



TARLETON STATE UNIVERSITY

Intramural Sports

Soccer Rules

I. THE TEAM:

- A. As a team manager it is your responsibility to notify all of your team members of all policies and procedures relating to Intramural Soccer. Notify all team members of place, date and time of the contest and see that everyone is ready to play at the scheduled game time. It is suggested that team members show up at least 15 minutes prior to their scheduled game time. **Game Time is Forfeit Time... No Excuses!**
- B. Each participant must be currently enrolled at Tarleton and provide a current, **valid Tarleton ID card** in order to play. Players must have cards at every game in order to play. **No Exceptions** will be made.
- C. All team members must sign a Roster/ Waiver at the Vance Terrell Complex Intramural Office on their game night prior to competing.
- D. **Team Roster:** Will be limited to 16 players. Teams may add to roster throughout the season at the Vance Terrell Complex Intramural Office during their game night. The deadline to add to a roster is prior to completion of the teams' final game. Upon completion of the teams' final game all rosters will be frozen.
- E. **Club Sports Participation:** Only TWO club members from which the sport relates may be on the same team. **Participation:** Players are only allowed to compete on 1 man's/women's and 1 Co-Rec team per season. **Players:** The game shall be played between two teams of no more than seven players each for men's/woman's league. Eight players are allowed for Co-Rec. A minimum of five players is required in Men's/Women's divisions to play and 6 for Co-Rec. In Co-Rec., there must be 4 males and 4 females if eight are present. 4 males and 3 females or 4 females and 3 males if only seven are present. 3 males and 3 females if six are present.
- F. **Blood Rule:** If there is any blood present on a player or his/her uniform he/she must leave the game until the situation has been resolved. Once the situation has been resolved the player may re-enter the game.
- G. **Ejection:** If an official removes a player from a game, he/she will not be eligible to participate in any intramural event until they have met with the Assistant Director. Ejected players are required to leave the facility for the remainder of the night. It is the responsibility of the ejected player to contact the Assistant Director the following day to set up a meeting.

II. TEAM ROSTER:

- A. Players must be listed on the roster in order to play. Additions to the roster can be made on your teams' scheduled game night; Rosters will be frozen after on the last night of league play.
- B. A player may not change teams once he/she has played for a team. Any student caught playing for more than one team will forfeit all eligibility to participate in intramural events for the remainder of the calendar year. The offending team will forfeit all games in which this individual participated.

III. UNIFORMS:

- A. Players may wear regular football/soccer cleats. No open toed shoes or boots. **METAL SPIKES ARE NOT ALLOWED.**
- B. Teams must wear same colored jerseys with a visible number on the back.
- C. No jewelry, caps, or bandannas can be worn.
- D. Shin guards are highly recommended but not required. Shin guards should meet National Federation guidelines.

IV. TIMING THE GAME:

- A. Playing time shall be two 20 minute halves with a running clock. Halftime will be 3 minutes in duration. The clock shall run continually except for a penalty kick, caution, disqualifications, a score of a goal, and when the official orders time-out.
- B. Each team is permitted 2 timeout per half 60 seconds in duration and 1 timeout during overtime play. Timeouts do not carry over from half to half or to overtime periods.

V. THE GAME:

- A. The field measures 100 yards in length, end line to end line, and 40 yards in width.
- B. *Offside penalties have been eliminated.*
- C. *Slide tackling is illegal.* Penalty: Red card.
- D. On the kickoff, all players shall be in their team's half of the field. Players opposing the kicker shall be at least 10-yards from the ball until it is kicked.
- E. The ball is out of bounds when it has completely crossed a goal line or touchline, whether on the ground or in the air.
- F. In co-rec a male may not shoot from inside the box to score a goal. Also if a female happens to score a goal it counts as 2 goals.

VI. OVERTIME:

- A. If the game is tied, each team will have five penalty kicks; a new kicker must be used in each round until the entire roster has kicked once. If the game is still tied, one on one sudden death penalty kicks will occur; however, each individual on the score sheet must kick until players can be repeated.

VII. DISCIPLINARY ACTIONS:

An official cannot successfully perform their duties if a player or spectator is constantly exhibiting unsportsmanlike conduct. The following actions could result in an ejection:

- A. Persistently addressing the officials in regard to decisions.
- B. Making derogatory remarks towards the officials.
- C. Committing acts which are derogatory to officials or which tend to influence their decisions.
- D. Making personal or derogatory comments about or to an opponent.
- E. Disruptive coaching during the game from anyone outside the court.
- F. Fighting.
- G. Cussing.

VIII. ACCIDENTS AND INJURIES

Participation in the Intramural program is voluntary and at the participants own risk. Tarleton State University and the Recreation Sports Department do not assume financial responsibility for any injuries. It is strongly recommended that each participant be certain he/she has some form of insurance which would cover claims resulting from accidental injury during Intramural participation. The participants or their insurance companies are responsible for any expenses, due to injuries occurring while participating in the program. Each person must sign a team roster prior to participation in any intramural event.