

Mens/Womens Soccer 7v7 Intramural Rules

If a game situation or incident occurs and it is not referenced in this rulebook, then we will follow the FIFA small sided laws of the game (except for offside and retreat line)

1. Duration of Match & Starting/Restarting Play

- a. Games are 50 minutes in length, which includes two 25-minute halves and a 5-minute half time break in between.
- b. Play starts with a kick-off and begins at half after each goal with a kick-off
 - i. A goal may be scored directly from a kick-off
 - ii. The opponents of the team taking the kickoff must be 5 metres away from the ball until it is in play
- c. Before kick-off a coin toss must occur
 - i. The team that wins the toss decides which goal it will attack in the first half
 - ii. The other team takes the kick-off to start the match
 - iii. The team that wins the toss takes the kick-off to start the second half of the match
 - iv. In the second half of the match, the teams change ends and attack the opposite goals
- d. Dropped balls
 - i. 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
 - ii. The referee drops the ball at the place where it was located when play was stopped, unless play was stopped inside the penalty area, in which case the referee drops the ball on the penalty area line parallel to the goal

line at the point nearest to where the ball was located when play was stopped

2. The Players

- a. Seven players per team are permitted on the field during game time
 - i. Each team is required a minimum of five players to play
- b. Substitutes are unlimited but are at the referee's discretion
 - i. Teams **must** notify the referee about a goalkeeper change which also **must** occur at stoppages of play
 - ii. Substitutions are on the fly for outfield players
- c. Players shall not wear anything which endangers themselves or other players.
 - i. The two teams must wear colours that distinguish them from each other and the referee
 - ii. The **home** team will wear **whites**, the **away** team will wear **darks**
 - iii. Jewellery is not permitted and cannot be taped
- d. No varsity soccer players are allowed to play in any soccer intramural league

3. The Field of Play

- a. The game will be played on a field half the size of the regulation 11v11 field
- b. Ball must completely pass over line to be out of play
- c. The goalkeepers box is an imaginary 5 by 12 foot box which extends from the touchline into the field of play (extends from corner of the regulation 18 yard box across the goal)
 - i. The box's regulation is at the referee's mercy, if he/she deems the goalkeeper is going too far into the field of play to retrieve the ball then he/she will first award a warning to the player and then a violation of the laws of the game any next time the goalkeeper commits the violation

- ii. Secondly, all fouls around the boundaries of the box will first be prioritized with an indirect free kick **unless** the referee deems the play a clear goal scoring chance **or** the infringement is **clearly** in the specified dimensions of the box

4. Offside

- a. A player is in an offside position if:
 - i. Any part of the head, body or feet is in the opponents' half (excluding the halfway line) and any part of the head, body or feet is nearer to the opponents' goal line than both the ball and the second-last opponent
- b. A player in an offside position at the moment the ball is played or touched by a team-mate is only penalised on becoming involved in active play by:
 - i. Interfering with play by playing or touching a ball passed or touched by a team-mate or interfering with an opponent
- c. There is no offside if the player receives the ball from
 - i. A goal kick
 - ii. A throw-in
 - iii. A corner kick
- d. The highest division will have strict offsides, while the secondary division will have the following rules
 - i. Close off sides will not be called but "cherry picking" (an offensive player is standing way behind the defensive player) will be called

5. Fouls & Free-kicks

- a. All free kicks are indirect, with exception of Penalty Kicks
 - i. All opponents must be at least five (5) metres from the ball
 - ii. Penalty kicks will be taken 10 feet from the goal line

- b. There is no tolerance for any disrespectful or derogatory comments towards referees
 - i. Any comment deemed as such from players towards referee's will be dealt with appropriately
 - c. The yellow card and red card will be used this year by referee's will the appropriate offence occurs
 - i. A red card is an automatic ejection and further suspension will be dealt with a formal report issued by the referee-in-chief
6. Penalty shoot-outs
- a. During playoffs, in case of a draw (tie game) at the end of the match, a winner will be decided with each team taking 5 penalty shots. In the case of a tie after the 5 shooters, each team will take one shot at a time until one team scores and the other does not.
 - i. All players other than the goalkeepers must wait at half.
 - ii. The goalkeeper may not move from his line until the shot is taken.
 - iii. Every player on the roster present must take a shot before a shooter may take a second shot, including the goalkeeper.