



## INTRAMURAL 9x9 SOCCER RULES

### 1- THE PLAYERS

Each team shall consist of nine players and must have a minimum of 6 players to start the game. For **Co-Rec** games when starting with 6 or 8 players, an equal number of men and women should be on the field. If there are 7 or 9 players on the field, the uneven player may be male or female. The goalkeeper counts as a player. Players are required to **bring both a dark and white shirt to each game (absolutely NO GRAY OR YELLOW! !)**. All players should be checked in with supervisor or officials with current ID by game time. Game time is forfeit time. No jewelry of any kind will be permitted at any time.

### 2- GAME LENGTH

Please refer to the Intramural Sports Handbook for the forfeit policy description. A game shall consist of two 20 minute halves. Halftime shall be three minutes. The game clock shall run continuously and shall only be stopped at officials' discretion, such as in the case of an injury. **Overtime will only occur in playoff matches.** If a playoff game should end in a tie, two 5 minute golden goal periods will be played. If the score is still tied after overtime, each team will attempt five penalty shots. At least two of these shots must be taken by women in Co-Rec games. If the score is still tied after the five shots, the teams will shoot, alternating one at a time, using the remaining players on the field until the tie is broken.

### 3- VIOLATIONS AND MISCONDUCT

*Unless specified, the rules for 9x9 Soccer are the same as those described by the FIFA soccer rules.*

A player shall be penalized if they:

- Slide tackle (**NO SLIDE TACKLING ALLOWED PERIOD !!!!!!!**)\*\*
- Kick, strike, trip, charge, push, hold, or jump at an opponent.
- Kick a ball held by the goalkeeper.
- Handle the ball.
- Are illegally in an offside position.

**\*\*Note on Sliding:** *Goalkeepers may slide in their own penalty area as long as the slide is both legal and safe. Slide and leg-extension efforts made to play the ball are not illegal if the player is not in the proximity of another player.*

### 4- PENALTY ADMINISTRATION

All fouls will result in direct kicks (**EXCEPTION: See Rule 7**) and will be taken from the spot of the foul. All opposing players must be ten yards from the spot of a free kick. If a foul on the defense occurs in the defending team's penalty box, a penalty kick will be awarded. The ball must be touched by another player before the kicker is eligible to play it again.



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### 5- 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 throw-in. A goal can be scored directly from either a kickoff, goal kick, corner kick, or goalkeeper possession.

### 6- SUBSTITUTIONS

Substitutions may be made during stoppages of play for goal kicks, on a team's **own throw-in**, on the opposing team's throw-in only if that team substitutes first, after a goal has been scored, and between halves only. Injured players may be substituted at the discretion of the official, and the official may require that a cautioned player (yellow-carded) be substituted for. The incoming player may only enter the field once the outgoing player has left the field and the referee has summoned the incoming player on.

### 7- GOALKEEPER

The goalkeeper may touch the ball with his/her hands inside his/her goal box area. Once the goalkeeper has control of the ball, he/she has **6 seconds to release it**. If they do not release in 6 seconds, it will be an **INDIRECT** kick at the spot of the infraction. The goalkeeper may not pick up the ball with his/her hands if a member of his/her team has intentionally passed or thrown-in the ball to the goalkeeper. If the goalkeeper does, the ball will be placed at the location of the infraction for an **INDIRECT** kick.

### 8- EJECTIONS, RED, AND YELLOW CARDS

Recreational Sports will keep track of yellow/red cards. It is up to the referee's 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 met with the appropriate Intramural Sport Supervisor as explained in the Intramural Manager's Handbook. 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.



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### 9- 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, red card/ejection 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.