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Intramural Sports General Information

The Intramural Sports Office is located in the atrium of the Student Recreation Center.
Office Hours: Monday - Friday 10:00 AM - 4:30 PM
Office: 205-348-8055
Rain Hotline: 205-348-2708
Website: http://urec.ua.edu/intramurals.cfm
Email address: imsports@bama.ua.edu

University Recreation makes every effort to protect all participants, however soccer is a contact sport and injuries are a possibility. The University of Alabama, the Division of Student Affairs, University Recreation, and Intramural Sports (and employees thereof) assumes NO RESPONSIBILITY for injuries. Basic First-Aid will be available for participants.
Rule 1: General Eligibility

Section 1: Participants
Participation is limited to currently-enrolled, fee-paying U of A students, faculty members, and full-time staff. Spouses of eligible University of Alabama students and Faculty/Staff are eligible to participate in Intramural Sports events by purchasing a semester pass. In order to participate in an intramural contest each player must present their validated Action Card or Spouse Pass. All players must sign-in with the supervisor at the event site prior to the event to be eligible to participate. For more information regarding eligibility, please refer to the handbook available on the Intramural Sports page at urec.sa.ua.edu.

Rule 2: Field of Play

Section 1: The Field
Diagram

The field of play shall be designated by the Coordinator of Intramural Sports. Its length should be longer than its width; the recommended dimensions are between 60 to 66 yards long and 40 to 45 yards wide.
Section 2: Field Markings
The field should be marked with the following:

**Boundary Lines** – Part of the field of play. They should be between two and four inches wide. The shorter boundary lines are called goal lines, the longer boundary lines are called touch lines.

**Halfway line** – A mark across the field, equidistant from the goal lines and parallel to them. The center of the field must be marked and a circle of radius ten (10) yards drawn around it.

**Penalty area** – Marks indicated by two lines drawn at right angles to the goal line. These lines extend into the field of play and are joined by a line drawn parallel with the goal line. The area bounded by these lines and the goal line is the penalty area. Within each penalty area, a penalty mark is made at the midpoint between the goalposts and equidistant to them.

**Quarter circles** – Markings with a radius of one yard from each corner flag post is drawn inside the field of play.

**Goals** – Goalposts must be placed on the center of each goal line.

**Corner flags** – Flags must be at least five feet high and made of a safe material, and placed at each corner in the designated place.

Section 3: Obscure markings
When markings become obscured by the elements during the course of a game, the markings shall be assumed to be present and decisions shall be rendered by officials to the best of their ability to interpret the original positions of the markings.

Rule 3: Game Ball

Section 1: Game Ball
Standard size five (5) balls will be used in all games, with official game balls provided by the team captain of either team. Should a ball become defective during play, play is restarted with a dropped ball from the location of the ball when it became defective.

Rule 4: Player Equipment

Section 1: Jersey and Pants/Shorts
Players of the opposing teams must wear contrasting colored jerseys, without pockets, numbered on the front and/or rear of the jersey. All players are required to either wear shorts or pants. There shall be no belt(s), belt loop(s), pocket(s), or exposed drawstrings on the pants or shorts of the player. Players are not permitted to play in boxer shorts. Teams must have the same color jerseys, each with a different number. Goalkeepers MUST wear a contrasting jersey to both teams. Goalkeepers of opposing teams may wear the same color. Teams are responsible for ensuring that their goalkeepers arrive in a contrasting color than their team jersey. Jerseys may be checked out from the field.
supervisor only if opposing teams have a color conflict. Jerseys which have had the seam compromised are prohibited. All legality of jerseys in question will be at the discretion of the Supervisor and CSM athletic trainer on site.

Section 2: Shoes
Shoes shall be made of a canvas, leather, or synthetic material which covers the entire foot. The sole of the shoe must be firm and attached to the rest of the shoe. The sole may be made of leather, rubber, or composition material which may include rubber or plastic cleats. Shoes which render individual toes exposed are NOT allowed. No metal spikes are allowed.

Section 3: Optional Equipment- Legal
Players may wear any of the following equipment:
   a. Ace Bandage: must not be more than two turns and be anchored with tape.
   b. Gloves: must be soft and pliable with no abrasive material.
   c. Headwear: players may wear knit or stocking caps with no bills, headbands made of non-abrasive material, and skull caps fitting tightly without using knots to secure the cap.
   d. Knee Pads: must be soft and pliable pads.
   e. Knee Braces: braces must be approved by the Certified Athletic Trainer on staff.
   f. Mouth Piece
   g. Shin guards and other protective gear are encouraged, but not required.

Section 4: Illegal Equipment
A player wearing illegal equipment shall not be permitted to play. This applies to any equipment which, in the opinion of the referee, is dangerous or confusing. Types of equipment or substances which shall always be declared illegal include, but are not limited to:
   a. Headwear containing any hard, unyielding, stiff material, including billed hats, or items containing exposed knots.
   b. Jewelry
   c. Pads or Braces worn above the waist.
   d. Any hood on a coat, sweatshirt, or shirt which does not remain tucked in. Tear-away jerseys or jerseys that have been altered in any manner which produces a knot-like protrusion or creates a tear-away jersey.
   e. Shirts or jerseys with names that may be deemed offensive by the Intramural Sports Staff.
   f. Eyewear, i.e. sunglasses. Exception: Prescription eyewear.
   g. Pants or shorts with any belt(s), belt loop(s), pocket(s), or exposed drawstring(s).
   h. Any leg or knee brace deemed unsafe by the Certified Athletic Trainer on staff.
   i. Any slippery or sticky foreign substance on any equipment or exposed part of the body.
   j. Equipment which includes computers or any electronic or mechanical device for communication.
k. Exposed metal on clothes or person.
l. Towels attached at the player’s waist.

Any player illegally equipped will be asked to leave the field of play and not allowed to re-enter until the next stoppage in play. The player must be inspected by the referee before being allowed to re-enter. A player who enters without the referee’s permission must be cautioned and shown the yellow card.

Rule 5: The Game

Section 1: Eligible/Ineligible Players
All players must have their names on the team roster for each game. They must show a current University of Alabama ACTion card before their name will be put on the scorecard (NO EXCEPTIONS). Late arriving players must have their name added to the scorecard upon arrival by an Intramural Sports Staff member before they may participate. Refer to the Intramural Sports Policies and Procedures Handbook for player eligibility.

Section 2: Team Bench Area
Only officials, players, and Intramural Staff are permitted in the team bench area. Spectators are prohibited in this area.

Section 3: Forfeit Time
Game time is forfeit time. The Intramural Sports Supervisor has the correct game time. The Intramural Sports Department recommends that the team arrive at their field 15 minutes before game time. If Team A is present and ready for play while Team B is not, the following late arrival penalty administration will occur:

A. Team A will have the option to win by forfeit or to administer the 10 minute grace period for Team B.

IF THE GRACE PERIOD IS GIVEN, the following rules will be applied.

A. Team A will get to kick the ball off to begin BOTH halves.
B. If Team B has not arrived 3 minutes after game time, Team A will receive the benefit from subsection A, a corner kick to begin the game.
C. If Team B does not arrive 6 minutes after game time, Team A will receive the benefits from subsections A and B, as well as a direct kick on the goal from outside the box.
D. If Team B does not arrive 9 minutes after game time, Team A will receive the benefits from subsections A, B, C, and D, as well as one penalty kick.
E. If Team B does not arrive 10 minutes after game time, Team A wins by forfeit.

Section 4: Start of the Game
The game shall start with a captain’s meeting held at midfield. The officials will bring in both team captains and have a coin toss. The away team will call the toss. The team that wins the toss will have the option to choose offense/defense or an end of the field to
Section 6: Mercy Rule
The game will be considered over if any team is up by twenty (20) goals at any time in the contest. The game will also be over if, with ten (10) minutes or fewer remaining in the second half, one team has a lead of ten (10) or more points, the game will end, and that team shall be declared the winner.

Section 6: Tie Game
The following is the order of progression at the end of a game if there continues to be a tie. There will be additional procedures to constitute a winner if necessary during the playoffs. There is a chance that games will end in a tie during the regular season.

1. Overtime Period
   When the score is tied, there will be a 5 minute overtime period. A captain’s meeting will be held at center field with the visiting team calling the toss. The team that wins the toss will choose offense/defense, an end of the field to defend, or defer their options to Penalty Kicks if the score is still tied after the overtime. The other team will have the option to choose from the remaining options after the other team has chosen. After 5 minutes of play, the team with more goals will be the winner. During regular season after the overtime games that are still tied will end in a tie.

2. Penalty Kicks
   If the game is tied at the end of regulation, kicks from the penalty mark will be implemented to decide the game. Each team will select 5 players to take the kicks. The coin toss at the beginning of the overtime period will determine who will kick first. Teams will attempt their kicks in alternating order. Once a team has no chance to tie the game with their allotment of 5 kicks, the game will end.

3. Sudden Death
   If the game is still tied after each team’s 5 penalty kicks, each team will select one player who has not yet attempted a kick to take the next one. The first team will have one attempt to score. The next team will then have a chance to score. The process of sudden death will be repeated until one team scores and the other does not in their respective turns.
   a. The goal used for the penalty kicks will be decided by the head official.
   b. No substitutions for kicking once the final whistle has been blown.
   c. A player may not kick a second penalty kick in overtime until all players, including subs and the goalkeeper, have attempted.
   d. Only players that were signed in before the final whistle may participate in the tie-breaking procedure.
   e. An eligible player (i.e. a player signed in before the final whistle) may change places with the goalkeeper at any time when kicks from the penalty mark are being taken.

4. Additional Rules
When a team finishes the match with a greater number of players than their opponents, they shall reduce their numbers to equate with that of their opponents, (for the purpose of penalty kicks only), and inform the referee of the name and number of each player excluded. The team captain has this responsibility, and must be confirmed by the referee. However, if players are unable to continue to participate after kicks from the penalty mark have begun (either because of misconduct or injury); their opponents shall not reduce their number to equate.

5. Modifications for CO-REC
   Teams must have an equal number of players of each gender. The first kick for each team must be taken by a female player; subsequent kicks must alternate between players of different gender. All kicks count one point during kicks from the penalty mark, regardless of the gender of the kicker. Kicks do not count toward the final score of the match; the winner of the kicks from the mark procedure will have one point added to the score from the end of regulation.

Rule 6: Players, Substitutes, and Captains

Section 1: Number of Players
A match is played by two teams, each consisting of not more than seven (7) players, one of whom must be a goalkeeper (Co-Rec – no more than seven [7]). A team may start with no less than five (5) persons. In Co-Rec, the number of players of one gender may not exceed the number of players of the other gender by more than one in the field. A team may start with no less than two (2) males and two (2) females.

NOTE: In Co-Rec the goal keeper may be of any gender and does not count as a field player.

Section 2: Substitutions
Each team may substitute an unlimited number of players at the following times:
   a. Between periods.
   b. When a goal is scored.
   c. On a goal kick.
   d. When a player from either team is injured: The injured player must leave the field and may be replaced. If the injured player is determined by the game officials to be unconscious or apparently unconscious, that player may not return to the game without written authorization from a physician. If the injured player is being replaced during a penalty kick situation, the substitute may not take the penalty kick.
   e. When a player from either team is cautioned (yellow card): The cautioned player must leave the field, but may be replaced. The cautioned player may not re-enter the game until the next legal substitution opportunity for his/her team. If the cautioned player is being replaced during a penalty kick situation, the substitute may not take the penalty kick.
   f. When a player from either team is sent-off (red card).
g. When a player is required to leave the field because of communicable disease concerns.

h. The team in possession of the ball may substitute an unlimited number of players on a throw-in or corner kick. The team NOT in possession of the ball may substitute an unlimited number of players if the team in possession of the ball is also substituting.

A substitute becomes a player when he/she is beckoned onto the field of play, at which time the replaced individual is no longer a player. A team which elects or is required to play shorthanded for reasons other than misconduct may have the players re-enter the game during a stoppage in play. A team which starts a game shorthanded may have its additional player(s) enter during a stoppage in play, provided the additional players have been checked in.

Section 3: Team Captain
Each team should have a player(s) designated as the team’s captain(s). If more than one player is designated as the captain, a speaking captain must be designated.

Section 4: Team Captain’s Responsibilities
The captain(s) is responsible for all team representatives. All players, coaches, trainers, and spectators are considered team representatives. The captain is responsible for making all decisions on behalf of the team. The team captain is also responsible for ensuring his or her teammates are in proper attire. This includes, but is not limited to, ensuring each team member is in the same color jersey, ensuring team members do not have pockets, ensuring the goalkeeper is in a jersey of contrasting color, etc.

Rule 7: Duration of the Game

Section 1: Start Time
Any team failing to report ready to play at game time shall forfeit to their opponents. **GAME TIME IS FORFEIT TIME.** It is advised that teams show up 15 minutes prior to the scheduled start time. Teams must stay outside of the playing area while a previous game is still being played. A supervisor will notify teams as to when they may enter the playing area.

Section 2: Grace Period
If a team does not have enough players or is otherwise not ready at start time, the “winning team” may exercise one of two options: Take the win and the contest stands as a forfeit, OR allow the opposing team up to ten (10) minutes to arrive and get ready to play. The game clock will begin counting down at the official start time, and upon the end of ten (10) minutes, the game shall be forfeited.

Section 3: Length of Play
The game shall be played in two (2) halves of twenty (20) minutes each. There will be a three (3) minute break between halves (this can be shortened if both teams agree and are ready to play). The clock counts down continuously during play; the half ends at the
expiration of time. The referee has the authority to stop the clock for any unusual situation at any time including serious injuries or a deflated ball. During playoffs, the referee will stop the clock for penalty kicks and for any misconduct (yellow or red card).

**Rule 8: Start and Restart of Play**

**Section 1: Kick Off**
A kick off from the Center mark starts play at the beginning of each half and after every goal. After a team scores a goal the kick-off is taken by the other team.

Article 1: Procedure
Each team is in its own half of the field. The defending team is ten (10) yards from the ball (outside the Center Circle) until the ball is kicked. After the official sounds the whistle, a player kicks the ball forward. A goal may be scored from the kick-off. The kicker may not touch the ball a second time until it has touched another player.

Article 2: Infringements
If the kicker touches the ball a second time before it has touched another player: an indirect free kick is awarded to the opposing team to be taken from the place where the infringement occurred. For any other infringement of the kick-off procedure: the kick-off is retaken.

**Section 2: Drop Ball**
A dropped ball is a way of restarting the match after a temporary stoppage that becomes necessary, while the ball is in play, for any reason not mentioned elsewhere in the Rules of the Game, or if neither team had clear possession of the ball at a stoppage. The ball is in play when it touches the ground. The referee drops the ball at the place where it was located when play was stopped.

*Note: In case of a temporary suspension do to an injury or any unusual situation, if one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession of the ball at the location of the ball when play was stopped.*

**Section 3: The Ball In and Out of Play**
The ball is out of play when the whole of the ball has crossed the whole of the goal line or touchline, whether on the ground or in the air; or when play has been stopped by the referee. The ball is in play at all other times, including when it rebounds off the goalposts, the crossbar, or the referee.

**Rule 9: Scoring**

**Section 1: Goals**
A team scores a goal when the whole of the ball legally passes over the whole of the goal line between the goal posts and under the crossbar. A goal **MAY** be scored from a kickoff, direct free kick, goal kick, penalty kick, corner kick, drop ball, goalkeeper’s throw, punt, or drop-kick. A goal **MAY NOT** be scored from an indirect free kick, throw-in, or a free kick into a team’s own goal.

**Section 2: Goal Values**
In all male or all female divisions, each goal counts for one point. In Co-Rec divisions, a goal scored by a male will count one point, and a goal scored by a female will count two points. The team scoring the greater number of points during the match is the winner.

**Rule 10: Offside**

**Section 1: Offside**
There will be **NO OFFSIDE** rule enforced in intramural matches.

**Rule 11: Fouls and Misconduct**

**Section 1: Fouls**
A direct free kick is awarded to the opposing team if a player commits any of the following offences in a manner considered by the referee to be careless, reckless or using excessive force:

a. Kicks or attempts to kick an opponent.
b. Trips or attempts to trip an opponent.
c. Jumps at an opponent.
d. Charges an opponent.
e. Strikes or attempts to strike an opponent.
f. Pushes an opponent.
g. Slide tackles an opponent. A slide tackle occurs when a player aggressively leaves his/her feet and leads with his/her feet to play the ball **while the ball is in playing distance of another player**. A slide tackle does not require that any contact occur between players. A player must be cautioned for committing a sliding tackle.
h. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball.
i. Holds an opponent.
j. Spits at an opponent.
k. Handles the ball deliberately (except for the goalkeeper within his own penalty area).
l. A direct free kick is taken from where the offence occurred.

**Section 2: Penalty kick**
A penalty kick is awarded if any of the above ten offences is committed by a player inside his own penalty area, irrespective of the position of the ball, provided it is in play.

**Section 3: Indirect Free Kick**

An indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following four offenses.

- Takes more than six seconds while controlling the ball with his hands before releasing it from his possession.
- Touches the ball again with his hands after it has been released from his possession and has not touched any other player.
- Touches the ball with his hands after it has been deliberately kicked to him by a teammate.
- Touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate.

An indirect free kick is also awarded to the opposing team if a player, in the opinion of the referee:

- Plays in a manner that is dangerous to himself or any other player.
- Impedes the progress of an opponent.
- Prevents the goalkeeper from releasing the ball from his hands.
- Commits any other offence, not previously mentioned for which play is stopped to caution or dismiss a player.

**Note:** The indirect free kick is taken from where the offence occurred.

**Section 4: Misconduct: Yellow Card**

A player, substitute, or coach is cautioned and shown the yellow card if he/she commits any of the following offences.

- Slide tackling an opponent, even if no contact occurs between the players.
- Holding a shirt, shorts, etc.
- Deliberate verbal tactics or taunting.
- Deliberate handball to stop an attack.
- Deliberate tactical foul.
- Faking an injury.
- Simulating a foul.
- Shows dissent by word or action.
- Persistently infringes the Rules of the Game.
- Delays the restart of play.
- Fails to respect the required distance when play is restarted with a corner kick or free kick.
- Enters or re-enters the field of play without the referee’s permission.
- Deliberately leaves the field of play without the referee’s permission.
A cautioned player must leave the field and may be replaced. Should the team with the cautioned player elect to play shorthanded, the cautioned player may not re-enter the game or be replaced until the next legal substitution opportunity.

Section 5: Misconduct: Red Card
A player, substitute, or coach is sent off (disqualified) and shown the red card if he commits any of the following offenses.

a. Serious foul play, including a slide tackle that endangers the safety of an opponent (making contact with the player before touching the ball).
b. Violent conduct.
c. Spits at an opponent or any other person.
d. Denies, or attempts to deny the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area).
e. Denies, or attempts to deny an obvious goal scoring opportunity to an opponent moving towards the player’s goal by an offence punishable by a free kick or penalty kick.
f. Uses offensive, insulting, or abusive language/gestures.
g. Receives a second caution in the same match.

A sent-off player, coach, or substitute must leave the field and may not participate further in the match. Anyone sent-off may not participate in any intramural activities until he/she has met with the Coordinator of Intramural Sports.

For misconduct on the field committed by a player, an indirect free kick shall be awarded to the non-offending team from the spot of the misconduct, unless the game had been stopped for some other reason calling for a different restart.

Note: Any team that accrues three (3) or more yellow cards shall forfeit that game.

Rule 12: Free Kicks

Section 1: Types
Free kicks are either direct or indirect. For both direct and indirect free kicks, the ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player.

Section 2: The Direct Free Kick
If a direct free kick is kicked directly into the opponents’ goal, a goal is awarded. If a direct free kick is kicked directly into the team’s own goal, a corner kick is awarded to the opposing team.

Section 3: The Indirect Free Kick
The referee indicates an indirect free kick by raising his arm above his head. He maintains his arm in that position until the kick has been taken and the ball has touched another player or goes out of play.

**Article 1: Balls Entering the Goal**
A goal can be scored only if the ball subsequently touches another player before it enters the goal. If an indirect free kick is kicked directly into the opponents’ goal, a goal kick is awarded. If an indirect free kick is kicked directly into the team’s own goal, a corner kick is awarded to the opposing team.

**Section 4: Position of Free Kick**

**Article 1: Free Kick inside the Penalty Area Direct or Indirect Free Kick to the Defending Team**
- a. All opponents are at least 9.15 m (10 yards) from the ball.
- b. All opponents remain outside the penalty area until the ball is in play.
- c. The ball is in play when it is kicked directly beyond the penalty area.
- d. A free kick awarded in the goal area is taken from any point inside that area.

**Article 2: Indirect Free Kick to the Attacking Team**
- a. All opponents are at least 9.15 m (10 yards) from the ball until it is in play, unless they are on their own goal line between the goalposts.
- b. The ball is in play when it is kicked and moves.
- c. An indirect free kick awarded inside the goal area is taken from that part of the goal area line which runs parallel to the goal line, at the point nearest to where the infringement occurred.* (see page 1)

**Article 3: Free Kick outside the Penalty Area**
- a. All opponents are at least 9.15 m (10 yards) from the ball until it is in play.
- b. The ball is in play when it is kicked and moves.
- c. The free kick is taken from the place where the infringement occurred.

**Section 5: Infringements/Sanctions**

**Article 1: Distance Infraction**
If an opponent is closer to the ball than the required distance when a free kick is taken the kick is retaken.

**Article 2: Ball out of Play**
If the ball is not kicked directly into play when a free kick is taken by the defending team from inside its own penalty area, the kick is retaken.

**Article 3: Free Kick Taken by a Player Other than the Goalkeeper**
a. If the kicker touches the ball a second time (except with his hands) before it has touched another player after the ball is in play, an indirect free kick is awarded to the opposing team, which shall be taken from the place where the infringement occurred.

b. If the kicker deliberately handles the ball before it has touched another player after the ball is put into play, a direct free kick is awarded to the opposing team, which shall be taken from the place where the infringement occurred. **Note: A penalty kick is awarded if the infringement occurred inside the kicker’s penalty area.**

**Section 6: Free Kick Taken by the Goalkeeper**

If the goalkeeper touches the ball a second time (except with his hands) after the ball is in play before it has touched another player, an indirect free kick is awarded to the opposing team, which shall be taken from the place where the infringement occurred.

If the goalkeeper deliberately handles the ball before it has touched another player after the ball is in play, a direct free kick is awarded to the opposing team. If the infringement occurred outside the goalkeeper’s penalty area, the kick shall be taken from the place where the infringement occurred. However, if the infringement occurred inside the goalkeeper’s penalty area, an indirect free kick is awarded to the opposing team, which shall be taken from the place where the infringement occurred.

**Rule 13: Penalty Kick**

**Section 1: Summary**

A penalty kick is awarded against a team that commits one of the offenses for which a direct free kick is awarded, inside its own penalty area and while the ball is in play. A goal may be scored directly from a penalty kick. Additional time is allowed for a penalty kick to be taken at the end of each half or at the end of periods of extra time.

**Section 2: Positioning**

The ball shall be placed on the penalty mark. The player taking the penalty kick must be properly identified. The defending goalkeeper must remain on his goal line, facing the kicker, between the goalposts until the ball has been kicked. The players other than the kicker shall be located inside the field of play, outside the penalty area, behind the penalty mark, and at least 9.15 m (10 yards) from the penalty mark.

**Section 3: The Referee**

The referee shall not signal for a penalty kick to be taken until the players have taken up position in accordance with the rules. The referee signals with a whistle for the kick to be taken and decides when a penalty kick has been completed.

**Section 4: Procedure**
The player taking the penalty kick shall kick the ball forward following the referee’s signal. He may not play the ball a second time until it has touched another player. The ball is considered in play when it is kicked and moves forward. When a penalty kick is taken during either normal course of play, or when time has been extended at half-time or full time to allow a penalty kick to be taken or retaken, a goal is awarded if the ball passes between the goalposts and under the crossbar. The shot may touch the goalposts, the crossbar, and/or the goalkeeper before entering the goal.

Section 5: Infringements/Sanctions

Article 1: The Player taking the Penalty Kick infringes on the Rules
The referee shall allow the kick to proceed. If the ball enters the goal, the kick is retaken. If the ball does not enter the goal, the kick is not retaken.

Article 2: The Goalkeeper infringes on the Rules
The referee shall allow the kick to proceed. If the ball enters the goal, a goal is awarded. If the ball does not enter the goal, the kick is retaken.

Article 3: Distance infraction by a Team-mate of the Shooter
If a team-mate of the player taking the kick enters the penalty area or moves in front of or within 9.15 m (10 yards) of the penalty mark, the referee allows the kick to proceed. If the ball enters the goal, the kick is retaken. If the ball does not enter the goal, the kick is not retaken. If the ball rebounds from the goalkeeper, the crossbar or the goalpost and is touched by this player, the referee shall stop play and restart the match with an indirect free kick to the defending team.

Article 4: Distance Infraction by a Team-mate of the Goalkeeper
If a team-mate of the goalkeeper enters the penalty area or moves in front of or within 9.15 m (10 yards) of the penalty mark, the referee allows the kick to proceed. If the ball enters the goal, a goal is awarded. If the ball does not enter the goal, the kick is retaken.

Article 5: Double Infraction
If players of both the defending and attacking teams infringe on the Rules of the Game, the kick is retaken.

Article 6: Touching Infraction
a. If the kicker touches the ball a second time (except with his hands) before it has touched another player after the penalty kick has been taken, an indirect free kick is awarded to the opposing team, which shall be taken from the place where the infringement occurred.

b. If the kicker deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team, which shall be taken from the place where the infringement occurred.
Article 7: Outside Agent
If the ball is touched by an outside agent as it moves forward, the kick is retaken.
If the ball rebounds into the field of play from the goalkeeper, the crossbar, or the
goalposts, and is then touched by an outside agent, the referee shall stop play. Play is
restarted with a dropped ball at the place where it touched the outside agent.

Rule 14: Throw-in

Section 1: Summary
A throw-in is a method of restarting play. A goal cannot be scored directly from a throw-

in.

Section 2: Awarding a Throw-in
A throw-in is awarded:
   a. when the whole of the ball passes over the touch line, either on the ground or in
      the air
   b. from the point where it crossed the touch line
   c. to the opponents of the player who last touched the ball

Section 3: Procedure
At the moment of delivering the ball, the thrower:
   a. faces the field of play
   b. has part of each foot either on the touch line or on the ground outside the touch
      line
   c. uses both hands
   d. delivers the ball from behind and over his head
   e. may not touch the ball again until it has touched another player

The ball is in play immediately after it enters the field of play.

Section 4: Infringements/Sanctions
   Article 1: Throw-in by a Player other than the Goalkeeper:
      a. If the thrower touches the ball a second time (except with his hands) after the
         ball is in play and before it has touched another player an indirect free kick is
         awarded to the opposing team, which shall be taken from the place where the
         infringement occurred.
      b. If the thrower deliberately handles the ball after the ball is in play and before
         it has touched another player a direct free kick is awarded to the opposing
         team, which shall be taken from the place where the infringement occurred.
         However, a penalty kick is awarded if the infringement occurred inside the
         thrower's penalty area.

   Article 2: Throw-in by the Goalkeeper
a. If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands), before it has touched another player, an indirect free kick is awarded to the opposing team, which shall be taken from the place where the infringement occurred.

b. If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team, provided the infringement occurred outside the goalkeeper's penalty area. The kick shall be taken from the place where the infringement occurred. However, an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper's penalty area. The kick shall be taken from the place where the infringement occurred.

Article 3: Impeding the Thrower
If an opponent unfairly distracts or impedes the thrower he is cautioned for unsporting behavior and shown the yellow card.

Article 4: Unsuccessful Throw
If the thrown ball does not enter the field of play the throw-in is taken by a player of the opposing team.

Article 5: Infringement Penalty
For any other infringement of this rule the throw-in is taken by a player of the opposing team.

Rule 15: Goal Kick

Section 1: Summary
A goal kick is a method of restarting play. A goal may be scored directly from a goal kick, but only against the opposing team.

Section 2: Awarding a Goal Kick
A goal kick is awarded when the whole of the ball, having last touched a player of the attacking team, passes over the goal line (either on the ground or in the air), and a goal is not scored in accordance with Rule 8.

Section 3: Procedure
The ball is kicked from any point within the penalty area by a player of the defending team. Opponents must remain outside the penalty area until the ball is in play. The kicker may not play the ball a second time until it has touched another player. The ball is considered in play when it is kicked directly beyond the penalty area.

Section 4: Infringements/Sanctions
Article 1: Unsuccessful Kick
If the ball is not kicked directly into play beyond the penalty area, the kick is retaken.

Article 2: Goal Kick by a Player other than the Goalkeeper
   a. If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player, an indirect free kick is awarded to the opposing team. The kick shall be taken from the place where the infringement occurred.
   b. If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team. The kick shall be taken from the place where the infringement occurred. A penalty kick is awarded if the infringement occurred inside the kicker’s penalty area.

Article 3: Goal Kick by the Goalkeeper
   a. If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands) before it has touched another player, an indirect free kick is awarded to the opposing team. The kick shall be taken from the place where the infringement occurred.
   b. If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper’s penalty area. The kick shall be taken from the place where the infringement occurred. However, an indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper’s penalty area. The kick shall be taken from the place where the infringement occurred.

Article 4: Other Infringements
   For any other infringement of this law the kick is retaken.

**Rule 16: Corner Kick**

**Section 1: Summary**
A corner kick is a method of restarting play.
A goal may be scored directly from a corner kick, but only against the opposing team.

**Section 2: Awarding a Corner Kick**
A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line (either on the ground or in the air), and a goal is not scored in accordance with Rule 8.

**Section 3: Procedure**
The ball is placed inside the corner arc at the nearest corner flag post. The corner flag post may not be moved. Opponents must remain at least 9.15 m (10 yards) from the ball until it is in play. The ball is kicked by a player of the attacking team. The ball is
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considered in play when it is kicked and moves. The kicker may not play the ball a second time until it has touched another player.

Section 4: Infringements/Sanctions

Article 1: Corner Kick by a Player other than the Goalkeeper
a. If, after the ball is in play, the kicker touches the ball a second time (except with his hands) before it has touched another player, an indirect free kick is awarded to the opposing team. The kick shall be taken from the place where the infringement occurred.
b. If, after the ball is in play, the kicker deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team. The kick shall be taken from the place where the infringement occurred.

Note: A penalty kick is awarded if the infringement occurred inside the kicker’s penalty area.

Article 2: Corner Kick taken by the Goalkeeper
a. If, after the ball is in play, the goalkeeper touches the ball a second time (except with his hands) before it has touched another player, an indirect free kick is awarded to the opposing team. The kick shall be taken from the place where the infringement occurred.
b. If, after the ball is in play, the goalkeeper deliberately handles the ball before it has touched another player, a direct free kick is awarded to the opposing team if the infringement occurred outside the goalkeeper’s penalty area. The kick shall be taken from the place where the infringement occurred. * An indirect free kick is awarded to the opposing team if the infringement occurred inside the goalkeeper’s penalty area. The kick shall be taken from the place where the infringement occurred.

Article 3: Other Infringements
For any other infringement the kick is retaken.

Rule 17: Official’s Jurisdiction

Section 1: Summary
Each match is controlled by referees who have full authority to enforce the Rules of the Game in connection with the match to which they have been appointed.

Section 2: Referee’s Responsibilities
b. Controls the match in cooperation with the event assistant and intramural supervisor.
c. Ensures that the players’ equipment meets the requirements.
d. Stops, suspends or terminates the match or the game clock, at his discretion, for any infringements of the Rules.

e. Stops, suspends or terminates the match or the game clock because of outside interference of any kind.

f. Stops the match and game clock if, in his opinion, a player is seriously injured and ensures that he is removed from the field of play. An injured player may only return to the field at the next stoppage in play.

g. Ensures that any player bleeding from a wound leaves the field of play and does not return until the wound is covered, and no blood remains on the player’s body or uniform.

h. Allows play to continue when the team against which an offense has been committed will benefit from such an advantage and penalizes the original offense if the anticipated advantage does not ensue at that time.

i. Punishes the more serious offense when a player commits more than one offense at the same time.

j. Takes disciplinary action against players guilty of Yellow Card and Red Card offenses. He is not obligated to take this action immediately but must do so when the ball next goes out of play.

k. Takes action against team officials who fail to conduct themselves in a responsible manner and may, at his discretion, expel them from the field of play and its immediate surroundings.

l. Ensures that no unauthorized persons enter the field of play.

m. Restarts the match after it has been stopped.

n. Provides the appropriate authorities with a match report, which includes information on any disciplinary action taken against players, and/or team officials and any other incidents that occurred before, during or after the match.

Section 3: Referee Decisions

The decisions of the referee regarding facts connected with play are final. The referee may only change a decision on realizing that it is incorrect or, at his discretion, on the advice of another referee or another staff member, provided that he has not restarted play. The authority of the referee begins when he enters the playing facility before the game and persists until he has left the facility, including the time before the match while teams are warming up, during the match, during any stoppages, and after the match has concluded.

Rule 18: Sportsmanship

Sportsmanship is an important part of intramural sports. Any player who uses foul language, violently protests a call, or curses an official or staff member, will be removed from the game and will automatically be suspended from his/her team's next game. In addition, he/she will have to meet with the Coordinator of Intramural Sports during office hours (Monday through Friday, 10:00 a.m. to 4:30 p.m.) before he/she is eligible to participate again. Any player who touches an official or staff member will be placed on
suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.