UTM CAMPUS REC INTRAMURAL

MEN’S OUTDOOR SOCCER

RULES AND REGULATIONS

Revised September 1st, 2014

All intramural participants are expected to abide by the UTM Code of Fair Play.

A. PLAYERS AND TEAM REGISTRATION

TEAMS WILL BE REQUIRED TO POST A PERFORMANCE BOND. THE BOND IS DUE AFTER THE TEAM ENTRY MEETING AND WILL BE REFUNDED AT THE END OF THE SEASON, PROVIDED THAT THE TEAM DOES NOT DEFAULT OR RECEIVE PLAYER OR TEAM FINES. A TEAM WILL LOSE 50% OF THEIR POSTED BOND AFTER ONE DEFAULT. AFTER THE SECOND DEFAULT, A TEAM IS REMOVED FROM THE LEAGUE AND THE REMAINDER OF THE BOND IS LOST.

1) Teams will play with a maximum of 11 players, 10 and a goalie on the field. Teams are allowed to have a maximum roster of 25 players. All players that are added, after the Player Registration Form has been submitted, must sign the original Player Registration Form on file at the Program Office, room 060 in the RAWC. The player added must then be verified by the League Commissioner, before the added player can participate.

There are various restrictions/limits and regulations regarding the use of Varsity, ex-varsity and U of T Intramural Tri-Campus outdoor soccer players on your team. If in doubt, please contact the Program Office.

Players may play for one intramural team. Under certain conditions, a player may transfer teams. All transfers require 48 hour notice prior to the game of the team that the player is transferring to. Please contact the Program Office for specific details on the transfer rules prior to transferring.

Further information on the eligibility regulations for campus rec intramural participation is contained in the UTM Intramural Handbook and is available through the Program Office (Room 060 in the RAWC) and at the UTM DPE web site @ www.utm.utoronto.ca/phyled.

B. TIMING PROCEDURES AND PLAYER SUBSTITUTIONS

1. The games will consist of two twenty-minute halves with a two-minute half time. Teams will change ends at half time. Games are scheduled to begin 10 minutes past the hour. If a team does not have the minimum to start of 7 players (6 players and a goalie) present at the designated start time, the referee shall wait 5 minutes. If after 5 minutes a team still does not have the required 7 players, the referee shall declare the game a default. Half-time will be only 3 minutes in duration. The referee has the ability to add time to each half due to injuries.
2. Substitutions: All players must report to the half-line on the side line and be called into the game by the referee. Procedures are followed as in the official laws of the game except as mentioned here:
   - unlimited substitution
   - players substituted for may return to the play

Substitutions can take place during the following stoppages of play:
   - your team’s throw in, and/or if your opponents are substituting on their throw in.
   - goal kick
   - goal scored
   - start of second half or overtime periods in playoffs (referee must be informed beforehand)
   - serious injuries (discretion of referee)

Substitutions cannot take place during the following stoppages:
   - corner kick
   - drop ball
   - direct or indirect freekicks

3. A player may arrive late at any point during the game and be allowed to play, provided they are dressed in appropriate attire and the team captain reports the late players’ name and jersey number to the scorers prior to them entering the game.

C. GETTING THE GAME STARTED

Team captains will flip a coin to determine which side a team starts on. If a team chooses a side, the opposing team shall start with a kick-off to start the first half. The kick-off must go forward, but once it is touched it is considered live and in play.

D. EQUIPMENT

1. An outdoor size 5 soccer ball will be used and will be provided by the scorer from the score table. If this ball becomes unsuitable or is lost during the game, the game official will choose another ball.
2. **Shin guards, cleats and or turf shoes are MANDATORY.**
3. All studs on shoes shall project no more than 3/4” from the sole nor be less than 1/2” in diameter.
4. A player shall not wear anything which is dangerous to another player, including, but not limited to: jewellery, watches, belts, hard casts etc.
5. Uniforms/Pinnies. Each team is requested to wear uniforms with numbers. Teams without uniforms or in the case of a colour conflict, the home team (listed first on the schedule) must obtain pinnies from the Control Desk in the Recreation Athletic and Wellness Centre. Students must present their T-Card to sign-out pinnies.
6. The goalkeeper must wear colours distinguishable from other players and from the referee.
E. RULES OF THE GAME

1. Goal: A goal is scored when the ball crosses wholly over the goal-line between the two posts, under the cross-bar, provided it is not:
   a) thrown
   b) carried or propelled by hand or arm by the player of the attacking team

2. There will be no slide tackling allowed. Players who repeatedly slide tackle or who slide tackle to prevent a scoring opportunity will receive a yellow card.

3. FIFA soccer rules will apply to all other situations not in this rule set.

F. DISCIPLINARY ACTION

1. YELLOW and RED cards are in effect for all games and the referees word is final! Verbal abuse of the referees and/or other players will NOT BE TOLERATED.

2. Players receiving 2 YELLOW cards during a regular season or play-off game are automatically suspended for the remainder of the game and must leave the gym. The player must also sit out of their teams next scheduled game. Players given RED cards receive an automatic suspension for the remainder of the game and must leave the gym. A RED or 2 YELLOW card ejection also results in a $10.00 player fine. Players receiving RED cards are further required to appear before the UTM Review Board. Further discipline delivered by the UTM Review Board will be posted.

3. Fighting, racial slurs and constant verbal abuse of the officials will not be tolerated. Flagrant RED card ejections will be assessed in these situations. Players receiving flagrant RED card ejections must leave the gym area. A RED card ejection also results in a $10.00 player fine. **NOTE: the minimum penalty for fighting is a one year suspension from Intramural Indoor Soccer.

4. Teams who loose a player, during a game, because of 2 YELLOW cards or 1 RED card, must play shorthanded for the remainder of the game. IF THE GOALIE IS EJECTED THE TEAM MUST REPLACE THE GOALIE, AND PLAY WITH ONE LESS PLAYER ON THE FIELD UNTIL THE FIVE MINUTES IS SERVED.

5. Teams loosing two players on RED and/or 2 YELLOW card ejections during the same game will automatically lose the game by default. *DEFAULT losses will be scored as 0 points and the team will loose 50% of their team performance bond.

6. A player receiving 3 YELLOW cards within the season may continue to play in the game that he or she receives the YELLOW provided that it is not their second one of that current game. However, he or she is suspended from the team’s next scheduled game. In addition, a player who receives 3 yellow cards will be fined $10.00. NOTE: a RED card ejection counts as 2 YELLOW cards.

7. Players receiving 5 YELLOW cards within the season are immediately suspended from the current game. In addition they will be further suspended for the remainder of the regular season and the play-offs. The player must immediately leave the field area. If the suspended player reached 5 yellows on the first card of the current game, their ejection does not count towards the 2 player ejection and the game is defaulted rule (see #5). Another player off the bench can replace the ejected player. A player who receives 5
yellow cards during the season will be fined $20.00. NOTE: a RED card ejection counts as 2 YELLOW cards.

8. IF A PLAYER HAS TWO GAME EJECTIONS FOR YELLOW OR RED CARDS DURING THE SEASON, THAT PLAYER WILL BE SUSPENDED FOR THE REMAINDER OF THE LEAGUE GAMES, INCLUDING THE PLAY-OFFS. A player who is ejected out of 2 league games will be fined $20.00. The player fine will be placed on that players account and must be paid before they can gain access to the athletic facilities.

9. Teams that default/forfeit two league games will be removed from the league. This includes both the regular season and the play-offs. Defaults occur from not having the minimum players required to start a game or having two players ejected in one game. Forfeits occur from using illegal players or calling 48 hours in advance to inform the Program Coordinator that the team will not be playing in a set scheduled game. A team that defaults/forfeits in a 2 game total goal or single game play-off series is automatically removed from the play-offs regardless of number of previous defaults/forfeits.

G. FINES AND PENALTIES

Teams will be disciplined accordingly for the following RED and YELLOW Card game ejections:

ONE EJECTION during regular season - team probation for remainder of season

THREE EJECTIONS during regular season - deduction of two points from the teams’ point total column

FIVE EJECTIONS during one season of play - ejection from league and $20.00 fine

ALL TEAM FINES WILL COME FROM A TEAM’S PERFORMANCE BOND.

Players who are ejected from league games must pay the following fines:

2 YELLOW or 1 RED in a regular season and/or play-off game results in a $10.00 fine plus a one game suspension (Note: Red card ejections require the ejected player to appear before a Review Board).

Players ejected from 2 games for YELLOW or RED card infractions results in a $20.00 fine plus suspension from the league for the remainder of the regular season and play-offs

Players who accumulate Cards from all league games must pay the following fines:

3 YELLOW cards results in a $10.00 fine plus a one game suspension

5 YELLOW cards results in a $20.00 fine plus suspension from the league for the remainder of the regular season and play-offs
Teams who accumulate Cards from all league games must pay the following fines:

6 YELLOW cards in the regular season results in a $10.00 fine plus deduction of two points from the teams’ point total column

9 YELLOW cards in the regular season results in a $20.00 fine and the team is ejected from league

NOTE: EACH RED CARD INFRACTION COUNTS AS 2 YELLOW CARDS.

ALL PLAYER FINES WILL BE PLACED ON THE STUDENT’S ATHLETIC ACCOUNT AND MUST BE PAID BEFORE THEY CAN GAIN ACCESS TO THE ATHLETIC FACILITY.

All team fines will be taken out of the team’s Performance Bond. If at any time during the season, a team’s Performance Bond has been depleted, the team representative must re-pay the entire bond to get back into the league. Failure to re-submit the Performance Bond will result in immediate expulsion from the league.

H. REVIEW BOARDS

ALL PLAYERS EJECTED FROM A GAME FOR RED CARD INFRACTIONS ARE SUBJECT TO A REVIEW BOARD HEARING. PLAYERS MUST APPEAR BEFORE THE REVIEW BOARD TO PRESENT THEIR CASE OR HAVE A TEAM REPRESENTATIVE PRESENT THEIR CASE ON THEIR BEHALF. PLAYERS ARE INSTRUCTED TO CHECK THE INTRAMURAL BULLETIN BOARD TO ASCERTAIN THE TIME AND DATE OF THEIR REVIEW BOARD HEARING. PLAYERS SHOULD NOT MISS THEIR REVIEW BOARD HEARING DATE!! FAILURE TO ATTEND A REVIEW BOARD HEARING IS NOT GROUNDS FOR AN APPEAL OF A REVIEW BOARD DECISION.

The purpose of the Intramural Review Board is to rule on cases of game ejections and all protests. The Review Board will make decisions on player suspensions based on the nature of the infraction. Suspensions can range from one game to one year. Severe incidents can result in the expulsion from that sport for life, suspension from all intramurals and/or the suspension from use of all UTM RAWC athletic facilities.

I. METHOD OF SCORING FOR LEAGUE PLAY

Win = 3 Points, Tie = 2 Points, Loss = 1 Point, Default/Forfeit = 0 Points

J. PLAY-OFFS

The amount of teams to make the play-offs and the play-off format will be listed on the league schedule. Players must play in at least 50% of their teams’ scheduled league games to be eligible
for the play-offs. The League Commissioner is responsible for posting the player play-off eligibility lists of all play-off teams. If the lists are not posted prior to the play-offs contact the UTM Athletic Program Office (Room 060, RAWC) immediately.

**K. OVERTIME**

1. All regular season games will remain tied after time has expired. In the play-offs if a tie still exists at the end of a game, the game will proceed directly to a penalty shoot-out.
2. Only players on the field during the OT period will be eligible to shoot in the penalty shoot-out. During a shoot-out, all players that are to shoot must remain in a line 10 feet outside of the 18 yard box. Players who were on the field, but are not in the original 5 players of the shoot-out, must remain at the half line, lined up in their teams on either side of the centre circle. All players who were not on the field at the expiration of OT must remain at their bench area off the field and on the side-line.
3. 5 players from each team must alternate shooting penalty shots until all 10 players have shot. A coin toss will determine which team will shoot first in the penalty kick shoot-out. The team winning the coin toss can decide to shoot first or last.
4. If after the 5 players from each team have shot, and the score remains tied, a sudden death shoot-out will occur. Teams will alternate shooters until the tie is broken. The team that shot second in the regular shoot-out will go first in the sudden death shoot-out. Sudden death shooters cannot be from the original FIVE.
5. A team must go through their entire roster on the field, including goalies, before a player can shoot twice in the sudden death shoot-out. Exception - If a team is playing with less players than the other team, the team with the higher amount of players may have their players shoot twice once the team with the lower amount has gone through their entire roster.

**FIFA soccer rules will apply to all other situations not mentioned above.**

**M. PROCEDURES IN CASE OF INJURIES**

If in doubt as to the nature or extent of injury, do not move the injured player, contact the game manager at the score table on the field. YELLOW EMERGENCY CALL BOXES ARE LOCATED CLOSE TO THE FIELD IN CASE OF SERIOUS EMERGENCIES!

INJURIES, ACCIDENTS, DAMAGED EQUIPMENT AND SAFETY CONCERNS SHOULD BE REPORTED TO THE RAWC STAFF IMMEDIATELY!