Intramural Outdoor Soccer Rules

Last Updated: 8/15/17

Any rule not specifically covered will be governed in accordance with the NFHS Soccer rules. Modifications have been made to suit Ohio State Recreational Sports programs.

Rule 1: Eligibility

A participant may be an Ohio State student taking a minimum of four credit hours. The Department of Recreational Sports defines a student as any individual who is currently enrolled at The Ohio State University and is registered with the university registrar. Students taking four or more credit hours automatically pay the Recreational Sports student fee and therefore do not need to purchase a membership.

The following people are eligible to participate after purchasing the appropriate Recreational Sports membership through the RPAC Welcome Center for the semester in which they intend to participate.

A participant may be:

- An Ohio State student taking less than four credit hours
- The spouse of a student of a faculty or staff member
- A faculty or staff member of The Ohio State University. The Department of Recreational Sports defines faculty and staff as all current faculty and staff, and visiting professors at Ohio State who are paid through the university payroll department.
- An affiliate of the department (alumni, member of the President’s Club, other recognized affiliate groups)
- A member-sponsored adult

To participate in any intramural activity, all participants must show a valid photo Identification Card. An identification card must include the following information and be clearly visible to be considered valid: the individual's name, photograph and identification number. Identification cards that do not have one or more of these requirements will not be accepted and the individual will not be allowed to play.

Misuse of an identification card (borrowing, lending, counterfeiting, altering, etc.) is a violation of The Ohio State University Student Code of Conduct. The identification card will be confiscated and the individual attempting to use the card will be ineligible to participate. If the card belongs to another student, that student must meet with a professional staff member to regain possession of their identification card.

Professional Athlete Rule

Any individual who has been paid to participate in soccer, is under contract with a professional team, is included on a professional team roster, has practiced with a professional team and/or has been compensated for trying out for a team is NOT eligible to participate in intramural soccer.
Intercollegiate Athlete Rule

Intercollegiate soccer players are not eligible to participate in any intramural soccer game, activity, or event until a period of one year has passed following completion of all activities with the team. After the period has passed, former intercollegiate soccer players must participate in the highest level offered in each league. Intercollegiate soccer athletes are defined as individuals who are practicing with or competing with a team recognized as a varsity sport, included in this rule are red-shirt athletes and practicing proposition 48 athletes.

Sport Club Rule

No more than two members of the club soccer team may participate on an intramural soccer team. Sport club members must participate in the highest level offered in each league. A sport club member is defined as an individual who has practiced or played in a contest for a registered sport club during the academic year.

Rule 2: Levels of Play

Premier (PR)

Most competitive; play twice per week. Top four teams make the playoffs in each division (pending sportsmanship). You may only play on ONE premier team per sport.

Co-Rec (COA, COB)

Play once per week. Each team consists of a maximum of three men and three women on the field, plus a goalie of either gender. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. You may only play on ONE co-rec team per sport.

Men’s (MA, MB)

Play once per week. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. Women who wish to play on Men’s teams need to get permission from the intramural sports coordinator or they will not be allowed to sign in for that team. You may only play on ONE men’s team per sport.

Women’s (WO)

Play once per week. Teams with positive point total and 3.0 sportsmanship rating will make the playoffs. You may only play on ONE women’s team per sport.

Fraternity (FR)

Play once per week. Teams consist solely of fraternity members registered with that organization. Teams with a positive point total and 3.0 sportsmanship rating will make the playoffs. You may only play on ONE Fraternity or ONE Grad/Fac or ASL Team.
Rule 3: Equipment

- Jewelry is not allowed. Medical or religious medallions must be removed, taped, or sewn under the uniform.
- A head sweatband is permitted; however, hates bandanas, and “do-rags” are not permitted.
- Rubber, cloth, or elastic bands may be used to control hair. Hard items such as beads, barrettes, and bobby pins are not permitted.
- A guard, case, or brace made of hard and unyielding leather, plaster, pliable plastic, metal or any other hard substance, even though covered with foam padding, is not permitted on the finger, hand, wrist, forearm, or elbow.
- Knee and ankle braces that are unaltered from the manufacturer’s original design/production and do not require additional padding shall be permitted.
- Knee and ankle braces that are altered from the manufacturer’s original design/production shall be permitted as long as they are soft and yielding or all exposed metal and other hard parts are padded with at least 1/2-inch foam rubber (or 1/4 inch closed cell, slow recovery foam rubber).
- Shin guards and mouthpieces are not required, but they are highly recommended.
- Participants may not play while wearing exposed zippers, metal snaps or exposed metal on clothing and/or equipment.
- The use of any hard or dangerous head, face, or body protection equipment is illegal.
- Jerseys will be supplied for the teams.
  - Baseball Cleats are prohibited. It is illegal to wear metal spikes, screw in cleats with metal studs or a molded shoe with a cleat on the toe.

Rule 4: Team Captain Responsibilities

- Ensure their team members follow all eligibility requirements. Team captains are also advised to seek clarification on special eligibility requirements, if necessary.
- Responsible for communicating game time, location, and ID policy to teammates.
- Ensure teammates have a valid photo ID at game time to check in.
- Represent the team and communicate with the officials. The captain is the only player permitted to discuss the game with officials.
- Ensure good sportsmanship among teammates.
- Cooperate with the intramural supervisors at the game site concerning any protests, incidents, or accidents that may occur as well as with the intramural sports staff the day following the occurrences.
- Select team’s position in the Playoff Bracket following regular season play.
Rule 5: Players

- Each team shall consist of seven players on the field; however, a team may begin a game with as few as five.
  - All players must check in using a valid Ohio State issued ID, driver’s license, or a government issued photo ID.
  - If during a game a team has fewer than five eligible players due to ejection, the game shall be terminated.
  - If during a game a team has fewer than five eligible players due to injury, the game may continue at the official’s discretion.

- Substitutions:
  - Substituting may occur during your team’s throw-in/kick-in, your team’s corner kick, either team’s goal kick after a goal is scored and any time that the opposing team is substituting a player.
  - Substitutes shall go to their team entry position and cannot enter the game until the player they are replacing is completely off of the field.
  - A player who receives a yellow card must be substituted.
  - During an injury, both teams may substitute only if the injured player is substituted. A player that is bleeding must be substituted from the game.
  - Any player may change places with the goalkeeper, provided the official is informed before the change is made and the change is made during a stoppage.

Rule 6: Forfeits/Defaults

Forfeit Policy:

- All late teams shall start the game with a “B” sportsmanship rating
- Teams ready for play may choose to decline any and all points
- Not Ready for Play at Game Time: The team ready for play will be awarded the option to take the kick off for both halves.
- Five Minutes Late: The game shall start 1-0 in favor of the team on time.
- Ten Minutes Late: Forfeit, recorded 1-0 and the forfeiting team will receive an “F” for its sportsmanship rating.
- If neither team is ready to play at game time, but it is not 10 minutes past the scheduled start time, the game shall be played under normal rules.

There are three situations that will result in a forfeit:

- Not Enough Players: Participating team does not have the required number of players by the scheduled game time.
- Eligibility: One or more of the players participating is ineligible and therefore may not participate. Ineligibility may be due to the player being a roster violator, being previously ejected, and ruled ineligible for sportsmanship-related issues, etc.
• Sportsmanship: Game is ended by staff for sportsmanship-related issues.

Any team knowing in advance that they will be unable to play a regularly scheduled contest is provided the opportunity to default the contest. This will result in the team receiving a loss and “A” sportsmanship rating for the contest. To receive a default, the captain must call the Competitive Sports Office by 4:00 p.m. on the day of the contest with their request. For teams playing on Sunday, the deadline is Friday at 4:00 p.m. The opposing team will then be contacted by the Competitive Sports Office to let them know they do not need to arrive for their scheduled contest.

Summer Leagues: To receive a default, the captain must call the Competitive Sports Office by 3:00 p.m. on the day of the contest.

A team is allowed one default per sport per season. Any request after the first default will be counted as a forfeit.

If a team has been granted a default and the contest is then canceled due to weather or scheduling issues, the default will be removed and the contest will be played normally if it is rescheduled.

**Rule 7: Protests**

**Rule Protest**

Questions pertaining to interpretation of rules on the part of game officials must be addressed by the intramural supervisor at the time the interpretation occurs and prior to the next live ball.

The Procedure shall be:

1. If a team feels the official has made a misinterpretation of a rule, the captain shall calmly and immediately request a time out and inform the official that he or she wishes to have a ruling on the interpretation by the intramural supervisor in charge.
2. No protest that involves the judgement of the official(s) shall be upheld. The judgement of the official(s) is final. This also includes intramural staff when necessary.
3. If corrections are necessary, the intramural supervisor shall rule immediately and the team shall not be charged with a time out; however, if the official’s interpretation was correct, the team will be charged with a time out.
4. If the participant still does not agree with the decision at the game site, a Protest Form should be obtained from the intramural supervisor on site and completed. The contest will continue from this point under protest.

**Eligibility Protest**

Protests involving player eligibility must be called to the immediate attention of the intramural supervisor prior to the completion of the contest while the protested individual is present. Participants may not make eligibility protests after the completion of the contest. A Protest Form should be obtained from the Intramural Supervisor and completed. The contest will continue from this point under protest.
Rule 8: Play

Start of Game

- Before play begins, a coin is tossed and the team that wins the toss will have the choice of kicking off or deciding which goal to defend. The second half play will begin with a kickoff by the team that did not kick off to start the game.
- After the referee has given a signal, the game shall be started. The ball is in play when it is kicked and moves in any direction. If the ball is not properly touched, the ball will again be placed on the kickoff mark and the kickoff will be retaken.
- The kicker may not touch the ball again until it had been touched by another player. **Penalty**: Indirect Free Kick

Timing

- The duration of the game shall be two equal halves of 18 minutes. Halftime shall not exceed 3 minutes.
- The addition of time will be at the discretion of the official.
- Time shall be extended to permit the taking of a penalty kick awarded before the sounding of the final whistle to end each half.
- A game shall become official at the completion of the first half.
- There will be no overtime during the regular season. Tie scores will remain as such.
- During playoffs, the following overtime procedures will be used:
  - A five minute golden goal overtime period will be played.
  - If teams are still tied at the end of overtime, the best out of five penalty kicks will win.
    - Teams will decide which player takes the penalty kicks and will alternate shooter. The only players eligible to take a penalty kick must be on the field at the end of the overtime period.
    - The winner of a coin toss will determine which team kicks first and second.
    - If still tied at the end of five attempts, each team will continue to select one player (who was on the field of play at the end of overtime) at a time to kick until the score is no longer tied. All players on the field must shoot before a player can take a second shot.

Scoring

- A goal is scored when the whole ball has passed over the goal line, between the goal posts and under the crossbar, provided that no infringement of the rules has been committed previously by the team scoring the goal. If the official’s whistle sounds before the ball passes fully into the goal, the goal shall not be allowed.
  - A goal may be scored directly from a goal kick or a corner kick, but only against the opposing team.
A goal may be scored if a goalkeeper throws, punts, or dropkicks a ball into either goal. A goal cannot be scored directly from a kick-in; it must touch a member of either team before crossing the goal line to be counted as a goal. Goals may be scored directly from a direct kick, but must be touched by another player on an indirect kick.

Mercy Rule

- If a team is ahead by three (3) or more goals with two (2) minutes remaining in the second half, the game shall be over. If a team takes the lead by three (3) goals during the final two (2) minutes of the game, the game shall be over.

Offside

- There is no offside in intramural soccer.

Free Kicks

Fouls and Misconduct:

- Free kicks shall be classified under two types:
  - Direct- from which a goal can be scored directly against the offending side. All direct kicks awarded in the penalty area shall merit a penalty kick.
  - Indirect- from which a goal cannot be scored unless the ball has been touched by a player other than the kicker before passing into the goal.
- Offenses for which a direct kick shall be given are:
  - Kicking or attempting to kick an opponent
  - Tripping or attempting to trip an opponent
  - Jumping at an opponent
  - Charging an opponent (A fair charge is one in which a player makes non-violent shoulder-to-shoulder contact with an opponent, with the arms and elbows close to his/her own body, at least one foot on the ground, and the ball within playing distance)
  - Striking or attempting to strike an opponent
  - Pushing an opponent
  - Holding an opponent
  - Spitting at an opponent
  - Slide tackling an opponent
  - Intentionally handling, carrying, striking, or propelling the ball with a hand or arm
  - Handing by the goalkeeper outside of the penalty area
- Offenses for which an indirect free kick shall be given are:
  - Playing the ball a second time before it has been touched by another player at the kickoff, a throw-in/kick-in, a drop kick, a free kick, a corner kick, or a goal kick
  - Obstructing the progress of an opponent
  - Playing in a dangerous manner (i.e. high kick, playing on the ground)
If the goalkeeper takes more than six seconds while controlling the ball with their hands before releasing it into play
- If the goalkeeper touches the ball with their hands after receiving it directly from a throw-in/kick-in taken by a teammate
- If the goalkeeper touches the ball with their hands after it has been deliberately kicked to him/her by a teammate.
- A player prevents the goalkeeper from releasing the ball from his/her hands
- A player commits any offense for which play is stopped to caution or dismiss a player

- When a **direct** or **indirect** free kick is being taken, all opposing players shall be at least ten yards from the ball until it is kicked unless they are standing on their own goal line.
- If a **direct** or **indirect** free kick is kicked directly into a team’s own goal, a corner kick is awarded to the opposing team.
- Treat all free kicks to be taken in the goal area by the defense as a goal kick
- For an indirect kick to be taken in the goal area by the offense take the kick from the goal area line at the nearest point on the goal area line parallel to the end line.

**Fouls and Misconduct—Disciplinary Sanctions**

- **Yellow card offenses** (substitution for the offender must be made, the offender may not re-enter until the next free substitution period):
  - Unsporting Behavior
  - Dissent by word or action
  - Persistent infringement of the rules of the game
  - Delaying the restart of play
  - Failing to respect the required distance when play is restarted with a corner or free kick
  - Entering the field of play without the official's permission
  - Deliberately leaving the field of play without the official’s permission
  - Wearing jewelry
  - Playing without signing in
  - Slide Tackling

- **Red Card Offenses** (substitutions may not be made, team must play a person down from opponent; if team is playing with the minimum number of players when red card occurs, the game will become a forfeit):
  - Serious foul play
  - Violent conduct
  - Spitting on opponent or any other person
  - Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball
  - Denies an obvious goal-scoring opportunity to an opponent moving towards the goal by an offense punishable by a free kick or penalty kick
  - Using offensive, insulting, or abusive language and/or gestures
Penalty Kick

- Awarded for any infringement of the rules, within the penalty area, that would require a direct free kick (including kicking the ball so that it touches the ceiling).
- A penalty kick shall be taken from the penalty mark. While the kick is being taken, all players with the exception of the player taking the kick and the opposing goalkeeper shall be within the field of play but outside the penalty area and at least 10 yards from the penalty mark.
- The opposing goalkeeper may only move laterally on his/her own goal line between the goalposts, until the ball is kicked.
- The player taking the kick must kick the ball forward.
- Should the ball hit the goalposts or crossbar and rebound into play, the player who kicked the ball must not play it again until another player has touched it. Penalty: Indirect free kick
- The ball shall be deemed in play directly after it is kicked.

Throw-In/ Kick-In

- When the ball passes completely over a sideline, it shall be thrown in or kicked in from the point where it crossed the line by a player of the team opposite to that of the player who it last touched.
- If the ball is improperly thrown into play, the restart shall be taken by a player of the opposing team.
- If the ball fails to enter the field of play, it shall be thrown or kicked again.
- If an opponent interferes with or in any way impeded the actions of the thrower or kicker while the throw-in or kick-in is being taken, the official may administer a yellow card for unsportsmanlike conduct.
- Goalkeepers cannot handle a ball that is thrown-in or kick-in directly to them by their own team.
- A goal cannot be scored directly from a throw-in or kick-in. It must touch a member of either team before crossing the goal line to be counted as a goal.

Drop Ball

- Drop ball occurs:
  - Following a suspension of play for an injury or other stoppage in which no team has clear possession of the ball.
  - A foul by both teams occurring simultaneously
  - When the ball is caused to go out-of-bounds by two opponents simultaneously
  - Any inadvertent whistle by the official
- The spot of the drop ball is where the ball becomes dead unless this is in the goal area, in which case the spot is the nearest point on the goal line parallel to the end line in the field of play.
- A goal cannot be scored directly off a drop ball.
Goal Kick

- A goal kick shall be awarded to the defending team when the ball crosses the goal line, having last been touched by the attacking team.
- Players opposing the kicker shall remain outside the penalty area until the ball moves out of the penalty area.
- A player of the defending team shall kick the ball from the ground at any point within the goal area. A goal kick must clear the penalty area and enter the field of play or the goal kick will be retaken.
- After the goal kick leaves the penalty area, any player except the one who executed the goal kick may play the ball.
- The goalkeeper shall not pick up the ball and play it. Goal kicks are direct free kicks.

Corner Kick

- When the ball is last touched by the defending team and goes over the goal line, a member of the attacking team shall take a kick from within the quarter-circle at the nearest corner flag.
- Players of the team opposing that of the player taking the corner kick shall not approach within 5 yards of the ball until it is in play.
- After the corner kick is first touched, any player except the one who executes the corner kick may play the ball.
- Corner kicks are direct free kicks.

Breakaways

- If during a breakaway a player is deliberately taken down and there is an obvious goal scoring opportunity, a red card will be issued and a direct free kick will be given.

Rule 9: Sportsmanship

The team captain is responsible for the actions of his or her team and their spectators. Additionally, the captain will ensure that his or her team is familiar with the rules of play and intramural policies and procedures. Sportsmanship is a vital component for success in every intramural contest. Participants and spectators are expected to display good sportsmanship toward opponents and the intramural staff at all times.

Unsportsmanlike Conduct

Participants and spectators shall not commit acts of unsportsmanlike conduct. This includes, but is not limited to, arguments with staff, flagrant fouling, fighting, etc. before, during or after a contest. No player or team shall:

- Use foul, derogatory, non-inclusive language, threaten or verbally abuse any other participant or intramural employee before, during or after the game.
- Participate in a game for which he or she is ineligible
• Argue or talk back to the intramural staff. Only the captain should address an official and only if done so in a courteous manner.
• Intentionally strike, push, trip or flagrantly foul another participant, spectator or Recreational Sports employee.
• Mistreat the facility, equipment or supplies of The Ohio State University and/or the Recreational Sports Department.

Unsportsmanlike Conduct Penalties

Any participant displaying unsportsmanlike conduct will be issued either a conduct warning or ejection by the game officials or Intramural Supervisors.

• Verbal Warning resulting in incident report—Conduct warning
• Ejection of participant with/out warning—Ejection
• Two ejections or three verbal warnings—Forfeit

Disciplinary Action

Any player receiving two conduct warnings in one game or ejected from a game is required to meet with a professional staff member. The player will be suspended indefinitely from ALL recreational sports facilities programs until the meeting occurs and for a minimum of one week from the meeting date.

Rule 10: Co-Rec Modifications

• Each team consists of a maximum of three men and three women on the field, plus a goalie of either gender.
• A game may begin with as few as five players, but must adhere to the men/women maximums
• During playoffs, the following overtime procedures will be used:
  o A five minute golden goal overtime period will be played.
  o If teams are still tied at the end of overtime, the best out of five penalty kicks will win.
    ▪ Teams will decide which player takes the penalty kicks and will alternate shooter. The genders of the kickers must alternate. The only players eligible to take a penalty kick must be on the field at the end of the overtime period.
    ▪ The winner of a coin toss will determine which team kicks first and second.
    ▪ If still tied at the end of five attempts, each team will continue to select one player (who was on the field of play at the end of overtime) at a time to kick until the score is no longer tied. All players on the field must shoot before a player can take a second shot.
    ▪ Exception: if there are not enough participants of one gender to keep alternating kickers then a player can shoot again before all players have kicked.

Rule 11: Playoffs

In addition to a positive playoff point total, teams must also maintain a “3.0” or “B” sportsmanship average during the regular season to be eligible for the playoffs. Team’s averages will be formulated in the same way a student’s GPA is calculated. Each sportsmanship letter grade is assigned a numerical value:
• “A”—Four (4) points
• “B”—Three (3) points
• “C”—Two (2) points
• “D”—One (1) points
• “F”—Zero (0) point

The grades for each regular season contest will be added together and divided by the total number of contests held. This will equal the team’s sportsmanship average.

For any questions or clarifications,

please contact the Competitive Sports Office at 614-292-2732.