



5on5 Soccer IM Tournament Rules

The tournament will be governed by FIFA official rules. Some of the more important rules as well as rules unique to the Deree College Intramural Sports Program are incorporated below. All players are accountable for reading this document prior to participating in Soccer Tournaments.

1. Eligibility

All currently enrolled students; faculty and staff can participate provided they meet the eligibility requirements outlined in the Intramural Sports Handbook.

2. Uniforms-Equipment-Safety

- All players must wear proper shoes. Black sole shoes that scuff the floor, cleated turf shoes, and sandals will not be allowed. All rubber sole, non-marking athletic shoes are acceptable.
- Street clothing is prohibited.
- A player cannot wear anything that is dangerous to another player. No jewelry of any type, no metal hair clips, and no hats may be worn.
- Under no circumstances will a player wearing a cast or splint be allowed to play.
- Players who wear a knee brace with exposed metal or metal hinges are required to cover it.
- Players who have any visible amount of blood on their uniform shall be considered injured players and must leave the game immediately for appropriate treatment and/or changing clothes.
- Players wearing glasses should have shatter proof lenses and straps.
- The referee has the final say on the appropriateness of the attire.

3. Conduct and Disqualification- Unsportsmanlike Behaviour

- Good sportsmanship is imperative in Intramural Sports contests
- All players must conduct themselves in an appropriate and sportsmanlike manner.
- No player has the right to verbally or physically abuse Officials, scorekeepers, teammates, or opponents.
- Fighting of any kind will not be tolerated by the Officials and the offenders will be suspended.
- The degree of intent and subsequent punishment is the sole decision of the Coordinator of Intramural Sports.
- Penalized by awarding a direct free kick to opposing team:
 1. Dissent in word or action
 2. Persistent violation of the rules of the game
 3. Dangerous play (i.e. sliding, high-kick, etc.)
 4. Unnecessary delay
 5. Encroachment
 6. Obstruction
 7. Charging the goalkeeper
 8. Interference by players on the bench

4. Automatic Loss Policy

- As described in the Intramural Sports Handbook

5. Officials' Duties

- The Coordinator of Intramural Sports has the right to check ID's, answer questions, and clarify as well as enforce all Intramural and facility rules and regulations.
- When necessary, he has the authority to eject individuals from play, as well as from the facility.

6. Team Rosters-Players

- The game shall be played between two teams of five players each.
- Four players are required to begin a game.
- Each team is allowed a maximum of seven (7) players in their Team Roster.
- Each team is allowed a maximum of three (3) intercollegiate team or federation national division team players.
- Players may only play for one team.
- Each team member is responsible for checking in with the scorekeeper.

7. Team Captain

- Each team shall designate to the Referee a player as the Team Captain.
- The Team Captain is the only person who can communicate with the Officials.
- The Team Captain is responsible for any information contained in the Intramural Soccer Rules leaflet and the Intramural Sports Handbook.

8. The Game-Rules-Violations

- Length of the Game-Timing-Starting the Game:
 1. All games will consist of two – 12 minute halves, with a 2 minute break at half time.
 2. The clock will run continuously except for a player injury.
 3. No overtime will be played for games tied at the end of regulation time except for semi-finals and finals.
 4. A tie will be decided by penalty shots. 5 penalty shots will be taken by each team.
 5. A coin toss will be held to determine who will kick-off. Prior to kick-off, all players should be in their half of the field and all defending players must remain ten feet from the ball until it is kicked.
 6. A goal is scored when the entire ball has passed over the goal line, between the goal posts, and under the crossbar.
- Substitutions:
 1. Free substitutions - During the game, players and goalies may be substituted on an unlimited basis. However, players may not switch positions with goalies while the ball is in play. The player being substituted must be within six (6) feet of the bench before the substitute may enter the game. Neither the player entering the game nor the player exiting the game may participate while both are on the field. Violation of this rule will result in a free kick awarded to the opposing team.
 2. Guaranteed substitutions - The restart of play will be delayed to allow the completion of substitutions after the following occasions:
 - After a goal has been scored.
 - After a penalty has been awarded.
 - During an injury time-out.
 - At an unusual stoppage of play and acknowledgment by the referee.
 - If the referee stops play for an injured player, the player must be substituted.
 - Bleeding players may not re-enter the game until cleared.
- Goalkeeper Restrictions:
 1. The goalkeeper has no more than 10 seconds to release the ball after each possession. Violation of this rule will result in a free kick awarded to the opposing team.
 2. The goalkeeper may not punt or drop-kick the ball.
 3. The goalkeeper may not bounce the ball after gaining possession.
 4. The goalkeeper may not play the ball with his/her hands if the ball has been passed back by a teammate.
 5. A pass from the goalie must touch the floor or one of his teammates on his half court. Violation of this rule will result in a free kick awarded to the other team.
- Free Kicks-Penalties:
 1. The following infraction will result in a direct free kick:
 - Slide Tackles
- Free Kick Ball Placement:
 1. Enforcement of free kicks will be at the spot of the foul, unless the foul occurred inside the goal arc.
 2. The kicker may kick the ball in any direction.
 3. The kicker cannot touch the ball again until it has been touched by another player, otherwise, a free kick will be awarded to the opposing team.
- Cautions:
 1. A player will be cautioned (yellow carded) if he/she:
 - Persistently violates the rules.
 - Shows any type of dissent by words or actions.
 - Is guilty of unsporting conduct.
- Ejections:
 1. A player will be ejected (red carded) from the game for:
 - Violent conduct or dangerous play in the opinion of the referee
 - Foul or abusive language
 - Persistent misconduct after having received a caution
 - Ejected players cannot be substituted.