



# Intramural Sports

## Soccer Rules Summary:

### PLAYERS:

League play will use the rules of the National Federation of State High School Associations with the modifications listed here. Each player is responsible for knowledge of the rules and guidelines of the soccer league. These handouts are available at the Intramural Office in the gym and on-line.

Each player must be currently enrolled at CTC and have a current/updated student or faculty/staff ID card. Each participant must bring their ID card to the first game they participate in, otherwise they will not be allowed to play.

A roster is required for each team. Each team may carry a maximum of 12 players. Roster changes/additions may be made throughout the season but must be made with the consent of the intramural sports director.

Each team will have seven (7) players on the field to play. A minimum of five (5) players is needed to start and continue a match. If a team begins with less than seven players, those players arriving late may enter the game after conferring with the intramural director and then beckoned onto the field by the referee.

Once a player plays with a team, he/she is attached to that team for the entire season and may not play with another team. If that player quits or is dropped from their original team, he/she may not play with another team.

Ineligible players will not be allowed to participate. Any team using an ineligible player will forfeit the game(s) the ineligible player participated in.

To be eligible for the play-offs, a player must have participated in at least one regular season game with his/her team.

Each team will have a captain on the field at all times. Only the on-field captain may confer with the officials.

### GAME:

The game will consist of two, 20-minute halves with a running clock. The clock will only stop for a penalty kick, yellow card, red card, a goal or if in the official's judgment for a long delay.

There will be a five-minute halftime period.

There will be no time outs allowed except for injury.

Substitutions may be made anytime during a dead ball situation. Each substitution must be recognized by the official.

## **PLAYER CONDUCT:**

If a player is ejected or disqualified from a game, no substitution may be made for that player. Any player ejected from a game will be suspended from their next game. A second ejection will result in that player being suspended for the rest of the season.

## **SCORING:**

A goal is scored when the entire ball has completely passed over the goal line, between the goal posts and under the crossbar. A goal is worth one point.

During the regular season, a tie game at the end of regulation will end in a tie. In the play-offs, a tie game will be broken by a series of five (5) penalty kicks. Kickers may only kick once; no replays will be allowed; kicks will alternate between teams. If still tied, the game will then be decided by sudden death kicks.

If a team is trailing by five (5) goals with 10 or less minutes to go in the second half, a mercy rule will be imposed and the game will be over.