



OUTDOOR SOCCER RULES

Revised 9/1/21

Each player must present a valid RU I.D. and be on the team's roster. If you cannot present an RU I.D you will not play. All players must be on the roster to prove that you are a current Rutgers Student and so they have consented to a waiver form. Players can join their roster using services.rec.rutgers.edu

Rutgers Intramural Sports will provide referees for each regular season and playoff game and they have absolute authority during the game. Teams are responsible for keeping their spectators under control. Misconduct of participants, coaches or spectators can result in an implementation of an unsportsmanlike penalty, or harsher penalty.

All rules mentioned here are under the discretion and interpretation of Rutgers Intramural Sports and it's Directors, Supervisors, and Referees.

Team Requirements

1. A registration fee of \$40.00 per team will be collected.
2. YOU MUST HAVE YOUR RU ID TO PLAY!
3. A full team consists of seven players. A team may not play with fewer than 5 players. A PLAYER MAY PLAY ON ONLY ONE TEAM PER CAMPUS PER DIVISION. (A player may play on 1 Open/Single Gender and 1 CoRec Team per campus).
4. Teams must arrive 15 minutes before their scheduled start time. A 5-minute grace period will be given after the scheduled time. After the five minutes, the Supervisor will officially rule the game a forfeit. Call in losses will only be accepted if made by 4:30PM the day of your game. Otherwise, games are expected to be played as scheduled. Call in losses can be called into 848-445-1981 or by email to intramurals@echo.rutgers.edu.
5. CoRec teams must have a minimum of 2 of each gender. Teams must have enough players of each gender in case of injury or schedule conflicts.

Game format

1. The winner of the coin toss has the choice of kicking off or defending a goal. To start the second half the teams shall automatically switch goals and the other team shall kick off.
2. Games will consist of two 20-minute halves with a 5-minute half time. The clock will be stopped for injuries, and unusual delays designated by the official. Otherwise, all games will be timed with a running clock.

3. There will not be any time outs.
4. On all kickoffs (starting game, following goals) the ball can be kicked in any direction.

Equipment

1. Teams are encouraged to bring their own shirts if they are all the same color. Otherwise, pinnies will be provided. If our pinnies are used, shirts must be worn underneath.
2. All players are recommended to wear shin guards. You may bring your own or they will be available for purchase at the games (\$5/per pair)
3. The Goalkeeper must wear apparel that distinguishes them from their teammates and the other team.
4. Molded rubber cleats or sneakers are required. Shoes with steel, metal, plastic, or removable cleats are not acceptable.
5. Jewelry (wristbands, bracelets, earrings, necklaces) or hats with brims are not permitted on the field.
6. Medical Alert Bracelets may be worn and must be visible if taped down.

Substitutions

1. A team must notify the Official on all substitutions. No player may come onto the field without permission of the Official. Substitutes must enter & exit the field at midfield.
2. A team may substitute when it is their possession. This can include throw ins, free kicks, or corner kicks. If the offensive team chooses to substitute, then the defensive team can also substitute.
3. Both teams may substitute;
 - a) On a goal kick.
 - b) After a goal.
 - c) When an injury occurs.

Rules and infractions

1. All unsporting acts are subject to caution and may result in a yellow card
2. Free Kicks
 - a) With 3 exceptions all free kicks are direct kicks
 - b) Direct – a goal may be scored against the offending team, directly from the kick of the ball without touching a player from the offense or the defense.
 - c) Indirect - a goal must touch another player before a goal may be scored
 - d) Setup of free kick
 - i) The offending team's players must be at least 10 yards from the ball until it is kicked.

NOTE: The player taking the free kick MUST ASK THE OFFICIAL for 10 yards or it is no guarantee it will be given

 - ii) Any player of the offended team may take the free kick in any direction

3. Offenses resulting in a direct kick

- a) Tripping an opponent
 - b) Intentionally kicking an opponent
 - c) Deliberately handling the ball
 - d) Pushing or Holding
 - e) Charging the keeper in possession
 - f) Striking or attempting to strike an opponent
 - g) Jumping at an opponent
 - h) Using foul or abusive language
 - i) Slide tackling (AUTOMATIC YELLOW CARD)
 - j) Unsportsmanlike acts
 - k) Infractions occurring in the penalty area will result in a penalty kick.
 - l) Entering the field without permission.
 - m) The same player playing the ball after putting it in play from a stoppage.
 - n) Dangerous play
 - o) Obstruction
 - p) Delay of game
4. Offenses resulting in an Indirect Kick
- a) When a teammate plays the ball back to his/her goalkeeper either by throw-in or intentional pass back and the goalkeeper handles the ball
 - b) A goalie throw that goes over half without touching the player or the ground.
 - c) A goal kick that goes over half without touching the player or the ground.
5. Penalty Kicks
- a) Awarded anytime a penalty occurs by the defense in the 18 yard penalty box.
 - b) All Penalty Kicks will be taken from the 12 yard penalty line
 - c) The goalie must keep their feet on the goal line until the ball is kicked. **Penalty: Rekick**
 - d) The ball will be kicked while it is stationary on the ground
 - e) Neither the offense or the defense shall come within 10 yards of the player taking the penalty kick.
Penalty: Offense - loss of kick/disallow the goal, if made; Defense - rekick if the goal is not made
 - f) Once the ball has been kicked players may advance
6. Offside
- a) Offside will not be called in the RUIM League.
7. Advantage rule
- a) If a foul is committed by the defense while the offense is attempting a scoring opportunity, and calling a foul would stop the offense's chance of scoring on that play the official will shout "play on." Shouting "play on" will evoke the advantage rule meaning that the offense will continue with their scoring opportunity. At the next stoppage of play the official who called for the advantage rule will give the offending player a card, if necessary.
- 8. Slide tackling:**
- a) **Slide tackling is not permitted and will be addressed with an immediate yellow card. Accidental falls are not considered slide tackling. When a yellow card is issued, the player will sit out for a two-minute penalty and the team may not substitute until a goal is scored against them or the two minutes is over. Yellow cards accumulate from game to game and two yellow cards in one game will result in a suspension in the next game.**

9. Out of bounds

- a) A ball is not considered out of bounds until it completely crosses over the sidelines or end lines. **THE LINE IS IN PLAY.** When the ball crosses over the sidelines it will be put back in play by a throw-in. If the ball completely crosses the end line after last being touched by the defense, the ball is put back in play by a corner kick. If the ball completely crosses the end line after last being touched by the offense, the ball is put back in play by a goal kick.

10. Goalkeeper Rules

- a) The goalkeeper is the only player permitted to use hands but only within the penalty area.
- b) The goalkeeper may not use his/her hands when the ball has been played back by a teammate with a kick. **Penalty: Indirect Kick from spot of infraction**
- c) The goalkeepers may not be interfered with when they have possession of the ball.
- d) Any malicious movement toward the goalie with intent to harm will result in an automatic ejection from the game (red card). Possession equals hands on the ball.
- e) The goalie will be allowed to move freely within the penalty area with the ball but must get rid of the ball within 6 seconds, OR a reasonable amount of time, which will be under the discretion of the referee based on the play.
 - i) An opposing player cannot interfere with the goalie while in possession and in the process of distributing the ball. The first offense is a verbal warning, any other offenses will bring a yellow card.
- f) A goalie will be designated before the game begins, he/she must be wearing distinguishable apparel.
 - i) Teams may change goalies only during a dead ball and after they have informed the referee they intend to change.
- g) A goal kick must leave the penalty area before being in play. If the ball fails to leave the area, the kick is repeated.
- h) A punted/thrown ball that is released from the goalie's hands that goes over the midline inbounds without touching a player or the ground will be an infraction. **Penalty: Indirect Free Kick at the midline, this also includes goal kicks.**
- i) Disqualifications
 - i) Badgering an official may result in immediate game disqualification. A WARNING IS NOT REQUIRED.
 - ii) If a player is ejected from a game (2 yellow cards or 1 red card) the team must play shorthanded AND the player must leave the field and be completely removed visually from the playing area. Any game ejection may result in a one game suspension. The player must meet with the Intramural Sports Professional Staff for that campus prior to being able to play in ANY intramural game again.

11. Scoring

- a) A goal is scored when the ball completely crosses over the goal line.
- b) A goal must cross the goal line before the clock reads 0:00 for it to count

12. Mercy Rule

- a) With 5 minutes or less remaining in the second half if a team is up by 6 or more goals then the game will end.

Playoffs

1. Seeds will be decided based on a points system. Defaulting a game results a loss of one point in the standings however forfeiting a game will result in your team losing 3 points. Any combination of 2 defaults or forfeits will result in your team being removed from the league.
2. **Players must participate in a minimum of 1 regular season game in order to play in the playoff tournament.**
3. **OVERTIME** (Only in Playoffs): One 5-minute “Golden Goal” period will be played in the case of a tie score. If the game is still tied after the “Golden Goal” period, penalty kicks will occur in a 5v5 format and then 1v1 format if the game remains tied. The first six players to shoot the penalty kicks must be on the field at the expiration of extra time. The goalie is not required to kick. For CoRec, the order of the kicks must be alternating genders.

RUTGERS UNIVERSITY INTRAMURAL SPORTS POLICIES

1. The game of Outdoor Soccer is a contact sport and injuries (mostly minor) do occur. Players should participate with this understanding. Also, participation in the Intramural Sport Program is completely voluntary. Rutgers University is not responsible for injuries incurred during intramural play. It is strongly recommended that participants have satisfactory health status and accident insurance to cover any injury that may occur
2. Alcohol is not to be brought to any Rutgers Recreation Facility. Players coming to their game under the influence risk Forfeiture of the game, suspension from intramural play, and referral to the Dean of Students.
3. There will be a Sportsmanship Rating System in place for all teams. At the conclusion of every game, the officials and intramural supervisors will rate each team based on their sportsmanship towards their opposing teams and the officials. Team Captain’s will sign off on their score and Sportsmanship Rating. The rating can change from 4.0-0.0. Teams that forfeit will receive a 1. Teams must have at least a 2.5 rating average in order to be eligible for the playoffs. Teams at risk of falling below or teams that are below the required Sportsmanship Rating will be alerted by Rutgers University Intramural Sports Staff, as a preventative measure. Teams must have a least 2.0 rating for each game in the playoffs in order to advance. Any team that receives a 0.0 in a playoff game will be disqualified from that playoff tournament and suspended from all IM events for a period of time to be determined by the professional staff. The sportsmanship ratings are based on:

A **(4) Excellent Sportsmanship** - given to a team where all players cooperate fully with the officials and opposing team members.

B **(3) Above Average Conduct** - Team members verbally complain about some decisions made by the officials and/or show minor dissension, which may or may not merit an unsportsmanlike penalty (technical, yellow flag, etc). Any team receiving an unsportsmanlike penalty will receive no higher than a “B” rating.

C **(2) Poor Sportsmanship** - Team members constantly comment to the officials and/or the opposing team from the field/court and or/sidelines. The team captain exhibits little control over teammates or him/herself. Teams that earn at least two unsportsmanlike warnings will receive no higher than a “C” rating.

D (1) Deplorable Conduct - given to a team that persist in questioning officials' decisions; and/or they repeatedly argue with the officials. Teams display frequent use of profane or vulgar language. Spectators, clearly related to the team, fail to cooperate with the officials and the team is not supportive of the officials' efforts. Teams that earn at least three unsportsmanlike warnings will receive no higher than a "D" rating. Teams receiving an ejection due to unsportsmanlike actions of a player will receive no higher than a "D" sportsmanship rating. Teams that forfeit games will receive a 1 rating.

F (0) Intolerable - given to a team where the team is completely uncooperative and the captain has no control. Any team that receives four unsportsmanlike penalties or two player ejections will receive an "F" rating and the game will be forfeited.