World Cup Soccer Rules

Any rule not specifically covered will be governed in accordance with the NFHS Soccer Rules Book. 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 or 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, as well as visiting professors at The Ohio State University 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 participant may be a member-sponsored adult

To participate in any intramural activity, all participants must show a valid Ohio State issued photograph identification card. Acceptable identification cards are limited to BuckIDs, Ohio State Medical Center identification cards, and Recreational Sports membership cards. An Ohio State 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 in order to regain possession of their identification card.

Professional Athlete Rule

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

Intercollegiate Athlete Rule

Intercollegiate soccer athletes are not eligible to participate in an 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 athletes 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**

**Open**
Play three pool play games. Teams placing first in their pool will advance to the gold single elimination playoff bracket and teams placing second in their pool will advance to the silver single elimination playoff bracket. Teams must have a 3.0 sportsmanship rating will make the brackets. You may only play on ONE world cup soccer 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, hats, bandanas, and "do-rags" are not permitted.
  - Exception: Goalkeepers may wear soft-billed caps. They must be worn forward and in sunny conditions only.
- 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, cast, 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 shall be permitted and do not require additional padding.
- 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 ½-inch foam rubber (or ¼ inch closed cell, slow recovery foam rubber).
- Shin guards and mouthpieces are not required, but they are highly recommended.
- 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 that all teammates sign a Release of Claims form located on the back of the scorecard before participating in their first game.
• Ensure teammates have a valid Ohio State ID at game time to check in.
• Representing the team and communicating with the officials. The captain is the only player permitted to discuss the game with officials.
• Ensure good team sportsmanship among teammates.
• Turning in team conflict sheets reflecting any scheduling problems for the members of your team.
• Cooperating 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 such occurrences.

Rule 5: Players

• Each team shall consist of 11 players on the field; however, a team may begin a game with as few as eight.
  - All players must check in using a valid Ohio State issued ID.
  - If during a game a team has fewer than eight eligible players, the game may continue at the official’s discretion.
• Substitutions
  - Substituting may occur during your team’s kick-in, your team’s goal kick/corner kick, on any 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 in play.

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 shall take the kick-off.
• Five Minutes Late: The game shall start 1-0 in favor of the team on time.
• 10 Minutes Late: Forfeit, recorded as 1-0.
• If neither team is ready to play at game time, but they are ready before 10 minutes have elapsed the game shall start as normal. However, the game clock will start at the originally scheduled game time.

There are three situations that will result in a forfeit:

• Not Enough Players – Team does not have the required number of players to participate by 10 minutes after 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, 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 Rec Sports Competitive Sports Office by 4 p.m. on the day of the contest with their request. For teams playing on Sunday, the deadline is Friday at 4 p.m. The opposing team will then be contacted to let them know they do not need to arrive for their scheduled 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

Rules 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 judgment of the official(s) shall be upheld. The judgment 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 kickoff 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 in any direction. If the ball is not properly touched, the ball will again be placed on the kickoff mark and the
kickoff is retaken.

- The kicker may not touch the ball again until another player has touched it.
  - Penalty: Indirect free kick
- A dropped ball is a way of restarting the match after a temporary stoppage. Play may also be restarted with an indirect free kick if in the opinion of the officials, one team had clear possession of the ball when the stoppage occurred.

**Timing**

- The duration of the game shall be two equal halves of 20 minutes. Halftime shall not exceed five 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.
- In the case of cancelation during a game, the game shall become official at the completion of the first half.
- Pool play games can end in a tie.
- The following overtime procedures will be used during playoffs:
  - A 5-minute sudden-death 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 take turns on goal with the other team.
    - The visiting team will kick first.
    - If still tied at the end of five attempts, each team will continue to select one player at a time to kick until the score is no longer tied.

**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 (handball or other) 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 CANNOT be scored directly from a kick-in/throw-in. It must touch a member of either team before crossing the goal line to be counted as a goal.

**Mercy Rule**

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

**Off Side**

A player is in an offside position when they are in their opponents half of the field, nearer his/her opponent's goal line than the ball, and one or less opponent is between them and the goal line. A player shall not be called for offside unless the player is involved in active play by interfering with play, interfering with an opponent, or gaining an advantage by being in that position. Exception: A player shall not be considered offside if they receive the ball directly from a goal kick, a corner kick or a throw-in.

**Free Kicks**

Free kicks shall be classified under two types: direct (from which a goal can be scored directly against the offending
side), and indirect (from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing into the goal).

Direct kicks are awarded for the following offenses:

- Intentionally handling, carrying, striking, or propelling the ball with a hand or arm. Moving the hands or arms to protect one’s self is intentionally handling.
- Using foul or abusive language directed toward a player or official. A yellow card or red card will be issued.
- Placing hands or arms on an opponent in an effort to reach the ball, or hold an opponent.
- Pushing, striking or attempting to strike, jumping at, kicking or attempting to kick, tripping or attempting to trip, using the knee on an opponent, charging an opponent from behind.
- Charging an opponent violently or dangerously. A player who leaves the ground with both feet or throws his/her weight against an opponent is guilty of charging. A fair charge is one in which a player makes nonviolent 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.
- The official will remove (red card), without caution, any player who charges into the goalkeeper in the penalty area, unless the goalkeeper is obstructing an opponent. Possession or control of the ball will include when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground, or when the goalkeeper throws the ball into the air.
- Charging an opponent while both feet are off the ground in an effort to head the ball.
- Handling by the goalkeeper outside the penalty area.
- Slide tackling
- All direct kicks awarded in the penalty are penalty kicks.

Indirect kicks are awarded for the following offenses:

- A player playing the ball a second time before it has been played by another player at the kickoff, a throw-in, a kick-in, a drop kick, a free kick, a corner kick, a goal kick, if the ball has passed outside the penalty area.
- A player shall be penalized if he obstructs an opponent when not playing the ball.
- If the goalie takes more than four steps in any direction while holding, bouncing, or throwing the ball in the air and catching it again without releasing the ball into play.
- If the goalie, after having released the ball into play before, during, or after the four steps, touches the ball again with the hands before it has been played by another player of the same team outside of the penalty area or by a player of the opposing team either inside or outside the penalty area.
- If the goalkeeper, after intentionally parrying the ball, handles the ball again before it has left the penalty box or been touched by a player of the opposing team. Parrying is defined as a clear attempt by the goalkeeper to intentionally control and/or deflect a catchable ball down or out with the hands.
- A substitution or re-substitution being made improperly.
- Persons other than the players entering the field of play without the Referee’s permission.
- Dissenting by word or action from a referee’s decision. (possible yellow card issued)
- To resume play after a player has been ordered off the field for persistent misconduct or violent conduct.
- Interfering with the goalie or impeding in any manner while the goalie has possession of the ball.
- Playing the ball in a manner dangerous to an opponent or oneself. (high kick, playing on the ground)
- On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands.
Offside

When a direct or indirect free kick is being taken all opposing players shall be at least 10 yards from the ball until it is kicked, unless they are standing on their own goal line.

For a free kick to be taken in the goal area by the defense - treat it like 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.

Penalty Kick

- Awarded for any infringement of the rules, within the penalty area, that would require a direct free kick.
- A penalty kick can be awarded irrespective of the position of the ball.
- A penalty kick shall be taken from the penalty mark, which is 12 yards from the goal line. 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

- When the ball passes completely over a sideline, it shall be thrown 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, a player of the opposing team shall take the restart.
- If the ball fails to enter the field of play, it shall be thrown again.
- If an opponent interferes with or in any way impedes the actions of the thrower while the throw-in is being taken, the official will administer a yellow card for unsportsmanlike conduct.
- Goalkeepers cannot handle a ball that is thrown-in directly to them by their own team.
- A goal cannot be scored directly from a throw-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:
  - When the ball is caused to go out-of-bounds by two opponents simultaneously.
  - Following a suspension of play for an injury or other situation in which no team has clear possession of the ball.
  - A foul by both teams occurring simultaneously.
- 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 in the field of play.
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 a potential goal scoring opportunity, a red card will be issued and a direct free kick will be given. It will be upon the discretion of the official upon the severity of the foul.

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 contained in this handbook. 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 or derogatory 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.

- One Conduct Yellow Card – Conduct Warning
- Two Yellow Cards or One Red Card – Ejection
- Two Red Cards or Three Total Cards – Forfeit

Disciplinary Action
Any player receiving two conduct warnings in one game or ejected from a game is required to meet with professional staff. The player will be suspended from ALL Recreational Sports facilities and programs until the meeting occurs and for a minimum of seven days from the time of the meeting.

Rule 10: Co-Rec Modifications
There are no co-rec modifications.

Rule 11: Playoffs
In addition to placing first or second in a team's respective pool, 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) point
- "F" – Zero (0) point

The grades for each pool play 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.