



UTM INTRAMURALS - OPEN OUTDOOR SOCCER

RULES AND REGULATIONS

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

NUMBER OF PLAYERS

- Games will be played with 11 players on each team, including the goalkeeper.
 - A match may not begin with fewer than 7 players.
- Teams are permitted a maximum roster of 20 players

DEFAULTS

- If a team does not have enough players by 5 minutes past the scheduled time, the team will lose by default.
- The defaults will be recorded as 2-0

LENGTH OF GAMES

- Games will consist of two 25-minute halves with a 5-minute half time.

OFFICIALS

- The referee 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.
- One soccer ball will be provided for teams to warm up with.
- Players must wear numbered shirts of the same colour.
 - Pinnies may be signed out from the RAWC Control Desk at no charge.
 - T-Cards are required to sign out pinnies
- The goalkeeper must wear a shirt of a different colour of their own team and those of the opposing team.
- Shirts do not have to be tucked into their shorts.
- Shin guards and proper playing attire are mandatory. Players may not participate without them.
- Metal cleats are **prohibited!**

ELIGIBILITY

- Players (including late players) must check-in on the game sheet before every game in order to participate.
- No spectators are allowed on team benches, except for a Registered Coach and/or team captain on the team roster.
- There are no gender restrictions.
- For eligibility rules, please refer to the UTM Intramurals Student Handbook.

SCORING SYSTEM

- The league is run using a point system:
 - WIN = 3 points
 - DRAW = 2 points
 - LOSS = 1 point
 - DEFAULT = 0 points

START OF PLAY

- The home team will start the first half with a kick-off. The away team will start the second half.

PLAY

- Teams are permitted unlimited substitutions.
 - 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.
 - 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.

SCORING

- A goal is scored when the entire ball passes over the goal line, between the goal posts and under the crossbar provided its 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 of 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.

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.

