



INTRAMURAL 6x6 SPEED SOCCER RULES

1- THE PLAYERS

Each team shall consist of six players. **For Co-Rec games, at least** two women must be present to start play. If you are playing with 6 players, you must have 3 of each gender on the field at all times. If you are playing with five players, the extra player may be male or female. You may have only one more of one gender than the other gender on the playing field. A minimum of four players are needed to start a game. Players are required to **bring both a dark and light shirt to each game**. All players should be checked in with supervisor or officials with current ID by game time. No dangling jewelry of any kind will be permitted at any time. Any other jewelry (nose rings, lip rings etc.) must be covered and Rec Sports is not responsible for providing the tape.

2- GAME LENGTH

Game time is forfeit time. Please refer to the Intramural Sports Handbook for the forfeit policy description. A game shall consist of two 25 minute halves. Halftime shall be three minutes. The game clock shall run continuously and shall only be stopped for officials' meetings and injuries. Overtime will only occur in playoff matches.

3- THE GAME

Unless specified, the rules for Speed Soccer are the same as those described by FIFA.

3.1.- There are no offside in Speed Soccer.

3.2.- **There are no slide tackles allowed.**

3.3.- Slides and leg extension efforts made to stop or kick a ball shall not be considered a dangerous play unless in the proximity or contact with another player.

3.4- A ball that travels completely over a sideline will result in a kick-in. *Kick-ins are indirect.*

3.5- A ball that travels completely over an end line, will result in either a corner or goal kick. *These kicks are direct.*

3.6- Kickoffs only occur at the start of each half. Kickoffs after a score do not exist. A goal kick is used to restart after a goal is scored.

3.7- During playoffs; if tied, 2 five minute overtime periods will be played

-Penalty kick shoot-out will occur if game is still tied (5 players from each team; must be on field at end of game)

-If still tied, then rounds of sudden death penalty kicks will take place.

4- FOULS

All fouls will result in direct kicks and will be taken from the point of foul or contact if occurring in the neutral or defensive zones (see Section 13). If the foul occurs in the attacking team's offensive zone, the direct kick shall be brought back to the offensive zone line, perpendicular to the spot of the foul. For free kicks, all players on the offending team must stand at least five yards away from the ball. Free kick resulting from fouls are direct. In the case that two or more players are fouling each other, a drop-ball will be initiated. Drop-balls are considered indirect.

5- PENALTY SHOTS

Penalty shots occur when fouls are called on the defending team within the boundaries of the goalbox. Penalty shots shall be taken ten yards out from the goal. All players other than the kicker and the goalkeeper are to stand outside the offensive zone until the ball has been played. The penalty shot must be a forward shot on goal. After contact with the keeper or a goalpost or crossbar, the ball is considered in play for **ALL** players. A goalkeeper may not pick up a ball passed intentionally back to them by their own team with exception of any part of the body above the waist. This infraction will **NOT** result in a penalty kick due to the absence of indirect kicks for minor field violations in Intramural Speed soccer. Instead, the ball will be placed on the penalty spot for an **INDIRECT** kick (the offensive zone will not be cleared).



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6- GOALS

A goal can be scored from anywhere on the field. The ball must pass completely over the goal line. A goal can not be scored directly from a kick-in. A goal can be scored directly from either a kickoff, goal kick, corner kick, or goalkeeper throw.

7- THE FIVE SECOND RULE

The team in possession of any direct kick, kick-in, or goalkeeper possession has only five seconds to play the ball after the ball has been placed or they shall lose possession to the other team. If the initial call was a goal kick, then a corner shall be awarded to the other team. If the initial call was a corner kick, then a goal kick shall be awarded to the other team. If the goalkeeper retains possession of the ball, in hand, for longer than five seconds, then a direct kick shall be awarded to the opposing team from the offensive zone line.

8- SUBSTITUTIONS

Substitutions are free-flowing and can be made at any time. The incoming player cannot enter the field until the outgoing player is completely off of the field. Substitutions must be made within the neutral zone. The incoming player must enter at the same spot the outgoing player exited the field. Either team may substitute regardless of which team has control of the ball. Exception: in order to substitute for the keeper, play must already be stopped and you must notify the official.

9- GOALKEEPER

The goalkeeper may touch the ball with his/her hands inside the goal box area. The goal keeper may not pick up the ball with his/her hands if a member of his/her team has intentionally passed the ball to the goalkeeper. This infraction will NOT result in a penalty kick due to the absence of indirect kicks for minor field violations in Intramural Speed soccer. Instead, the ball will be placed on the penalty spot for an **INDIRECT** kick (the offensive zone will not be cleared). This includes all direct kicks and kick-ins. The goalkeeper may not punt or drop-kick the ball. This infraction will result in a direct kick perpendicular to the point of infraction on the nearest offensive zone line to the opponents goal.

10- EJECTIONS, RED, AND YELLOW CARDS

Recreational Sports will keep track of yellow/red cards. It is up to the referees discretion to determine whether or not a player awarded a yellow card must leave the field. Two yellow cards awarded to the same player in the same game constitutes a red card. All red cards result in an automatic minimum one game suspension. Any player ejected by the official(s) must leave the facility and his/her team must continue to play one player short for the remainder of the match. The ejected player may not participate in **ANY** Intramural Sport until s/he has made an appointment with the appropriate Intramural Sport Supervisor. If any player accumulates 3 yellow cards (in the same league) during the quarter, then that player will not be allowed to play in the next game. The appropriate Sport Supervisor is either that sport's Lead Supervisor or, during the playoffs, the on-site Sport Supervisor if that team is scheduled to play in the immediate future. Additional disciplinary actions may apply.

11. WHISTLES

Officials are provided a plastic whistle with a lanyard. The whistle should be held and not put into one's mouth for use until the play is dead. Personal non-plastic whistles should have a mouth guard.



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12- MISCELLANEOUS INFORMATION

In order to provide a comprehensive, recreational sporting opportunity which fosters cooperation and positive interaction between teams and individuals, Intramural Sports will be enforcing the following policies:

Absolutely no one may play without showing a current and valid Cal Poly ID card or a photo ID and current class schedule. You must have legal Rec Center access to play any Intramural Sport.

Profanity, taunting, verbal abuse of officials, and unsportsmanlike conduct will not be tolerated. This applies to participants and spectators.

First violation: Verbal warning or yellow card.

Second violation: Yellow card or red card.

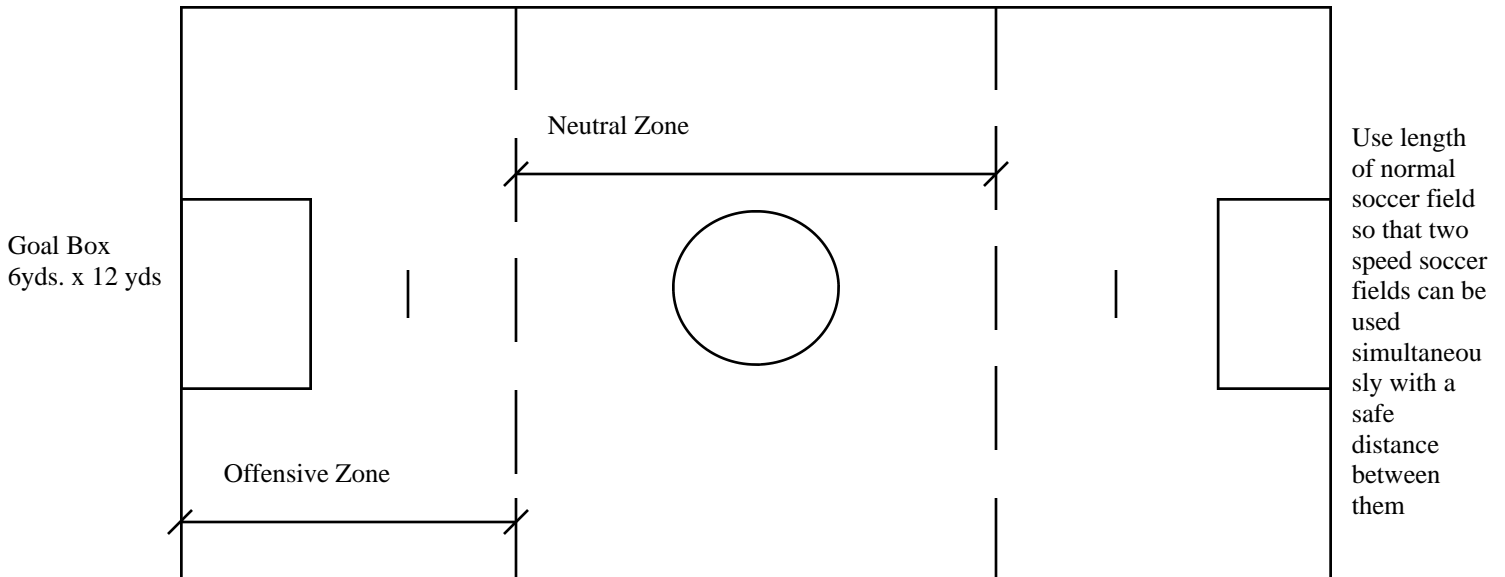
Third Violation: Red card.

Fighting will not be tolerated.

Ejected players will not be allowed to participate in ANY Intramural Sport until a meeting has been conducted with the appropriate Sport Supervisor and any additional penalties have been served.

13- FIELD OF PLAY

Use width of normal soccer field for length of speed soccer field.



Separate field into four equal sections