

# UW – Milwaukee Intramural Sports

5v5

## Soccer Rules

Department of University Recreation

Updated: Summer 2018

### Intramural Sports

#### Players

1. Five players per team, may have up to ten people on a roster, and a minimum of three 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 the game.
3. Players must also be registered on the online Fusion IM roster before participation.
4. **CoRec Modifications**
  - a) To start and continue play in a CoRec game, teams must meet certain roster and player requirements.
    - i. Gender minimums include two members of one gender, and one member of the other (i.e. two males and one female, or vice versa).
    - ii. Gender maximums include three members of one gender, and two members of the other (i.e. three males and two females, or vice versa)
    - iii. Teams should never have a gender differential greater than one on the field.
      - (i) Ex. If a team has only one member of a single gender, but more than two of the other gender, the team must play down with a total of three players and substitute in any extra players as the game permits.
    - iv. If a team drops below gender requirements due to cards and/or injuries during the game, play may continue with the team playing down.
  - b) Teams will still be held to a roster maximum of ten players

#### Playing Field

1. The playing field is modified to the Engelmann field house.

#### Game Format

1. There are no grace periods; games will start at their scheduled times. Players should arrive fifteen minutes prior to game time in order to check in.
2. Games will consist of two 20 minute halves with a brief two 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.
  - c) If at half time, or any point in the second half of the game should a team be up by at least ten goals, the game will be ended.
3. The ball shall be kicked into play from the sideline 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 within the penalty area.
4. All dead ball situations will be restarted by a kick in. All restarts will be a direct kick restart, meaning the ball may be kicked directly into the goal from the spot of the restart.
5. In all dead-ball situations, defending players **MUST** stand at least **five yards away from the ball**.

#### Substitutions

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

### **Equipment**

1. Teams and players must bring and wear their own shirts/jerseys. These shirts/jerseys must also match the team color selected on Fusion IM upon the registration of the team.
2. A player shall not wear anything that is judged 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 unbreakable. 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 by a soccer sock.

### **Scoring**

1. A goal can be kicked and scored from anywhere on the field.
2. Must completely cross the goal line.
3. Goal Keepers cannot throw the ball into the goal

### **Rules and Regulations**

#### **Direct Free Kicks**

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.

#### **Mercy Rules**

1. 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 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. The five players from each team that were on the field at the end of the 5-minute overtime will alternate shooting.
    - iii. If the score is still tied after all players have shot, the same five shooters will continue shooting in sudden death until a team scores unanswered.
    - iv. In the event of a team receiving a red card and playing down a player, they may have a bench player participate as their fifth shooter. If a team has less than 5

eligible players remaining during a shootout, a player may shoot a second time after all other remaining teammates have shot.

### **Protests**

1. If a player/team believes a player is ineligible or a penalty was not properly enforced. They may notify the official prior to play continuing.
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 10 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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