

# UW – Milwaukee Intramural Sports

3v3

## Soccer Rules

Department of University Recreation  
Summer 2018  
Intramural Sports

Updated:

### Players

1. Three players per team, may have up to six people on a roster, & a minimum of two players to play.
  - a) Teams are advised to fill the roster with possible subs in order to account for any time conflicts with scheduled games.
2. Each player's UWM Panther card must be presented to a supervisor or scorekeeper prior to the beginning of each game.
3. Players must also be registered on the online Fusion IM roster before participation.
4. **CoRec Modifications**
  - a) One member of each gender is required to begin a CoRec game, and each gender must be represented on the field at all times.
  - b) Legal gender combinations include, one female and one male, two females and one male, or two males and one female.
  - c) Teams will still be held to a roster maximum of six players

### Playing Field

1. The playing field is modified to fit half of the Engelmann gym.

### Game Format

1. Games will start at their scheduled times. Players should arrive 15 minutes prior to game time in order to check in.
2. Games will consist of two 12-minute halves with a brief 2-minute halftime.
  - a) There are no time outs, the clock will not stop, and no there is no time added.
  - b) Games tied after regulation shall end in a tie, except in playoffs.
3. The ball shall be kicked into play from the sidelines instead of thrown in. The ball is considered in play when the ball is touched and changes position. Goal kicks may be taken from any point on the end line.
4. All dead ball situations will be restarted by a kick in.
  - a) All free kicks/kick-ins taken by a team within a their offensive half of the field are direct
  - b) All free kicks/kick-ins taken by a team within their defensive half of the field are indirect
5. In all dead-ball situations, defending players **MUST** stand at least **three yards away from the ball**.
  - a) This includes kick-ins and kick-offs.
  - b) For free kicks, the space must be asked for.
    - i. If given space and the defending player impedes the given space, that will result in a yellow card.

### Substitutions

1. Substitutions may be made during dead-ball situations, regardless of possession, or on the fly.
2. Teams must gain the referees attention and players must enter and exit at mid-field or their defensive half.
  - a) The center of the playing field closest to the gym walls is the area in which this procedure will be carried out.

## Equipment

1. Teams must bring and wear their own jerseys in the designated team color they have chosen on Fusion IM. Team jerseys may be numbered on back or front, but numbering it is not required to play.
2. A player shall not wear anything that is deemed dangerous to another player. It is at the referee's discretion to require the dangerous article/equipment be removed or remove the player from the field.
3. Soccer cleats are not permitted in the Engelmann Gym facility.
4. If eyeglasses are worn, they must be shatter resistant. Each player is responsible for the safety of his/her own glasses.
5. Shin guards are optional, but if they are worn, they must be fully covered.

## Scoring

1. A goal can be kicked and scored from anywhere within a team's offensive half of the field. Goals can be scored from kick-offs.
2. The ball must completely cross the goal line.

## Rules and Regulations

1. A direct free kick 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) Holds an opponent
  - h) Spits at an opponent
  - i) Handles the ball deliberately (except for the goalkeeper within his own penalty area)
  - j) **SLIDE TACKLE.**
  - k) Kicks, or attempts to, kick the ball above waist high.
  - l) Plays in a dangerous manner
  - m) Impedes the progress of an opponent
  - n) A player playing the ball a second time before it has been played by another player at the kick-off, on a kick-in, on a free kick, on a corner kick, on a goal kick or on a penalty kick.
  - o) Unsporting behavior
2. **THERE WILL BE NO OFFSIDES PENALTY**
3. Penalty kicks are awarded if, in the referee's opinion, a scoring opportunity was nullified by an infraction of the rules.
4. **There is a neutral zone placed four feet away from the goal, on the end line, in a rectangular fashion surrounding the goal (similar to a goal box)**
  - a) **No players may have contact with the ball in this zone**
    - i. If a defensive player commits this infraction, it results in a penalty kick from half
    - ii. If a goal is scored, the goal may be awarded instead of a Penalty Kick
    - iii. If an offensive player commits this infraction, it results in a goal kick

## Mercy Rules

The game will be called if a team is up by ten or more goals at half time, or at any point in the second half.

## Yellow Cards and Red Cards

### Yellow Cards

1. A player is cautioned and shown the yellow card if they are guilty of unsporting behavior or they commit any of the following offenses.
  - a) Shows dissent by word or action
  - b) Persistently infringes the Laws of the Game
  - c) Delays the restart of play
  - d) Kicks, or attempts to kick, the ball above waist level near another opponent.
  - e) Fails to respect the required distance when play is restarted with a corner or free kick
2. A player who receives two yellow cards in one game will result in a red card (see red cards). If a player accumulates more than two yellow cards in the two games during the season, the player will be ineligible for the playoffs.

### Red Cards

1. A player is sent off and shown a red card if they commit any of the following offenses:
  - a) Is guilty of serious foul play
  - b) Is guilty of violent conduct
  - c) Kicks, or attempts to kick, the ball in a dangerous manner at or around an opponent.
  - d) Spits at an opponent or any other person
  - e) Denies an opponent a goal or an obvious goal-scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)
  - f) 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.
  - g) Use of offensive, insulting or abusive language or gestures.
  - h) Receives a second caution in the same match
2. **A player that is ejected from the game must leave the playing area within 2 minutes of being ejected. Refusal to leave the area will cause that person's team to forfeit the game.**
3. Any ejection will result in a minimum suspension of play for the next single game as well as a mandatory meeting with the Intramural Sports and Sport Clubs Coordinator (players must set this up). This meeting will determine the final repercussions for the ejection.
4. Self-imposed penalties will not be counted.
5. Players may also be suspended from other intramural and University Recreation events and facilities depending on the severity of their offense.

6. Please see Ejection policies for further elaboration

### **Playoffs and Overtime**

1. Overtime will only occur during playoff games.
2. Overtime play in playoff games shall consist of one 5-minute "golden goal" overtime period with a coin toss to decide kick-off/direction. The first team to score in overtime is the winner.
  - a. If no team has scored in the 5-minute overtime, the winner shall be decided by a shoot-out.
  - b. Shootout format:
    - i. A coin toss or game of "rock, paper, scissors" will determine which team shoots first.
    - ii. There will be no goalkeepers
    - iii. The three players from each team that were on the field at the end of the 5-minute overtime will alternate shooting.
    - iv. If the score is still tied after all players have shot, the same three shooters will continue shooting in sudden death until a team scores unanswered.
    - v. In the event of a team receiving a red card and playing down a player, they may have a bench player participate as their third shooter. If there are only two players, they will alternate shooting.

### **Protests**

1. If a player/team believes a player is ineligible or a penalty was not properly enforced. They may go through the protest procedure prior to the next point being played.
2. **Official's judgement may not be protested.**
3. Please see the Protest Policies and Procedures for further elaboration.

### **Defaults**

1. A team is allowed one default in a season. Any subsequent attempt to default a game will be treated as a forfeit and all policies governing forfeits will be enforced.
  - a) Any team who defaults for the first time using proper procedure will not be charged a forfeit fee
2. More information on defaults can be found in the Defaults, Forfeits and Drops Policy document.

### **Forfeits**

1. **Game time is forfeit time**, however, the team or individual(s) who are ready to play may choose to give the opponent 5 minutes to have the minimum number of players properly signed in to begin a game.
2. A forfeit fee will be administered to the teams/individuals that forfeit their game/match. The forfeit fees are \$30 for team sports. Failure to pay this within two weeks after championship night will result in a hold on the team captain's PAWS account.
3. More information on forfeits can be found in the Defaults, Forfeits and Drops Policy document.

### **Sportsmanship**

1. Sportsmanship is an important part of any intramural contest. Teams, players and spectators who engage in negative sportsmanship may be disqualified from current and future contests and playoffs, as well as other UREC and Intramural activities. Please see the Sportsmanship Policies for more in depth coverage on expectations and repercussions.

**For rule clarification and other questions, please review all policies on the Intramural Sports webpage and/or contact:**

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