

7 on 7 Soccer League Intramural Sports Rules

Western Kentucky University Intramural - Recreational Sports

1. League

- Soccer will be considered a “League” sport for the purposes of the All-University Points Cup.
- Teams will play regular season games within their division.
- At the end of the regular season, teams will be selected for the playoffs based on the criteria outlined in the WKU Intramural Sports Handbook.
- The top half of each division will advance to the playoffs—the Intramural Department reserves the right to select one or more “wildcard” teams based on scheduling needs.
- Any team with less than a 3.0 sportsmanship rating average WILL NOT be eligible for the playoffs, regardless of regular season record or point differential.

2. Field and Equipment

- All games will be held in the Hattie L. Preston Intramural Sports Complex.
- The field will be 40 yards by 80 yards (the size of a flag football field).
- Soccer balls will be provided by the IM-Rec Department.

3. General Regulations

- All teams must submit a roster prior to the entry deadline date as indicated in the Intramural-Recreational Sports Calendar of Events.
- All team members must have a valid WKU ID card and be on the IMLeagues roster at every intramural event in order to participate. There are NO EXCEPTIONS!

4. Player Uniforms

- Players may not wear jewelry of any kind.
- An approved headband is the ONLY type of head gear that is permissible to wear.
- All players must be in appropriate athletic wear: No jeans, boots, non-athletic shoes, or hats/non-approved head gear.
- Cleats: Any cleats worn may NOT have “toe” cleat or have metal studs.
- All scrimmage vests MUST be worn with a shirt underneath.
- All members must be dressed in same/similar uniforms with at least a 4” number on the back of each uniform shirt. If one player on a team does not have a uniformed shirt, the whole team will have to wear the scrimmage vests supplied by the intramural department.

5. Captains

- Each captain will be responsible for the behavior and discipline of his/her team & sideline. The captain must have his or her team on opposite half sidelines before the game can begin.
- The captain will act as a spokesperson for his/her team in discussion with game officials.

6. Roster Limits & Players

- Single Gender: Seven (7) players compete on the field at one time. This includes the keeper.
- CoRec: Seven (7) players compete on the field at one time, including the keeper
 - CoRec teams may play with the following ratios
 - 4 men, 3 women – male keeper
 - 3men, 4 women – female keeper
 - 3 men, 3 women – either gender may be keeper
 - 3 men, 2 women – male keeper
 - 2 men, 3 women – female keeper
- A team may start a game with five (5) players.
- The team may add players at any time during a game.
- Players must be on the imleagues roster in order to participate.
- See eligibility rules at www.wku.edu/imrec/intramurals.

7. Time

- The game shall consist of two 20-minute halves, running clock, with a three-minute half time.
- There will be NO timeouts.
- At the end of regulation if the game is tied, game shall end as a tie. At the end of regulation during playoffs, if the game is tied penalty kicks will determine the outcome.
 - Five (5) penalty kicks by five different players will be taken alternately by each team.
 - If at the end of the five penalty kicks it is still tied, teams will shoot one penalty kick each until the game is decided. The remaining players who haven't kicked yet will kick.

8. Start of Play

- A coin toss decides which team kicks off to begin the game. Whoever wins the toss chooses ball or side.
- After half time, the teams change end and the kick off team alternates.

9. Substitutions

- All subs, including the goalie, must be made following a notification to the officials and be beckoned in by the officials.

- Substitutions can be made on a team's own throw in, own corner kick, and after any goal or goal kick. If a team subs on their own throw in or corner kick, the other team is then also eligible to sub.
- Subs may only take place at midfield on the teams' sideline.

10.Touch Line and Throw-In

- All balls that go out of bounds on the sideline will be put back into play by throw-ins.
- Throw-ins must be made from behind the head with both feet on the ground.
- All balls that go out of bounds on the end lines will result in either a goal or corner kick.
- Goal kicks will be taken on balls kicked out by the offense. They will be kicked from the six yard line.
- Corner kicks will be taken on balls kicked out by the defense. They will be kicked within one yard of the corner.
- A ball is out-of-bounds when the ENTIRE ball crosses the line either in the air or on the ground

11.Offside Violation

- Offside violations will be called.
- Two things are necessary to be 'offside':
 - The player must be in an "offside position" at the **moment** the ball is "played" by a teammate. To be in an "offside position", a player must be on the opponent's half of the field & closer to the opponent's goal line than both the ball & the second-last defender. A player is **not** in an offside position if he/she is on his/her own half of the field (i.e. the half his/his goalkeeper is on), or even with the second-to-last defender or the last 2 defenders. (The goalkeeper is usually the last defender, or one of the last two, but he/she might not be; the rules just refer to the last 2 defenders & don't mention the goalkeeper). This is often difficult to call. (For example, if a player is even with the Second Last Defender & thereby in an "onside position" but runs past the Second Last Defender a split second after his teammate makes a through pass. In this example, the player is not offside because he was in an onside position at the moment the ball was played.)
 - The player must be involved in 'active play' by either gaining an advantage by being in an offside position, interfering with the play, or interfering with an opponent.
- Players are NOT offside if they:
 - ...are in their own half of the field
 - ...are even with or behind the ball
 - ...do not pass the "second last defender" (The goalkeeper is usually, but not always, the last defender)
 - ...receive the ball directly from a goal kick, corner kick, or throw-in (note: one can be offside by receiving the ball directly on a "free kick)
 - ...have possession of the ball.

- The penalty for offside is an indirect free kick for the opposing team at the spot where the offside occurred.

12. Goalkeeper

- The goalkeeper may only pick up the ball within the designated box. S/he may not pick up the ball if passed to them by their own team (exception: if the ball is headed back to them by their own team).
- The keeper must release the ball within 6 seconds of picking the ball up.
- The goalkeeper may not be charged into by a player.
- No one can run into or kick into the goalkeeper while going for the ball.
- It is the responsibility of the offensive player to be under control.
- A player committing a foul is subject to a YELLOW or RED card depending on the severity.

13. Goal

- A goal is scored when the whole of the ball has passed ENTIRELY over the goal line, between the goal posts and under the crossbar.

14. Penalty Kicks

- A direct free kick is taken at the penalty mark (9 yards).
- All players except the player taking the kick and the goalkeeper must stay outside the penalty area.
- No one besides the kicker and the goalie may play the ball until it has touched either the goalie or the post.
- The player taking the kick may not play the ball again until it has hit another player.
- Players taking a penalty kick must kick in one fluid motion. It is illegal to hesitate or stop in front of the ball prior to kicking.

15. Slide Tackling

- **SLIDE TACKLING IS NOT PERMITTED AND WILL RESULT IN AN AUTOMATIC EJECTION**
 - **Will be determined at the officials discretion**

16. Direct Free Kicks

- Direct kicks may be kicked directly into the goal by the player taking the kick
- Acts resulting in a direct free kick, and possibly a penalty (including ejection), include:
 - Holding an opponent
 - Pushing an opponent
 - Striking or attempting to strike an opponent
 - Jumping at an opponent
 - Kicking or attempting to kick an opponent
 - Tripping an opponent
 - Using the knee on an opponent

- Charging an opponent violently or dangerously
- Charging the goalkeeper in the penalty area
- When a free kick is being taken, a player of the opposite team shall not approach within 10 yards of the ball until it is in play unless one is standing on one's own goal line, between the goal posts.
- Handling the ball (using hands), or handling by the goalkeeper outside of the penalty box will result in a direct kick.

17. Indirect Free Kicks

- Indirect kicks must contact a player other than the player taking the kick before it can be scored as a goal.
- A player playing the ball a second time before it has been played by another player at the kickoff, free kicks, corner kicks, or goal kicks will result in indirect kicks.

18. Forfeits & Defaults

- Forfeits: Teams are allowed a ten (10) minute grace period from the beginning of the game before they will be forced to forfeit.
 - During this time the clock will run:
 - If the late team is ready to play with less than three (3) minutes having past, the score will begin 0-1.
 - If the late team is ready to play with less than six (6) minutes having past, the score will begin 0-2.
 - If the late team is ready to play with less than nine (9) minutes having past, the score will begin 0-3.
 - After the 10 minute grace period has passed the team that is prepared to play will be awarded the victory (winning 3-0).
 - If a team is ready to play before the ten minute time limit has expired, both teams will begin the game with the time that is left on the clock in the first half.
 - If neither team is able to play before the ten minute grace period is over then both teams may receive a forfeit (score of 0-0).
- Teams that are unable to form a team for a scheduled contest who do not submit a default card will be charged a forfeit fee of \$20. Teams with outstanding balances will not be allowed to compete until this fee has been paid to the intramural department. Payments may be made to the IM-Rec Sports Office, which is located on the 2nd floor of the Preston Center (only during operational hours).
- Defaults
 - Teams may default in order to avoid a forfeit fee. It will result in a loss and elimination from the tournament for playoff games.
 - Default cards may be filled out online, via the imleagues.com website or the ww.wku.edu/intramurals website and must be submitted by 3:00 PM of the game day.
- Game Misconduct
 - If a game is called due to misconduct or an uncontrollable sportsmanship situation from both teams, the game will be considered a loss for both

teams and teams will be subject to further sanctions from the intramural department.

19. Discipline

- Red card penalties will result in the immediate ejection of the player who committed the foul.
- Two yellow card penalties on the same player will result in a red card penalty.
- Two red cards on the same team will cause that team to forfeit the game.
- **Three yellow card penalties on the same team will cause that team to forfeit the game.**
- Yellow Cards can be given for the following:
 - Delay of game following a warning
 - Hard foul
 - Arguing with officials
 - Taunting another player
 - Official's discretion
- Red Cards can be given for the following:
 - Slide tackling
 - Using hands to save a goal
 - Anything normally deemed a yellow card but in the judgment of the official is severe enough to earn a red card

20. Ejections

- Ejections
 - **All ejections are a minimum one (1) game suspension.**
 - Any player ejected twice in the season/playoffs will be suspended from further play for the remainder of the season/playoffs.
 - A player, coach, substitute, or fan/observer that is ejected from the game must leave the facility within 3 minutes of the ejection or face further sanctions.
 - **ANY EJECTED PLAYER MUST MAKE ARRANGEMENTS TO MEET WITH THE INTRAMURAL DIRECTOR BEFORE HIS OR HER SUSPENSION CAN TAKE EFFECT. PLAYERS WHO HAVE YET TO MEET WITH THE INTRAMURAL DIRECTOR ARE NOT ELIGIBLE TO PARTICIPATE IN ANY INTRAMURAL EVENTS.**
- Game Misconduct
 - If a game is called due to misconduct or an uncontrollable sportsmanship situation from both teams, the game will be considered a loss for both teams and teams will be subject to further sanctions from the intramural department.

21. Protests

- The WKU Intramural Sports Department does not accept protests except for those concerning matters of eligibility.
- Eligibility protests must be TYPED and submitted to the Intramural Office before 3:00 PM the day following the contested game. If a team has any questions about

an opponent's eligibility status, they should advise the referee and obtain that player's name before, during, or after the game. If a team uses an ineligible player, they will forfeit every contest that the ineligible player participated in.

- If a coach/captain desires to question a rule interpretation, he or she may use one of his or her time outs. During this time, the officials may consult with a supervisor regarding interpretation of the rule. No time out will be charged if the result of the play is changed in favor of the protesting team. Any questions relative to the particular rule interpretation must be solved on the court before play continues. Captains must make protests immediately—once play continues, the situation may no longer be reviewed. **NO PROTEST WILL BE ACCEPTED CONCERNING THE JUDGEMENT CALLS OF THE OFFICIALS.**
- **In any situation not addressed in these rules, intramural officials and intramural supervisor will reference the NFHS soccer rule book.**

22. Blood Rule

- If and when an official observes that a player is bleeding, has an open wound, or has any amount of blood on his or her uniform, the player must leave the game. (In an instance when a substitute is not available, the official may allow time for the player to receive medical attention, but the time may not be excessive in the judgment of the official.) If a substitute is available, the player must leave and may not re-enter until after the clock has run and a substitution opportunity occurs. The injured player is not to return until the bleeding has stopped, the open wound is covered, and bloody uniform is changed. If a player must change a shirt and this necessitates a change to another number, he or she must notify the scorekeeper.
- A player that suffers a head, spinal or neck injury must have a doctor's approval (in writing) before they are permitted to participate in another game.