



UW-WHITewater INTRAMURAL SPORTS OUTDOOR 7v7 SOCCER RULES

Last update: August, 2021

SOCCER IS A CONTACT SPORT AND INJURIES ARE A POSSIBILITY. THE INTRAMURAL SPORTS PROGRAM ASSUMES NO RESPONSIBILITY FOR INJURIES; HOWEVER, BASIC FIRST AID WILL BE AVAILABLE.

TEAM CAPTAIN'S MEETING

This is a sport that requires a preseason captain's meeting. Be attentive to your email regarding either an in-person meeting date or a link for a webex meeting.

ENTRY FEE

The entry fee of \$35/team must be paid at time of registration.

LEAGUE SCHEDULES

Schedules for league play will be posted on IMLeagues and the UWW Rec Sports app

QUESTIONS

Please feel free to contact the Office of Recreation Sports and Facilities or the Intramural Coordinator, Matt Schneider, with any questions or concerns at 262.472.1145 or email imsports@uww.edu.

GENERAL PROCEDURES

Please use the Captain's Handbook as a resource throughout the year. If you are team captain, please inform your players of all of the guidelines in the handbook BEFORE your first contest.

MEN AND WOMEN

STARTING THE GAME

1. **START TIME:** Teams are to be at the field and signed in before the official game time. If a team is not at the field and ready to play at the scheduled game time, that game will be declared a forfeit. It is recommended that teams arrive at the game site fifteen (15) minutes prior to the scheduled start time.
2. **IDENTIFICATION:** All participants must bring their current valid UW-Whitewater identification card to the field area in order to be checked in and ruled eligible to participate prior to the beginning of each game. Late arriving players must sign in with a supervisor before entering the game.
3. **SCORING:** An official will keep the score and clock on the field. The Intramural Supervisor will also keep score and the clock on the sideline.
4. **FIELD RULES:** Only officials and players are permitted on the field. One (1) coach per team and substitutes are permitted on the team benches. **TOBACCO USE IS STRICTLY PROHIBITED.** Failure to comply with all Intramural Rules and Regulations for soccer and the Intramural Field Rules by spectators will result in immediate expulsion of the spectators and possible forfeiture of the game.

5. TEAMS: Seven (7) players constitute a team – six (6) field players and one (1) goalkeeper. A team may start or play with no fewer than five (5) players.
6. KICKING THE BALL PAST MIDFIELD: No one can kick the ball past midfield during a goal kick. Penalty: Opponent awarded direct free kick anywhere at midfield. The goalie may not throw or kick the ball past mid-field unless they are outside of their own penalty area. (PENALTY: Direct free kick for the opposing team at mid-field).
7. UNIFORMS/PLAYER EQUIPMENT: Teams must wear contrasting color uniforms. Jerseys may be checked out from the Equipment Room. Please let us know what color your team will be wearing so we can indicate that online and make sure teams show up in different colors.

SHIN GUARDS ARE MANDATORY!

PLAYING THE GAME

8. GAME TIME: The game will consist of two (2) halves of fifteen (15) minutes. The clock will only stop for goals scored and for injuries or any circumstance deemed appropriate by the officials or supervisor.
9. OVERTIME: In case of a tie during the regular season, a 1-minute rest period is followed by 5-minute overtime. The first team to score a goal is declared the winner (sudden victory). If the score is still tied after the overtime period, the game will end in a tie. In case of a tie during the postseason, a maximum of two 5-minute sudden victory overtime periods will be played. In the case of a tie after the 2 overtime periods, a shootout will occur. Four players from each team will kick at the opponent's goal rotating teams (Co-Rec: 2 males and 2 females must kick). If the game is still tied after this shootout, then the shootout will continue head to head according to gender. This will occur until there is a winner. Any player on the team is eligible to kick once during a shootout (may repeat after all members have kicked). A team may use any player as the goalkeeper, regardless if they finished the game at that position. The goalkeeper must still wear a different colored jersey or shirt indicating he/she is the goalie.
10. MERCY RULE: If a team is ahead by 8 or more goals with 5:00 or less then the game is over. If a team is ahead by 5 or more goals with 2:00 or less then the game is over. There is no mercy rule in any All-Campus Championship Game.
11. SUBSTITUTIONS: Substitutions are unlimited. When a team would like to make a substitution the player must first tell the official nearest them they would like to enter the game the next time the ball goes out of bounds. The player must be at the midfield line to report into a contest and the player coming off must exit prior to the new player's entry. The official will signal the new player on and then the substitution can occur. Substitutions are only allowed on throw-ins, goal kicks, after a goal is scored, halftime and prior to overtime (not on corner kicks, direct kicks, indirect kicks, penalty kicks, or offsides) or before a shootout or in between the overtimes during the playoffs.
12. GOAL: A goal is scored when the entire ball passes over the goal line. A goal may be scored from a kickoff or a goal kick.
13. GOALKEEPER: The goalkeeper has six (6) seconds to clear the ball. Goalkeepers may not use their hands when the ball is kicked directly to them by a teammate (PENALTY: IFK for opposing team). The goalie may not throw or kick the ball past mid-field (PENALTY: Direct free kick for the opposing team at mid-field).

14. **SLIDE TACKLING: NO FORM OF SLIDE TACKLING IS ALLOWED.** The penalty is a yellow card and direct free kick for the opposing team. If the act is deemed intentional and blatant, a red card may be issued. A goalie may slide to get the ball.
15. **DIRECT FREE KICK:** The following penalties result in a direct free kick:
- Slide tackling
 - Holding, pushing, kicking, striking, or tripping an opponent
 - Handball (includes by the goalie outside of the penalty box)
 - Yellow or red card
 - Any other unsportsmanlike conduct
- Note: Any direct kick awarded to the offense inside the penalty box will result in a penalty kick.
16. **INDIRECT FREE KICK:** The following penalties result in an indirect free kick:
- Illegal Substitution
 - Offsides
 - Goalkeeper illegally touching a teammate's kicked pass with his/her hands inside the penalty box
 - Goalkeeper Interference
 - Obstruction
 - Goalkeeper Delay (holding the ball for more than 6 seconds)
17. **THROW-INS:** All balls that go over the touch line will result in a throw-in. Throw-ins must be with two hands on the ball, extending directly behind the head and releasing when the arms are over the head. Both feet must remain on the ground at all times. The back foot can be dragged.
18. **INDIRECT FREE KICKS EXPLAINED:** Indirect kicks may not be shot directly at the goalkeeper with the intention of scoring. The ball must hit off a field player before contacting the goalkeeper. If the goalkeeper makes an intentional attempt to save the ball, score is allowed (if the goalkeeper is attempting to get out of the way of the ball and is contacted by the ball, score is not allowed). This is a judgment call by the official(s) and is final!
19. **DIRECT KICKS EXPLAINED:** All other restart kicks (following foul, technical violations, or call out of play) are direct. Defending players must remain at least ten yards away from the ball in all directions until it is played by the attacking team. A foul occurring within the penalty area, which would normally result in a direct kick, will be penalized with a penalty shot, taken from the penalty spot. A foul in the penalty area which would normally result in an indirect kick will be penalized with a direct kick (defenders still in play) from the penalty spot.
20. **OFFSIDES:** There is OFFSIDES. Offsides in soccer is determined when the ball is kicked rather than when the player receives the ball. In order to be offsides, a player must be on their attacking half of the field, be involved in the play, and be closer to the goal line than the ball and any of the opposing team's players. Offsides does not apply on corner kicks, throw ins, and goal kicks. If an offside is called, the opposing team gets an indirect kick from wherever the offsides player was when he was offsides. If the player is level with his last opponent, he is not offsides.
21. **FOOTWEAR:** No metal cleats or screw-ins are allowed. All cleats must be molded plastic studs.

SPORTSMANSHIP

22. UNSPORTSMANLIKE CONDUCT: Any unsportsmanlike conduct including, but not limited to, arguments with officials (the captain is the only player permitted to talk with the officials) by any coach, manager or spectator, flagrant fouling, fighting, etc. will result in expulsion of that individual and/or team from further participation in that scheduled game. Officials/supervisors have the authority to impose penalties for teams behaving in an unsportsmanlike manner.
23. DISQUALIFIED PLAYERS: A player disqualified from the game for unsportsmanlike conduct must leave the Intramural fields IMMEDIATELY, and will be declared ineligible for play in any intramural sports activity until he/she has met with the Intramural Sports Coordinator. Failure to leave may result in disqualification of the captain, or forfeiture of the game. Any second occurrence of unsportsmanlike conduct by a team may result in that team being eliminated for the remainder of the season.
24. DRUG & ALCOHOL POLICY: Teams coming to games under the influence of alcohol and/or drugs will face a like penalty as listed above, if in the opinion of the IM Supervisor and/or Coordinator of Intramurals they pose a threat to the safety and welfare of players, officials, or spectators.

CO-RECREATION

25. TEAMS: Teams may play with as few as five (5) players if necessary. If teams are playing with seven (7) or less players, the male/female ratio may only be 4:3, 3:4, 3:3, 3:2 or 2:3! No exceptions.
26. Other than the above exceptions, official WIAA rules will be followed.