



## 7V7 SOCCER RULES & REGULATIONS

Please consult the Intramural Sports Participant Handbook for the complete list of Intramural Sports policies.

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### Facility

1. Games will be played at the Med (HSC) Campus Fields.

### Eligibility

1. Please reference the Intramural Sports Participant Handbook for player eligibility guidelines.
2. The Competitive Sports staff assumes responsibility for the investigation of eligibility for all participants upon request. University ID or SRC membership cards will be required during all intramural activities. Any individual the Competitive Sports staff deems to be ineligible will not be allowed to participate.
3. Participants must have an SRC membership and purchase an IM All Access Pass before being permitted to play any intramural sport activity. Information on applying for an SRC membership card can be found on WVU's website, found here: <https://campusrecreation.wvu.edu/membership> or at the SRC Front Desk. Information on purchasing IM All Access Passes can be found on WVU's website, found here: [www.wvugo.wvu.edu](http://www.wvugo.wvu.edu) or at the SRC Front Desk.

#### 4. Students

- a. All graduate and undergraduate students enrolled in academic courses are eligible to participate in Intramural Sports activities.

#### 5. Faculty and Staff

- a. All full-time and part-time faculty and staff members at WVU are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.

#### 6. Spouses/Affiliates

- a. Spouses of full-time and part-time students, faculty and staff members are eligible to participate in Intramural Sports activities given that they have obtained an SRC membership card.
- b. Employees who are classified as "Affiliates" with West Virginia University are eligible to participate in Intramural Sports activities given that they have obtained a WVU membership card.

#### 7. Varsity Student Athletes, Coaches, and Staff

- a. Any person whose name appears on a collegiate varsity, junior varsity, or freshman roster as a player or a coach will be ineligible in that specific intramural sport after August 1<sup>st</sup> in the year they have quit the team, or their eligibility has expired. This includes all players who are "red shirted" in any sport, anyone who practices with a team regularly but does not participate in intercollegiate competition, and coaches, staff, or other individuals listed on the team roster.
- b. Former collegiate varsity athletes may participate in their related sport once eligible, however they must participate in the Competitive League (if offered, regardless how long they have been removed from a varsity roster) and a limit of one player is allowed per team roster in all sports.

#### 8. Sport Club Members

- a. Sport club members are defined as individuals who meet any one of the following criteria:
  - i. Name appears on sport club team roster during the academic year

- ii. Signed a consent form and is actively participating in club functions
- iii. Actively participating with the club during their season
- b. Current sport club members may participate in their related sport either in competitive or recreational leagues, but must adhere to the following restriction:
  - i. 2-4 player teams = 2 club members
  - ii. 5-8 player teams = 3 club members
  - iii. 9+ player teams = 4 club members

### Game Time & Timing Regulations

1. Games will consist of two twenty-minute halves – running time. The clock will only be stopped for injuries or delays designated by the official. There will be a three to five-minute half time.
2. **Overtime Rules:** Overtime will *only* be played in the playoffs. During the playoffs, if the game ends in a tie there will be a penalty shoot-out. Each team will select five (5) shooters (all shooters must have been on the field of play at the end of regulation). A coin toss called by the home team will determine who will shoot first. The referee will choose the goal to be shot at during the penalty shoot-out. Shooters will alternate until a winner is determined. If the score is still tied after all five (5) shooters from each team has shot, the shoot-out will go into sudden death until a winner is determined provided both teams have taken an equal number of shots.

### Mercy Rule

1. If a team is leading by ten (10) goals with 10 minutes remaining in the game or if a team deficit is five (5) goals with 5 minutes remaining in the game, the game will be declared over.
2. If the officials feel as if the winning team is stalling to continue play after the mercy rule mark of the game; the officials have the right to declare the game over.

### Player Equipment

1. Head decorations, head wear, and jewelry are illegal player equipment. Only headbands less than 2 inches wide, made of nonabrasive, unadorned, single-colored cloth, elastic, fiber, soft leather, pliable plastic, or rubber will be permitted during the game. No bandannas (“do rags”) or hard-billed caps are allowed.
2. We encourage teams to come ready to play in their own jerseys with numbers. In the event that teams do not come ready to play in their own jerseys with numbers, the Competitive Sports Staff will provide pinnies for the team.
3. All jewelry of any type must be removed.
4. All players must wear non-marking, rubber-soled, close ended tennis or basketball shoes.
5. The Competitive Sports Staff will provide a game ball. This ball will not be used during warm-ups. The Student Recreation Center will have a limited number of balls that can be used in the racks on the Upper Courts. Teams are advised to bring their own ball to warm up with.

### The Team

1. A team will consist of 7 players, including the goal keeper. The minimum number of players required to start play is 5. Play must start if 5 players are present. If 5 players are not present at the allotted game time, the team will start with a losing score of 1-0, plus loss of game time.
  - a. **CO-REC:** A team playing with 7 players must be 3M and 4F or 4M and 3F. A team playing with 6 players must be 3F and 3M. A team playing with 5 players must be 3F and 2M or 3M and 2F.

- If at game time a team is not ready for play, a grace period of up to 5 minutes will be automatically enacted. The game clock will run through the grace period. (Ready for play means dressed, on the field, & signed in).

Minutes Late	Penalty	Sportsmanship
0-4:59 minutes	Starting score 1-0	Max 3.0
5 minutes	Forfeit, score 2-0	Max 2.0

- If at any time there are more than 7 players on the field, an indirect kick will be awarded to the opposing team.
- Valid WVU ID cards are required for participation.

### Substitutions

- A team may have an unlimited number of substitutions on the team bench. Substitutions can only be made during the following dead ball situations:
  - Injury
  - When a goal is scored
  - Halftime
  - Goal kick
  - Throw in – the team in possession of the throw must make a substitution in order for the defending team to sub
  - Corner Kick - the team in possession of the kick must make a substitution in order for the defending team to sub
- A substitution is not allowed during the following dead ball situations: (unless an injury has occurred)
  - Penalty Kick (the sub is not permitted to take the PK)
  - Free kick (direct or indirect)
- In order for a goalie substitution to take place the ball must be dead AND the official must be aware of the change BEFORE it takes place.
- A player ordered off the field due to a red card from the referee may not be replaced.
  - If the goal keeper receives a red card the team must sub a new goal keeper in but they must take a field player off.
- A team MUST substitute for a player who is bleeding or has blood on their attire. Officials can stop play immediately when there is a dangerous situation/injury.

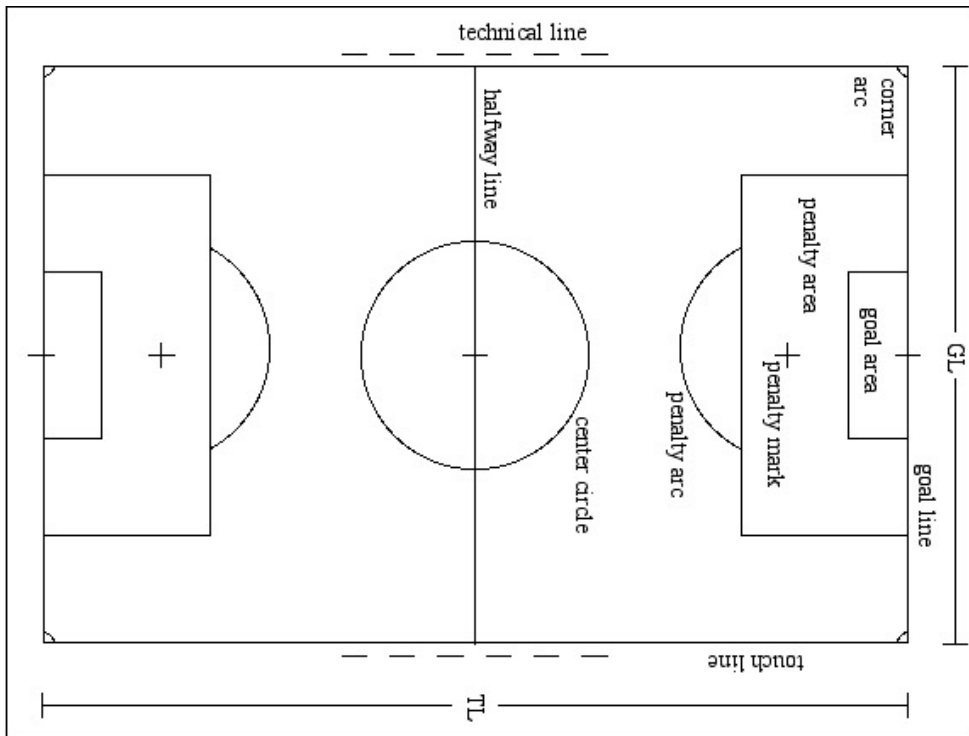
### Start of Play

- During the captain's meeting, captains will play rock, paper, scissors to replace a coin toss at the beginning of the game. The team winning the toss will have the option of kicking off or defending the goal of their choice. At the start of the second half, the teams will switch ends and the other team will have the kickoff.
- All players must be in their own half of the field for the kickoff. A goal can be scored directly from the kickoff.
- The person kicking the ball is not allowed to touch or play it again until it has contacted another player.

### Scoring

- A goal is scored when the *entire* ball crosses the goal line, in the goal, provided it wasn't thrown, carried, or propelled intentionally by an attacker's hand or arm.
- A goal may not be scored from an indirect free kick or a throw-in.

## Field Dimensions



### Ball Out of Play

1. The ball is out of play when it has completely crossed a boundary line, whether on the ground or in the air. Even if the ball has landed within the field after being beyond the line in midair, it is still out of bounds. It is also out of play when the game has been stopped by the referee. The referee must signal the direction of possession after the ball is out of play.
2. The ball is in play at all other times from the start of the match to the finish, including rebounds from a goal post, crossbar or corner flag into the field of play. If the ball rebounds from either referee when he or she is in the field of play, it is still in play, if he or she is out of bounds when contact occurs, then the ball is out of play.

### Ball Back into Play

3. A ball is put back into play when the:
  - a. Entire ball crosses a side line; a throw-in is used.
    - i. The throw is two-handed with equal pressure and continuous motion.
    - ii. Both feet must remain on the ground and behind the sideline.
  - b. Entire ball crosses a goal line, outside of the two posts, either a goal kick or corner kick is used. Either kick must be a place kick.
    - i. Goal kicks occur when the ball crosses the end line (not scoring) and is last touched by an offensive player.
      1. If a goal kick does not clear the goal area, then a re-kick will be taken.
      2. Opponents must be outside the penalty area until the ball crosses the penalty area line.
      3. The kick may be taken from anywhere within the 6 yard box.
    - ii. Corner kicks occur when the ball crosses the end line outside of the goal posts and is last touched by a defensive player.
      1. Opponents must stay ten yards away from a corner kick.

- c. Game has been temporarily suspended for an injury, etc. (except when a free kick or throw-in has already been called), a drop ball may be administered by the referee.
4. A player may step on or over the line while playing the ball as long as the ball is in the field of play.

## **Violations**

When there is either an indirect or direct kick, players of the opposing team shall not approach within 5 yards of the ball until it is in play. Any violation of this rule will result in an indirect free kick from the place where the infringement occurred.

### Direct Free Kick

1. Is awarded to the opposing team if a player commits any of the following offenses 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. Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
  - h. Holds an opponent
  - i. Spits at an opponent
  - j. Slide tackles an opponent
    - i. A goal MAY be scored on a direct free kick.

### Indirect Free Kick

1. Is awarded to the opposing team if a goal keeper, inside his/her own penalty area, commits any of the following 5 offenses:
  - a. Touches the ball again with his/her hands after it has been released from his/her possession and has not touched any other player
  - b. Touches the ball with his/her hands after it has been deliberately kicked to him/her by a teammate
  - c. Touches the ball with his/her hands after he/she has received it directly from a throw-in taken by a team-mate
  - d. Wastes game time
  - e. If a player touches the ball more than once during a kick-in, kick-off or any free kick, an indirect free kick will be awarded to the opposing team.

### Indirect Free Kick

1. Is also awarded to the opposing team if a player, in the opinion of the referee:
  - a. Plays in a dangerous manner
  - b. Impedes the progress of an opponent
  - c. Prevents the goal keeper from releasing the ball from his/her hands
  - d. Commits any other offense, for which play is stopped to caution or dismiss a player

## **Kick Administration**

1. Direct and Indirect free kicks require the opponent to be ten yards away from the spot of the kick.

2. An Indirect kick can be taken behind the spot where the foul occurred and does not require the officials whistle to be taken while a direct kick must wait for the officials ready for play whistle.

## **Penalties**

### Yellow Card Offenses

1. A player is cautioned and shown the yellow card if he/she commits any of the following offenses:
  - a. Is guilty of unsporting behavior
  - b. Shows dissent by word or action
  - c. Persistently infringes on the rules
  - d. Delays the restart of play
  - e. Fails to respect the required distance when play is restarted with a corner kick or free kick
  - f. Enters or re-enters the field of play without the referee's permission
  - g. Deliberately leaves the field of play without the referee's permission
  - h. SLIDE TACKLING: any attempt (including goal keepers) whether or not contact is made with the ball

### Red Card Offenses

1. A player is ejected from the game and shown the red card if he/she commits any of the following seven offenses (team will play down a player):
  - a. Is guilty of serious foul play
  - b. Is guilty of violent conduct
  - c. Spits at an opponent or any other person
  - d. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goal keeper within his own penalty area)
  - e. Denies an obvious goal-scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick
  - f. Uses offensive, insulting or abusive language
  - g. Receives a second caution in the same match
  - h. SLIDE TACKLING FROM BEHIND – any attempt whether or not contact is made with the ball.

### Penalty Kick

1. In order for a penalty kick to be awarded, the following must occur:
  - a. Ball must be within the goalie area
  - b. Penalty assessed to the defensive team
  - c. Penalty must result in a direct kick
2. A penalty kick shall be taken from the top-center of the goalie area. When the penalty is being taken all players with the exception of the player taking the kick and the opposing goal goalie must be at least five yards behind the player taking the kick.
3. The player taking the kick must kick the ball forward in order for it to be deemed in play. The kicker cannot play the ball a second time unless another player has touched it.
4. If the goalie moves forward early and a goal is scored, the goal counts. If the goalie moves forward early and a goal is saved, a penalty kick is taken again. The goalie may move laterally before the ball is kicked.

## **Goalkeepers**

1. The goalkeeper on each team must wear a shirt that is a different color from that of his/her teammates.

2. The goalkeeper is the only player on the fields which is allowed to utilize their hands, given they are within the goalie area.
3. The goalkeeper may only hold the ball for 6 seconds. At or within 6 seconds, goalkeepers must release the ball (drop or throw).
  - a. A dropped ball may not be picked back up.
4. A goalkeeper MAY slide to make a save on the ball but may NOT slide into a player at any point.
  - a. If a goalkeeper slides into a player outside the goalie area, PENALTY: direct free kick from the spot of the foul.
  - b. If a goalkeeper slides into a player within the goalie area, PENALTY: penalty kick.

## Definitions

1. **ADVANTAGE**- A discretionary judgment which allows an official to permit play to continue rather than stopping play to administer the foul. This concept is based on the premise that the foul did not put the offended team at a disadvantage, or the foul, if called, may take away from a favorable opportunity for the offended team. The foul may be subsequently called if the advantage does not materialize.
2. **HANDLING**- Deliberately playing the ball with one's hand or arm. The hand or arm must move toward the ball or the hand or arm must be carried in an unnatural position before an infraction of the rule can be charged.
3. **OBSTRUCTION**- The deliberate act by a player of running between an opponent and the ball or using the body as an obstacle when not in possession of the ball or attempting to play the ball.
4. **PLAYING DISTANCE**- The distance between the player and the ball which the official judges to be adequate to control the ball. It will seldom exceed two steps (six feet).
5. **SHIELDING**- Movement by a player in control of the ball (within playing distance) designed to prevent an opponent from gaining possession or prevent him/her from tackling the ball.
6. **SLIDE TACKLE**- A maneuver in which one or both feet slide on the ground in an attempt to tackle the ball which is in possession of an opponent.

## Sportsmanship

Teams will receive a rating each week, by the officials' discretion, on a scale of 1.0-5.0, that will create an average at the end of the season. They must have an average of a 3.0 or above to be eligible for playoff participation. Sportsmanship ratings are outlined as follows:

5.0 = Superior → Outwardly enthusiastic and courteous to other teams and their players

4.0 = Good → Respectful, pleasant behavior, no warnings

3.0 = Average → Overall acceptable behavior, some issues with individual participants, receive and adhere to verbal warnings, no unsportsmanlike conduct fouls

2.0 = Poor → Little control over unsportsmanlike behavior, multiple unsportsmanlike conduct fouls, no ejections

1.0 = Unacceptable → No control over unsportsmanlike behavior, one ejection

*Further questions can be directed to [intramural.sports@mail.wvu.edu](mailto:intramural.sports@mail.wvu.edu).*