INTERRAMURAL OUTDOOR SOCCER RULES (9v9)
San Francisco State University
Campus Recreation Department
Intramural Sports
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The team captain is expected to read and familiarize themselves with the SF State Intramural Sports Handbook and is responsible to inform their team of all rules listed here and within the handbook.

The SF State Campus Recreation Department/Intramural Sports Program reserves the right to implement and/or revise any rules without prior notice to protect the integrity of the leagues, ensure fairness of competition, and for the safety of participants.

GAME AND PLAYER EQUIPMENT
1. The IM Program will furnish the game ball, but not for warm ups
2. Cleats must be rubber and under a quarter inch. Metal spikes, metal tips, bare feet, or open toed shoes are not allowed. Tennis shoes or turf shoes are permitted.
3. Goalies on the field must wear the provided goalie shirts.
4. A player may not wear anything which could be dangerous to another player (e.g. jewelry, rings, watches, etc.) Only stud earrings are permitted. Knee braces are permissible provided all metal is covered by protective padding.
5. Hard casts of any kind are not allowed.
6. Shin guards are encouraged, but not required.

TEAM COMPOSITION
1. Teams may carry a maximum of 15 players on their roster.
2. You have up to the fourth week of league games to finalize your official team roster.
3. Each outdoor soccer participant may compete for only one team in the sport. (Does not include indoor soccer)
4. Current SF State Intercollegiate soccer players, listed on the team roster for that current academic year, are not permitted to play in the intramural outdoor soccer league.
5. Sport Club players must play in Division A Leagues if a similar sport club exists on campus.

THE GAME
1. The game will be played with 9 players on the field per side including the goalkeepers. ALL COED TEAMS MUST HAVE A MINIMUM OF 3 OF EACH GENDER (MALE OR FEMALE) ON THE FIELD AT ALL TIMES
2. Each team must have no less than 7 players to officially start the game. (For Coed, there must be at least 2 of each gender.)
3. Teams listed first on the schedule will be considered the HOME team. Teams listed second will be considered the VISITORS.
4. A five minute grace period will be given for late arriving teams. After 5 min. the game will be considered a forfeit, 0.0 sportsmanship points will be given to that team.
5. SF State ID cards are REQUIRED at the beginning of every game prior to a participant playing on the field. You must have your SF State ID card to play. NO EXCEPTIONS!
6. The offside rule does not apply.
7. After the half time period has ended, teams will trade sides with each other.

SCORING & TIMING
1. A goal is made when the soccer ball completely crosses the goal line.
2. ALL goals scored are worth one point each.
3. Two 15-minute halves will be played in a game with a running clock.
4. If the score is tied after regulation play, the game will go on the record as a tie during regular season play.
5. A shot must be taken before the horn to be eligible for a goal.
6. During Playoffs if the score is tied after regulation play, 1 five-minute overtime period will be played. If a winner has not been determined after overtime play, any 3 players from each team that were on the court in
overtime may participate in a penalty kick shoot-out. If still no winner is determined, the remaining players on the court during overtime will alternate penalty kick shots one at a time, until a winner is determined.

7. Time will only be stopped for injuries and at the referee’s discretion.
8. There will be a maximum of a 3-minute halftime.

FOULS AND PENALTIES
A yellow or red card may be given to a player who repeats an offense or is endangering those around him/her.

1. Any foul committed inside the penalty area will result in a penalty kick taken at the top of the penalty box.
2. Fouls committed outside the penalty area will result in a direct kick taken from the spot of the foul.
3. Penalty or direct kicks will be awarded if one of the following infractions occurs:
   a. Playing in a manner considered dangerous by the referee. For example: scissor kicks, acrobatics
   b. Goalie holding onto the ball for more than 6 seconds.
   c. Having too many players on the field at one time.
   d. Being guilty of unsportsmanlike conduct (This includes shouting at players or referee to insult him/her or distract him/her)
   e. Kicks or attempts to kick an opponent.
   f. Trips an opponent.
   g. Jumps at an opponent.
   h. Charges an opponent in a violent or dangerous manner.
   i. Charges an opponent from behind.
   j. Holds or pushes an opponent with his/her hands or with any other parts of his/her body.
   k. Handles the ball intentionally (not including this goalie in their penalty box)
   l. Slide tackling an opponent.
4. **Sliding: Goalkeepers may slide in their own penalty area as long as the slide is both legal and safe. Slide and leg-extension efforts made to play the ball are not illegal if the player is not in the proximity of another player. Slide tackling is prohibited and will result in a direct kick. NOTE: A SERIOUS OFFENSE MAY RESULT IN EJECTION FROM THE GAME
5. A player receiving a yellow card must sit out for two minutes of playing time. The entire one minute of playing time must be served by the carded player regardless of the developments on the field. The player serving the penalty period cannot by substituted for until a goal is scored against his/her team, then a substitute may enter for the penalized player. The official will note the time of the infraction and release the penalized player when the penalty period has expired.
6. A player receiving two yellow cards in a game, which is equal to one red card, will have to sit out for the rest of the game. After the second one minute of penalty, the player may be substituted for. A player receiving a red card will be automatically sent out of the game and the team must play shorthanded the rest of the game.
7. Any player that receives two yellow cards in one game OR one red card in a game will be required to discontinue playing in the game and must leave the facility. He/She will be suspended from playing in the team's next scheduled game, including playoffs. At that time, the suspended player is banned indefinitely from participation in all further IM competitions pending a meeting with the Intramural Coordinator, who will determine the appropriate period of suspension. Any team with two players receiving red cards within a single game will result in an automatic forfeit by the team.
8. A direct handball defending a scoring opportunity will result in a red card.
9. The IM staff has the authority, at any time, to recommend that a player/team not be allowed to continue participating within a game or league.

THROW INS
1. The ball is out of play when it has completely crossed the side line, on the ground or in the air, or when play has been stopped by an official.
2. Both feet must be on the ground for a throw-in.
3. A maximum of 5 seconds will be given to put the ball back into play.
CORNER KICKS/GOAL KICKS/KICKOFFS
1. Prior to all corner kicks and goal kicks, the ball must first be stopped on the ground and then kicked. The ball cannot be tossed or dropped prior to the kick. Violation of this rule will result in a turnover.
2. 10 yards must be given by the defenders on any direct kick. (Excluding penalty kicks)
3. After each goal, a kickoff at the center of the field by the non-scoring team will resume game play.
4. Player initiating the kick-off must wait for the official’s whistle to begin play.
5. Corner Kicks: If the ball is struck out of bounds by the defensive team on their base line, a corner kick is awarded to the offensive team. The ball is placed in the corner of the field nearest the baseline where the ball went out.
6. Goal Kicks: If the ball is struck out of bounds along the baseline by the offensive team, a kick-in will take place from the base line where the ball went out by bounds by the defensive team on that side. Goal kicks taken from the baseline are indirect and must first touch another player before a goal can be scored. The ball must leave the goalie box before being touched by any other player and the ball cannot be touched twice by the same player within the box.

GOALIES
1. The goalie may not pick up the ball if it is passed backed to them by their own team.
2. After releasing the ball, the goalkeeper cannot play the ball again with hands until a player from the opposing team has touched it.
3. Goalies leaving the goalie’s box will be treated like any other player on the field.
4. Goalie has possession of the ball once he/she places ONE FINGER on the ball. All players must back off once the goalie has established possession of the ball.
5. Obstructing the goalie will not be allowed at any time.
6. The goalie has 10 seconds to put the ball back into play.

SUBSTITUTIONS
1. Subs must be checked in by a referee, and waved into the game.
2. A substitute may not enter on the field until a player comes completely off. Players substituting onto the field must enter at center field.
3. Goalie changes must go through the Referee.

SPORTSMANSHIP RATING & PLAYOFFS
1. All teams are given a sportsmanship rating at the end of every game (0-4.0).
2. If a team forfeits, they will be given a 0 rating in sportsmanship. If a team captain knows his/her team will be forfeiting a game ahead of time, the team should notify the intramural sports office. Teams that notify the intramural sports office via email by 12:00noon on the day of their game will be given a 2.0 sportsmanship rating for their forfeited game. [An email must be sent by 12:00noon to ims@mail.sfsu.edu]
3. The overall sportsmanship average(SPA) will determine whether or not a team is eligible for playoffs. A team with a total sportsmanship average(SPA) at the end of the season below a 2.7 will not be eligible to participate in playoffs.
4. All teams with a sportsmanship average(SPA) above 2.7 are eligible for playoffs, which will be held in a tournament format. Regular season records will determine tournament seeds.

ZERO TOLERANCE POLICY
There is ZERO TOLERANCE towards all violent and/or threatening behavior in all SF State Intramural Leagues. Players and/or spectators involved in any behavior which could potentially cause harm or injury to another player, ie: body checking, throwing punches, tripping, excessive taunting, verbal or physical abuse, and other malicious acts will be severely dealt with. In addition, talking to a game official is strictly prohibited and trash talking, arguing, or harassing a Campus Recreation employee will not be tolerated. Individuals choosing to engage in such behavior will be banned from future participation within the SF State Intramural Program forever, and a report will be filed with the University Police Department, possibly resulting in assault charges being filed against the individual.