



## Intramural Sports 4v4 Outdoor Soccer

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 Student Recreation Center (SRC) Turf Fields

### Eligibility

1. Please reference the Intramural Sports Participant Handbook for player eligibility guidelines.

### 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. **Mercy Rule:** A team leading by 10 goals with 10 minutes left or 5 goals with 5 minutes left constitutes for a mercy rule calling. Teams may decide to continue to play.
3. **Overtime Rules:** Overtime will *only* be played in the playoffs. During the playoffs, if the game ends in a tie play, play will continue play with a 10-minute overtime period. There will continue to be 10-minute overtime periods until a goal is scored. The first team to score a goal will win the game.

### Player Equipment

1. Teams are responsible for wearing uniformly colored shirts. The first team listed on the schedule will be considered the home team and will wear white shirts and the second team will be the away team and will wear dark shirts.
2. The game ball will be provided at the start of the game.
3. No metal cleats. Rubber studs
4. Soccer shin guards are optional but strongly recommended.
5. All jewelry is prohibited.

### The Team

1. A team may start with 3 players, but have no more than 4 players, on the field at any one time. A team may consist of up to 5 players. There are no goalkeepers.

Minutes Late	Penalty	Sportsmanship
0-4:59 minutes	Starting score 1-0	Max 3.0
5 minutes	Forfeit	Max 1.0

2. 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).
3. Substitutions are unlimited but must be proctored in by the referee during a dead ball. All subs must enter at the beckoning of the referee.
4. Valid WVU ID cards are required for participation.
5. The maximum roster size has been increased to 8 people. You are still only allowed to have 5 people arrive on site and participate in a game due to COVID-19 protocols. We hope that the expanded roster size provides flexibility if certain team members are unable to attend a game.

### **Start of Play**

1. 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.
2. The ball must move slightly forward (not backward).
3. Opponents must be 5 yards from the center mark.
4. The person kicking the ball is not allowed to touch or play it again until it has contacted another player.

### **Scoring**

1. 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.

### **Boundary Lines**

1. The ball is out of play when it crosses the sideline or end line.
  - a. When the ball crosses the sideline: it is then put back into play by a throw-in taken from the exact spot the ball was declared out of bounds.
    - i. A player must remain grounded, meaning they cannot jump, when they are executing a throw-in.
  - b. When the ball crosses the end line and was last touched by an offensive team member: it is then put back into play by a goal kick, taken from the top of the restricted area box.
  - c. When the ball crosses the end line and was last touched by a defensive team member: it is then put back into play by a corner kick by the offensive team. The kick must be taken from the nearest corner.
2. A player may step on or over the line while playing the ball if the ball is in the field of play.
3. Incidental contact with the ball within the Restricted Area Box will result in a Direct Free Kick awarded to the offended team. A yellow card will be awarded for repeat offenses by the same player.

### **Violations**

1. All free kicks are Direct Free Kicks. When there is a direct kick, players of the opposing team shall not approach within 5 yards of the ball until it is in play.
2. You may score a goal on a direct free kick.
3. **Direct Free Kick:** Awarded to the opposing team if a player commits any of the following offenses:
  - 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. Holds an opponent
  - h. Plays in a dangerous manner
  - i. Impedes the progress of an opponent
  - j. Commits any other offense, for which play is stopped to caution or dismiss a player
4. There are no Penalty Kicks
5. **NO SLIDE TACKLING** by any player.
  - a. 1<sup>st</sup> slide is a warning for the entire team.
  - b. 2<sup>nd</sup> slide and beyond is a yellow card for the individual player

## Penalties

### 1. Yellow Card Offenses

- a. A player is cautioned and shown the yellow card if he/she commits any of the following offenses:
  - i. Is guilty of unsporting behavior
  - ii. Shows dissent by word or action
  - iii. Persistently infringes on the rules
  - iv. Delays the restart of play
  - v. Fails to respect the required distance when play is restarted with a corner kick or free kick
  - vi. Enters or re-enters the field of play without the referee's permission
  - vii. Deliberately leaves the field of play without the referee's permission.
  - viii. **SLIDE TACKLING:** without contact
- b. Two yellow cards result in a red card and an ejection of that player.

### 2. Red Card Offenses

- a. A player is ejected from the game and shown the red card if he/she commits any of the following offenses (team will play down a player):
  - i. Is guilty of serious foul play
  - ii. Is guilty of violent conduct
  - iii. Spits at an opponent or any other person
  - iv. Denies the opposing team a goal or an obvious goal-scoring opportunity by deliberately handling the ball
  - v. 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

- vi. Uses offensive, insulting or abusive language
- vii. Receives a second caution in the same match
- viii. **SLIDE TACKLING FROM BEHIND** – any attempt whether or not contact is made with the ball.

### **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).*