



UTM INTRAMURALS - OPEN OUTDOOR SOCCER

RULES AND REGULATIONS

All Outdoor Soccer rules are set out by FIFA with the following exceptions:

NUMBER OF PLAYERS

- All games will be played with a maximum of 11 players on the field for each team. A minimum of 8 players for each team is required to start the game
- Teams may use up to a maximum of 3 NOMADS*. (Read "Nomads" heading for further details)
- All teams will have a maximum roster of 20 participants

DEFAULTS

- For every minute that a team is late their opponent will be given 1 point towards their total game score
- If a team does not have enough players by 10 minutes past the scheduled time, the team will lose by default
- The default score will be recorded as 10-0

LENGTH OF GAMES AND SCORING SYSTEM

- Games will consist of two 20-minute halves with a 5-minute half time.
- The league is run using a point system:
 - WIN = 3 points
 - TIE = 1 points
 - LOSS = 0 point
 - DEFAULT = -1 points

OFFICIALS

- The referee and game manager will be supplied for all UTM Intramurals games
- The referee will have the final decisions on all rules and disputes
- Linesmen will be appointed for as many games as possible

EQUIPMENT & UNIFORMS

- A size 5 soccer ball will be used
- Players must wear numbered shirts of the same colour
- The goalkeeper must wear a shirt of a different colour of their own team and those of the opposing team
- Proper playing attire is mandatory. Shin guards are highly recommended.
- Metal cleats are **prohibited!**

ELIGIBILITY

- Players (including late players) must check-in on the game sheet before every game in order to participate
- There are no gender restrictions
- For eligibility rules, please refer to the UTM Intramurals Handbook

START OF GAME AND PLAY

- The home team will start the first half with a kick-off
- The away team will start the second half
- Teams are permitted unlimited substitutions in a game
 - Substitutions can only take place during throw-ins, goal kicks, after a goal is scored, or at the beginning of a half, with the permission of the referee
- Slide tackles are not permitted
 - **A slide tackle is** considered when a participant has one knee on the ground and/or when a participant slides on the ground next to their opponent
 - Slide tackles may result in a yellow or red card, at the discretion of the referee
 - Goalkeepers may slide in an attempt to play the ball within the 18-yard box
- On a free kick, the defensive team must retreat 10 yards
- Offside will be called at the discretion of the referee
- A goal is scored when the entire ball passes over the goal line, between the goal posts and under the crossbar provided it is not:
 - Thrown or carried or propelled by a hand or arm by the player of the attacking team

FOULS & EJECTIONS

- Yellow and red cards will be handed out at the referee's discretion
 - The referee may assign a yellow card for rough play, repeated infractions, unsporting behaviour, or verbal abuse
 - A player that receives a yellow card is given an automatic 2-minute penalty. The team must substitute this player off the field or continue playing a player down
 - The referee may assign a red card for fighting, excessive rough play, a second yellow card, or verbal abuse. The player must immediately leave the playing area and is suspended for their team's next scheduled game
 - A team that receives a red card cannot substitute this player – they must continue playing a player down
- Fighting, verbal slurs and excessive verbal abuse of officials will **not** be tolerated
- An ejection will result in an appearance before the administration staff. *NOTE: the minimum penalty for fighting is a minimum one-year suspension*

END OF GAME

- The game will end once the regulation time ended and the official calls the game.
- Teams must leave the field after the game in-order for preparation for the next game can begin i.e. cleaning of benches, etc.

TIE BREAKING RULE & PLAYOFFS

- If regular time in a playoff game ends as a draw, a 10-minute golden goal extra time period will be played. The first team to score a goal will win the game.

- If the golden goal extra time period ends as a draw, the winner will be determined through kicks from the penalty mark.
 - A coin toss will decide which team kicks first.
 - The goalkeeper who finished the game must stay in goal.
 - Each team will alternate until they have both taken 5 kicks.
 - If the score is still tied, it will go to sudden death in penalty kicks until there is a winner.

NOMADS

- * NOMAD: A player registered with the league who is used to by a team to compete in a game where they cannot field enough of their own registered players to begin the game or reach the max playing roster size
- Teams using a NOMAD must have 8 players from their roster signed in.
- Teams can only have a NOMAD if their team cannot field the maximum amount of players to play a game.
- Once a team reaches a roster size of 11 registered players, the NOMAD(S) can no longer play in that game (A registered player is defined as a player on the original team roster).
- A NOMAD may not be added as a substitute and will no longer be permitted to play when a player on the original team roster signs in.

