

Gonzaga University Intramural Department

Men's, Women's and Coed 7 on 7 Soccer

THE GAME

1. Any rule or play interpretation not covered in these rules shall be governed by the playing rules established by the National Federation of State High School Associations.

2. The game shall consist of two periods of 20 minutes each, with a three (3) minute half-time. The clock will only be stopped if the referee has to discontinue the game for weather, misconduct of players/fans or if a player is seriously injured and needs to be helped off the field. **THERE ARE NO TIME OUTS.**

3. The field dimensions are 100yds long x 40yds wide.

4. Individuals will be required to show proper GU ID cards.

5. All players must wear closed-toed shoes. The shoes must have a rubber sole. Metal spikes and screw-in cleats are not allowed.

6. Casts (plaster, metal or other hard substances in their final form) or any other item judged to be dangerous by the supervisor, official or athletic trainer may not be worn during the game. The supervisor and/or official will determine if an article is dangerous and will ask the player to remove the article. If the player refuses he/she will be asked to leave the field.

7. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least 1/2 inch of slow recovery rubber or similar material will be allowed.

8. No jewelry will be worn at anytime during the game. Exception: Religious medallions or medical bracelets.

9. Shinguards are not required, but highly recommended.

10. Only designated team captains may talk to the officials. Other team members not designated to talk to the officials may put themselves and their team in jeopardy of receiving a yellow or red card.

11. Substitutions are unlimited on throw-ins and goal kicks. A team must notify the referee on all substitutions. No player may come onto the playing field without permission from the referee.

12. Jersey color will be designated on the schedules. Goalkeepers need to have a different color shirt than each of the teams.

13. Half-time - the teams switch ends.

14. The choice of ends or possession of ball is determined by the flip of a coin/rock-paper-scissors at the start of the game. Winner of the toss receives choice of field position (choice of end) or kick off. The loser of the toss receives the remaining choice.

15. All free kicks will be awarded as direct kicks. There will be no indirect kicks awarded.

16. The team which kicked the ball out of bounds is responsible for retrieving the ball and returning it to the goalie, teammate, opponent or official. Excessive delay may result in a yellow card.

17. Kick-offs:

- a) Each team shall be in their own field of play. The team that is not kicking off shall be outside the center circle.

- b) Goals may be scored directly from the kick-off.
- c) The ball must move forward on a kick off.
- d) The player to first kick the ball cannot touch the ball a second time until another player has touched it. If the first player takes a second touch when the ball is in play, a direct kick shall be awarded to the opposing team at the point of infraction.

18. A player shall not intentionally attempt to kick, charge, strike, trip or jump at an opponent. A goalkeeper may not intentionally strike or attempt to strike an opponent by throwing the ball at the opponent. A player shall not hold, push or impede an opponent with hands or arms extended from the body.

19. A player shall be penalized for intentionally handling, carrying, striking or propelling the ball with a hand or arm. If a player handles the ball on an obvious (official's judgment) goal-scoring play, the goal will count and the player will be issued a yellow card. Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball. This shall not be penalized and the official should state "Play-On" loudly.

20. A player shall not charge into the goalkeeper in the penalty area. An official shall eject any player who flagrantly fouls the goalkeeper in possession of the ball. Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play. Outside the penalty area, the goalkeeper has no more privileges than any other player does. **(NOTE: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.)**

21. All high kicks above the waist in a dangerous manner will be prohibited and declared as a foul (dangerous play). Free kick awarded at spot of foul.

22. Obstruction will not be tolerated. Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle. The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball.

23. No slide-tackling is allowed. Excessive attempts of slide-tackling will result in a yellow or red card depending upon the official's judgment.

24. A drop ball shall be used to restart the game in case of an injury, an outside agent stopping the game, or a mistaken call by the official, unless there was clear possession or advantage established by either team; in which case possession will stay with that team. The ball must touch the ground before a player may touch it on a drop ball.

25. The goalkeeper can either throw or kick the ball. Drop kicks are not allowed. The goalkeeper must put the ball into play on his/her own half of the field only (the ball must either be touched by a player or touch the ground on the goalkeeper's half). Violation will result in a direct kick for the opposing team at the spot where the ball crossed the half.

26. The goalkeeper may not hold the ball for more than six (6) seconds. During that interval, the goalkeeper may hold the ball, bounce it, or throw it in the air and catch it. Failure to relinquish the ball will result in a direct kick for the opponent from the penalty kick line nearest the infraction.

27. On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch the ball with his/her hands. The only situation that a goalkeeper can touch the ball that has been played by his/her own team is when the ball has been headed or chest back to the keeper.

28. A goalkeeper shall not touch the ball with his/her hands when receiving the ball directly from a throw-in by a teammate. The goalkeeper may use his/her feet only to gain possession of the ball from the throw-in by a teammate. A direct kick is awarded to the opposing team at the spot of the infraction (where the goalkeeper touched the ball with his/her hands and can be inside or outside of the box; position of the goalkeeper does not matter).

29. In case of a tie score at the end of regulation play, one (1) five (5) minute sudden death period will be played. The teams will flip a coin to choose which end just as they did at the beginning of the game. If no one scores, the game will go into a 5 v 5 shoot-out. 5 players from each team will alternate in the shoot-out. If for some reason the shoot-out ends in a tie the game will result in a tie. A shoot-out will only occur if there is sufficient time left in the 1 hour time limit that will not alter any following game times.

30. Mercy Rule - If one team is ahead by seven (7) goals at anytime during the second half, the game is over.

31. Any player who is bleeding must be substituted for until the bleeding stops. An intramural supervisor or game official has the authority to remove the player from the game. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (5), the following will apply: The game clock will stop and a maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the game. **THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.**

Off-Sides

Off-sides will be called during all games. It is not an offense in itself to be in an offside position. A player is in an offside position when nearer to their opponent's goal line than the ball, unless (1) the player is in his/her own half of the field of play or (2) the player is not nearer to the opponents' goal line than at least two opponents (a defender and the goalkeeper) (3) the player is level with the last two defenders. A player will be penalized for being offside if, at the moment the ball touches, is played by a teammate, that player is, in the opinion of the officials, interfering with the play or an opponent gaining an advantage by being in that position. A player shall not be penalized for offside if they receive the ball direct from a goal kick, corner kick or throw in.

Penalty Kicks

Penalty kicks will be called by the official's judgment. Any infringement of the rules that takes place by the defending team, regardless of the position of the ball, in the penalty box will be called. Deliberate acts of harm or hand balls in the box will automatically be called. When a penalty kick takes place, only the designated kicker and the goalkeeper are allowed inside of the penalty box. The goalkeeper is allowed to move laterally on the goal line, but not off of the goal line until the ball has been kicked by the designated player. The ball must move forward toward the goal on the kick. If the ball is not put into play properly, the kick will not be retaken. If the ball hits the crossbar or goalpost and returns to play, the designated player taking the kick is not allowed to play the ball again until another player has played the ball. There may not be a substitution for the goalkeeper for the penalty kick unless he/she was injured during the infraction. The kicker must wait for the official to start the play. The kick will be taken 12 yards out from the goal line.

COED ADAPTATIONS

Coed teams will consist of seven (7) players. A team may start with no fewer than six (6) players and must maintain at least six (6) players to continue play at any time. The goalkeeper can be either gender. There can be a maximum of 3 players of each gender on the field or a minimum of 3 players of one gender and 2 players of the other gender on the field at all times. A team that does not field at least six eligible players at the designated starting time will forfeit the game. **Game time is forfeit time!**

Forfeits

A team forfeits when the entire team is a no-show or the team does not have the correct number of players to start the game *on time*. When a team forfeits for any reason, that team will receive no higher than a (2) two. The game will not be re-scheduled. The winning team will receive a (3) three for sportsmanship. Teams who forfeit two (2) games for any reason will be dropped from the tournament. For further explanation, see the forfeit policy. Forfeiture of game is not a penalty, but an edict by the Referee.

Defaults

A team defaults when contacting the Director (Shelly at x3977) at least 24 hours in advance of their next game to give plenty of time to notify the opposing team they will be receiving the win. The game will not be re-scheduled. When a team defaults, both teams will receive a (3) three for sportsmanship. **One default is given per team, per regular season play; two or more defaults will count as a forfeit(s).**

Player/Team Conduct

The officiating will be done by an official who is in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in ejection or forfeiture of the game. Spectators must also remain in the designated area. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules. Only a protest of player eligibility or rules interpretation will be accepted. Official's judgment is not protestable.

Individual and team sportsmanship is of the utmost importance to the Intramural program and all of its participants. Certain behaviors will not be tolerated before, during, or after intramural activities (examples, but not limited too):

- a) Actions meant to cause harm to any person.
- b) Verbally abusive or threatening language towards players, spectators, or officials.
- c) Lack of control by individuals or the team.
- d) Alcohol and/or drug use (Refer to Intramural Alcohol and Drug Policy online at <http://www.gonzaga.edu/Athletics/Intramurals/team-information/player-and-team-conduct.asp>)

This is a no-tolerance policy and is under the discretion of the Officials, Supervisors and/or Director to remove players at any point and time before, during or after a game.

Consequences of these actions will result in a yellow card, red card, ejection from the game, suspension from intramural events and/or forfeiture of the game/season. **(NOTE: 2 yellow cards = red card; red card = ejection from the game; ejection from the game = suspension from intramural events)** These consequences do not have to proceed in this order. Consequences will be given out as seen fit by the Intramural Officials, Supervisors, and Director. Anyone ejected from a game must serve a minimum one game suspension, write a letter of reinstatement, **AND** meet with the Director of Intramurals prior to being reinstated to intramural activities. **If a player has been ejected (red card), he/she will not be allowed a replacement and must leave the field of play, parking lot and/or any other area deemed inappropriate by the Intramural Supervisor.**

Please refer to Team Information at:

<http://www.gonzaga.edu/Athletics/Intramurals/Team-Information/default.asp> for Player and Team Conduct, Unsportsmanlike Consequences, and Disciplinary Actions.