

Wilfrid Laurier University – Laws of the Game
CoRec Full Field Soccer *Fall 2017*



Intramural CoRec Full Field Soccer Rules – Page 2

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Law 1 – The Field of Play

All matches will be played on Alumni Field. We will be playing with all original markings on a full 11v11 sized field.

Law 2 – The Ball

All games will be played with a size 5 soccer ball that is certified by the Laurier Athletics Department.

Law 3 – The Number of Players

A match is played by two teams, each consisting of not more than 11 players, one of whom is the goalkeeper. Each team must also field at least 3 male/female players throughout the course of the game. A match may not start if either team consists of fewer than 7 players.

Each team is permitted to having an unlimited number of substitutions.

Law 4 – The Players' Equipment

Each player must wear clothing that consists of the following:

- A jersey or shirt,
- Shorts or comfortable pants (i.e. track pants),
- No jewelry or watches,
- Safe and proper footwear (cleats recommended).
- Is not damaged and does not pose a threat to the safety to themselves and other

The two teams must wear colours that distinguish them from each other. The designated **home team** will be required to wear **dark coloured shirts** (i.e. black, navy blue, etc.) and the designated **away team** will be required to wear **light coloured shirts** (i.e. white, yellow, etc.)

In the event that two teams wear the same colour clothing: the away team will be required to either change into a different coloured shirt or wear pinnies.

Law 5 – The Referee

Each match is controlled by the referee who has full authority to enforce the Laws of the Game in connection with the match to which they are appointed. They:

- Control the match,
- Ensure all players meet equipment requirements,

- Acts as the sole time keeper,
- Will take the best approach to each decision made during the course of play,
- Punish or take disciplinary action towards any players guilty of committing an offence,
- Expel any player or team member who fail to conduct themselves in a responsible way,
- Will complete a game sheet at the beginning of each game that must be completed at the end of the match.

Law 6 – The Duration of the Match

The match will last two equal periods of 25 minutes for a total of 50 minutes of game time. Teams are entitled to a maximum of a 5 minute half-time interval. The match can not last longer than the hour time slot allotted due to time restrictions unless specified by the Referee-In-Chief.

Law 7 – The Start and Restart of Play

A kickoff is a way of starting and restarting play:

- At the start of a match;
- After a goal has been scored;
- At the start of the second half.

A goal can be scored directly off of a kickoff.

Procedure:

1. A coin toss will determine which team starts with the first kickoff
2. The team who does not start with the ball, will begin second half with a kickoff.

Kickoff notes:

- Occur at the start of each half and after a goal has been scored;
- All players must be in their own half;
- The ball must be stationary on the centre mark;
- The referee will blow the whistle to start or restart play;
- The kicker may not touch the ball again until it has been in contact with another player (In the event that this happens, the kickoff is taken again).

Drop ball:

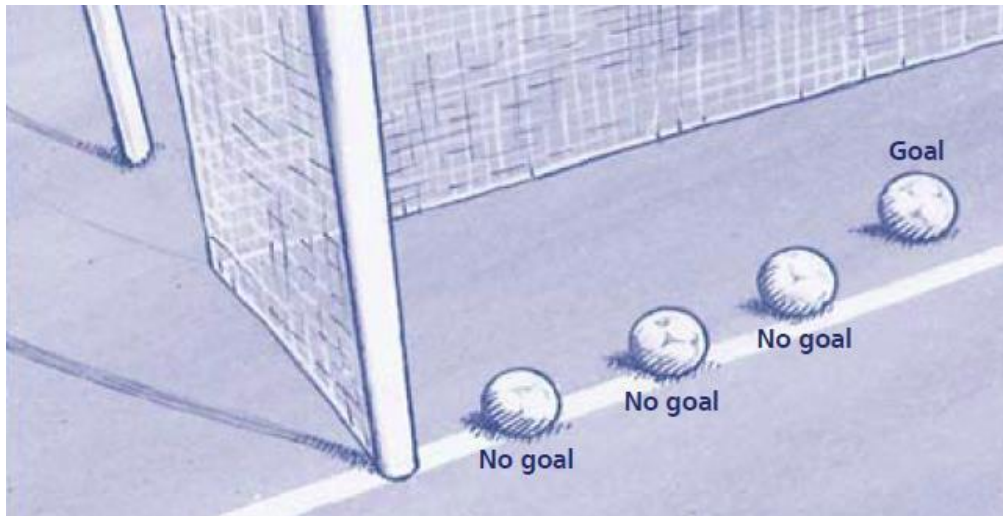
A dropped ball is a method of restarting play when, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the Laws of the Game.

Law 8 - The Ball In and Out of Play

When the ball crosses either of the touch lines a throw-in will be awarded to the team who didn't touch the ball last. Goal kicks are awarded if a player kicks the ball across their opposing team's goal line. Corner kicks are awarded if a defending player kicks the ball out of bounds across their own goal line. The corner kick is taken by the attacking team from the corner closest to where the ball went out.

Law 9 – The Method of Scoring

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the Laws of the Game has been committed previously by the team scoring a goal.



The team scoring the greater number of goals during a match is the winner. If both teams score an equal number of goals, or if no goals are scored, the match is drawn.

Law 10 – Fouls and Misconducts

There will be no slide tackling allowed during any course of a game. If a slide tackle occurs, a free kick is awarded to the defending team (see Law 11).

Any player, during the course of play, who commits any of the following infringements will be subject to a warning to the referee (yellow card equivalent):

- Careless, reckless behavior;
- Charging or holding an opponent;

- Un-sportsmen like behavior (includes improper conduct to referee and any players on the field).

Should any player deem to commit more than one of the above infringements, that player will be subject to leave the field of play and the rest of the game. The team who conceded the expelled player will not play with a player less. Any issue or concern that is deemed as important or urgent will be notified to the Referee In-Chief for further disciplinary action.

Law 11 – Free Kicks

All free kicks will be taken from where the offense occurred and will be classified as direct or indirect by one of the referees. Players must be given at least 10 yards of space in order to take the kick. Should space not be given at the time of the kick, the free kick will be retaken.

Indirect free kicks must touch **two** players (the kicker and another player) before it is considered in play. If a goal is scored directly from a free kick (without touching a player) the defending team is awarded a goal kick (see Law 13).

Direct free kicks are awarded for the following:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately

If any of these are fouls are committed by a player in their team's penalty area, the opposing team is awarded a penalty kick. Indirect free kicks are awarded if a player:

- Plays in a dangerous manner
- Impedes the progress of an opponent
- Prevents the goalkeeper from releasing the ball from his/her hands
- Commits any other unmentioned offense

Law 12 – The Penalty Kick

A penalty kick is awarded against a team that commits one of the offences that would award a free kick, inside the penalty area. All penalty kicks will be taken at the penalty mark, 12 yards from the goal line.

The goalkeeper must stay on his line until the kick has been taken. A goal may be scored directly off of a penalty kick.

All other players must be 10 yards from the penalty mark during the penalty kick and may enter the play after the ball has left the kickers foot.

The ball must touch another player before the kicker may touch it again, an indirect free kick is awarded to the defending team if infringement occurs.

Law 13 – The Goal Kick

A goal kick is awarded to a team in only in the event of the following scenarios:

- When the ball has gone behind the goal;
- If the opposing team scores an indirect free kick.

All goal kicks are indirect.

Law 14 – The Goalkeeper

In the event that the goalkeeper handles the ball outside the penalty area, a direct free kick is awarded to the opposing team (see Law 11).

Should the goalkeeper pick up the ball after it has been passed by a teammate, an indirect free kick is awarded to the opposing team on the line of the penalty area (closest to the infringement).

The goalie has 6 seconds to drop-kick the ball, throw it or play it on the ground and kick it to get the ball back in play or an indirect free kick is awarded to the opposing team when the offence occurred.

Law 15 - Playoffs

During playoffs, in the case of a draw (tie game) at the end of the match, two 5-minute “silver-goal” halves will be played in its entirety. If there is still a tie, a winner will be decided with a 5vs5 penalty kicks. If there is still a tie, teams will alternate kickers until one team scores and the other doesn't.

Rules:

a. Penalty kicks will be taken from the penalty spot. All players other than the goalkeeper of the opposing team must wait at half.

b. The goalkeeper may not move from his line until the kick is taken.

c. Every player on the roster present must take a shot before a shooter may take a second kick, including the goalkeeper. In coed divisions, players shooting must alternate gender. If a team runs out of eligible kickers of a particular gender, then the rotation of kickers for that gender restarts.

Law 16 – Other Rules

The referee or RIC may perform one card checks at any time, and will be done during playoffs.

No current varsity soccer players are allowed to play in the soccer intramural leagues.

Eligibility Considerations

To be eligible to play, a player's name must appear upon the team's roster each game. It is each of the player's responsibility to verify his name on the game sheet and present the proper student ID if necessary. It is the captain's responsibility to verify that the game sheet is complete and correct prior to the beginning of the game.

To be eligible for playoffs, a player must have played on the team in at least **3** regular season games that term. Any eligibility violations will bring about immediate suspension, pending a Spirit of Competition Committee session.

Everyone wishing to participate in Intramural Sports must be a Campus Recreation member. For membership details see the Recreation Guide. Violators will be suspended from all intramural sports, pending a review by the Recreation Coordinator.

Any rules not specified in this rulebook will be clarified by the Referee-In-Chief, enforced by the referees, and will be added to this rulebook for subsequent seasons. Such rules will follow as closely as possible to the current OSA ruling, as long as it is in the best interest of the intramural league; as seen fit by the Referee-In-Chief.

Law 17 – Slide Tackling

Legal slide tackles are permitted in division A. Division B will not allow slide tackling, however it will be legal to slide in a manner where another player is not present (i.e. to stop the ball from crossing any line).

Law 18 – Offside

In A division, regular offside rules apply as stated in the current version of the OSA's Laws of the Game. In B division, offside is considered to be hybrid: this is performed at the discretion of the referee. Essentially, an offside will only be called in B division if a player is purposely far ahead of the last defender and making no attempt to catch up with play.