Ejected individuals must leave the playing area and possibly the gym. If they are asked to leave the gym they will be given one minute to gather their belongings and depart. Further delay will result in team forfeiture. **All players ejected from an intramural contest, for any reason, must set up an appointment with the Assistant Director before they or their team is eligible to participate again. Ejected players will serve an automatic one-match suspension with the severity of the conflict dictating further suspensions. Also a player who is ejected from two contests during a season will not be eligible for playoff competition.** The Assistant Director reserves the right to impose further penalties against the player(s) or team at his own discretion.

RULE 9: *Additional Rules*

Any new rule may be implemented during the season by the Assistant Director who will inform team managers by email or memo of additions, clarifications, or changes.