**OPEN OUTDOOR SOCCER RULES AND REGULATIONS**  
Revised Aug 2017

*FIFA soccer rules will apply to all other situations not listed below.*

**NUMBER OF PLAYERS**
Teams will play with a maximum of 11 players; 10 players plus a goalie. There are no gender restrictions when in play. Teams are allowed to have a maximum roster of 25 players.

**DEFAULTS**
Games are scheduled to begin 10 minutes past the hour with a minimum of 7 players (6 players and a goalie). If after 5 minutes a team still does not have 7 players, the referee shall declare the game a default. Teams losing two players on RED and/or 2 YELLOW cards ejections during the same game will automatically lose the game by default.

**LENGTH OF GAMES**
Games will consist of two twenty-minute halves with a two-minute half time. Teams will switch ends at half time. The referee has the ability to add time to each half due to injury.

**EQUIPMENT**
An outdoor size 5 ball will be used and provided by the scorers. Shin guards, cleats or turf shoes are mandatory. All studs on shoes shall project no more than 3/4" from the sole nor be less than 1/2" in diameter. A player shall not wear anything which is dangerous to another player, including, but not limited to: jewelry, watches, belts, hard casts etc. 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 wear pinnies. The goalkeeper must wear colours distinguishable from other players and from the referee.

**RULES OF THE GAME**
- Team captains will flip a coin to determine which side a team starts on or which team will begin kick-off
- The kick-off must go forward, and once touched is considered live and in play
- There will be no slide tackling allowed
- A goal is scored when the entire ball crosses over the goal-line between the two posts
- YELLOW and RED cards are in effect for all games and the referees word is final

**Scoring:**
- Win = 3 Points, Tie = 2 Points, Loss = 1 Point, Default/Forfeit = 0 Points

**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: unlimited substitution and 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), and serious injuries (discretion of referee).

**Overtime and Shoot-outs:**

**Regular Season:**
- All regular season games will remain tied after time has expired.

**Play-Offs:**
- Ties during play-off games will proceed to penalty shoot-outs.
- A coin toss will allow a team to decide to shoot first or last.
- 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 center 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.
- If after the 5 players from each team have shot, and the score remains tied, a sudden death shoot-out will occur.
- Sudden death shooters **cannot be** from the original FIVE. 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.
- The exception is 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.

**EJECTIONS**

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

*Note: Each red card infraction counts as 2 YELLOW cards.*

- 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

**Teams who accumulate Cards from all league games must pay the following fines:**
- 5 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

**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 fine:
- 3 YELLOW cards results in a $10.00 fine plus a one game suspension
- YELLOW cards results in a $20.00 fine plus suspension from the league for the remainder of the regular season and play-offs

DISCIPLINARY ACTION
- Fighting, racial slurs and constant verbal abuse of the officials will not be tolerated.
- 2 YELLOW cards in season or play-off game: Automatic suspension for the remainder of the game and must leave the field. The player must also sit out of their teams next scheduled game. $10.00 player fine.
- 3 YELLOW cards in season: Player 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.
- 5 YELLOW cards in season: Players 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.
- RED cards: receive an automatic suspension for the remainder of the game and must leave the field. $10.00 player fine and must appear before the UTM Review Board.
- A RED card ejection: $10.00 player fine and a minimum penalty for fighting is a one-year suspension from Intramural Indoor Soccer.
- 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 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.
- Teams who lose 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 goalie and play shorthand on the field.