

VANDERBILT UNIVERSITY
OFFICE OF CAMPUS RECREATION
SOCCER RULES AND PROCEDURES

The following rules and procedures are those items for which the Office of Campus Recreation feels a need to further elaborate and clarify. In no way should the absence of a particular rule or procedure be construed to mean that it will not be enforced. All team coaches are responsible for the information in the current Soccer Activity Flyer, Intramural Recreational Handbook, and the United States Soccer Federation.

An Intramural Supervisor will be on duty for each game. The Intramural Supervisors have been given directions and authority by the OCR to carry out necessary duties. Any problems should be referred to the supervisor in charge.

1. Forfeit time is 5 minutes after the game's scheduled time. A team must have 7 players present by forfeit time in order to play.
2. Jerseys will be checked out to each team before the game. An ID is required for the jerseys. The ID will be returned when all the equipment is returned to the official. Teams are not required to wear the jerseys if they have their own team jerseys. Jerseys must be of the same color, and have a legible number (no tape) on them. Teams are responsible for lost equipment, and must pay the replacement cost prior to the next scheduled game. Penalty: forfeit.
3. No player, coach, or spectator shall use abusive or insulting language, or physically abuse any player, coach, spectator, or intramural employee.
4. No alcohol is allowed on the fields at any time.

1.1 Responsibilities of Coaches

- A. Check with your players to see if any of them are participating in other intramural activities that may cause a time conflict with your soccer schedule. If you have players in these other activities, notify the OCR immediately and we will try to avoid conflicts.
- B. Read and know the rules. Have a team meeting to go over the rules and schedules.
- C. Control yourself, your teammates, and your spectators. Coaches are responsible for enforcing alcohol policy
- D. Represent your team prior to, during and after games, and at all meetings.
- E. Coaches are responsible for seeing that the officials have the correct final score and should check the score board outside the Office of Campus Recreation.

- F. Make sure all of you players are eligible to play.

- 5. Only the captain may address an official on matters of rule interpretation and for information.
 - A. Check the playoff schedule immediately following the completion of regular season play.
 - B. Supply one person to assist with the game timing and scorekeeping.
 - C. Check the schedule board after 12 noon the day following a rainout to get the make up date. Rainouts will not be announced before 3 p.m.

1.2 Eligibility

- 6. A person may play for one men's or women's team only and one co-rec team.
 - A. To be eligible, each player's name must be on the team roster filed with the OCR.
- 7. Women may play in men's intramural soccer leagues.
 - A. Freshman men and women may only play in the freshman leagues.
 - B. Penalty for any of the above is possible forfeiture of the game and player suspension.

8. Protest and Procedure

- A. Get the two captains together with the official and settle the dispute.
- B. If satisfaction is not reached, call the supervisor who will then settle the problem.
- C. Neither team may leave the site, nor may the game begin or continue until the protest has been settled.
- D. Eligibility protest must be filed with the supervisor before the game, or when the problem arises.
- E. Judgment calls cannot be protested.
- F. The protest must be made before the next live ball.

G. Teams, who wish to carry the protest further, may do so by following the guidelines set forth in the Intramural-Recreation Handbook.

1.3 Equipment

9. The teams participating will provide a legal game ball. If necessary, a game ball may be checked out from the Student Recreation Center equipment desk, during hours, with a valid V.U.-I.D. The supervisors are the sole judges of the legality of the ball.
 - A. Goalies are required to wear a jersey clearly distinguishable from the other players on the field.
 - B. No player wearing illegal equipment will be allowed to play. Any equipment which, in the opinion of the officials, is dangerous or confusing to other players is illegal. Illegal equipment includes: (a) pads made of hard or unyielding substance, even if covered by soft padding (b) casts of any type (c) helmets of any type (d) projecting hard materials on clothing or person (e) jewelry unless medical in nature. Knee braces must be approved through the supervisor.
10. Metal and metal-tipped cleats are illegal.
 - A. The penalty for illegal equipment will be player disqualification.

1.4 Officials

- A. All players, substitutes, coaches and other team representatives are subject to the written and unwritten rules of the game and will be governed by the decisions of the officials. The officials may rule in any situation not specifically in the rules.
- B. Normally, (2) officials will call the game. Should only (1) official be present, a representative from each team may be asked by the official to serve as linesman.
- C. One of the officials will be the official scorer and timer.
- D. Each team must have a captain present for the coin toss by the officials. The first captain there calls the toss. The winner of the toss has choice of goal or kickoff. The loser has the remaining choice (may refuse kickoff).

1.5 Players and Substitutions

11. Nine players on each team, seven required to start a game. A team must have a minimum of five players to continue a game. Co-Rec teams are 5 men and 4 women, and must have at least 3 women to play.

- A. Substitution is unlimited under the following conditions: (1) Substitutions must report directly to the official first. He/she will wave you in at the appropriate time. (2) Substitutions are allowed when the ball goes over the end line, during throw-ins by the team having possession, between periods, when a goal is scored and when a player is disqualified* (other players may be substitute for). (3) Disqualified players will not be replaced. The opposing team may substitute a like number. (5) Any time the goalie is changed, the official must be notified. (6) The penalty for illegal substitution is an indirect free kick.

1.6 The Game

- 12. Two halves of 20 minutes each will be played. Halftime will be 3-5 minutes in length (officials discretion).
 - A. Between each half, teams will change ends and alternate the kick-off.
 - B. The half or game is over at the instant the clock runs out.
 - C. There will be a 5 minute grace period for each game of the night.

1.7 Kick-off Drop Ball

- A. A kick-off will begin play at the start of each half and after goals. Coin toss determines possession for first half.
- B. After the kick-off, the kicker may not play the ball again until it has been touched by another player on either team. (Penalty: Indirect free kick, spot of foul)
- C. The official will whistle when the ball goes out-of-bounds and when a foul is committed. A second whistle may be made for a penalty kick, substitution, caution or disqualification and official timeout.
- D. A drop ball is in order when: (a) ball goes out-of-bounds simultaneously by two opponents (b) after suspension of play and no team has possession (c) a simultaneous foul occurs.
- E. The spot of the drop ball is where it becomes dead unless this is in a penalty area (nearest spot outside penalty area). For a ball driven out-of-bounds simultaneously by two opponents, the ball is spotted 5 yards inside the boundary line unless this is in the penalty area.

1.8 Scoring

- A. The ball must travel entirely beyond the endline between the goal posts and beneath the crossbar for a goal to be scored.

- B. A goal may be scored: (a) on a direct free kick (b) directly from a penalty kick, corner kick, and drop ball and from a goal keeper's throw, punt or drip kick.
- C. A goal may not be scored: (a) by the kicker on a kick-off (b) from an indirect free kick (c) directly from a goal kick or throw-in.
- D. The score of a forfeited game is 1-0.

1.9 Offside

- A. A player is offside when he is in the opponents half of the field and is closer to the goal line than the ball at the moment the ball is played. This offside situation exists unless: (a) there are 2 opponents between that player and the goal line (b) the ball is received directly from a goal kick, corner kick, throw-in or dropped ball.
- B. Being in an offside position is either gaining an advantage or trying to, the foul will be called. The call should be made as the ball is contacted by a teammate and the offside player is either involved in, or influencing play.

Free Kicks

- A. Direct free kicks will be awarded for: (a) tripping (b) kneeing (c) kicking (d) intentional handling, except for the goal keeper in his/her own penalty area (e) pushing (f) holding (g) charging (h) jumping at an opponent.
- B. Indirect free kicks will be awarded for: (a) illegally leaving the field (b) illegal substitution (c) an unreported goal keeper handling the ball in the penalty area (d) a kicker playing the ball consecutively following a kick-off, free kick, penalty kick, goal kick, corner kick or throw-in (e) touching the ball before it touches the ground on two consecutive drop balls (f) offside (g) kicking a ball in goalkeeper possession (h) charging an opponent when neither is involved in a play on the ball (i) the goalkeeper taking more than 4 steps before releasing the ball (j) the goalkeeper delay in clearing the ball from the penalty area (k) obstruction (l) dangerous play (the act-it doesn't matter if the players are teammates or opponents) (m) unsportsmanlike conduct.
- C. During a free kick, opponents must be a minimum 10 yards from the ball until it is kicked on a free kick by the defending team in their own penalty area. Opponents must position themselves outside the penalty area and a minimum 10 yards from the ball. The ball must be still at the time of the kick or it must be repeated. The ball is not put back into play until it has traveled one full circumference from the spot of the kick. On a free kick from a team in its own penalty area, opponents may not play the ball until it is out of the penalty area.

Penalty Kicks

- A. A penalty kick is awarded when a direct free kick foul is called in the penalty area of the guilty team.
- B. Only the kicker and the goalkeeper are allowed in the penalty area. All other players must be a minimum of 10 yards from the ball and outside the penalty area.
- C. If there is a movement violation by the defensive team and a goal is scored, it stands; if the shot is missed, the shot is repeated. If the violation is by the offensive team and a goal is scored, the shot is repeated, if the goal is missed, the defensive team gets an indirect free kick from where the violation occurred.

Throw-ins

- A. On a throw-in, the player must have both feet on the ground outside the sideline. The ball must be thrown with 2 hands directly over the head.
- B. The position of the ball, not the player, is the determining factor whether or not the ball is out-of-bounds. A player may be out-of-bounds and legally play ball in-bounds.

Goal Kicks

- A. Awarded when the ball goes over the line last touched by the offensive team. The ball will be put back into play from that half of the goal area closest to where the ball went out of bounds.
- B. On a goal kick, the offense must be outside the penalty area and neither team may play the ball until it is out of the penalty area. The goalkeeper can not play the ball.

Corner Kick

- A. Awarded when the ball goes over the goal line last touched by the defensive team. The ball will be put back into play from the quarter circle closest to the spot the ball went out-of-bounds.

Legal Contact

- A. There may be legal contact under the following conditions (a) shoulder-to-shoulder contact (b) both players going directly for the ball (c) both have at least one foot on the ground at the moment of contact. If all of the following aren't met, a foul will be called.

Miscellaneous Rules

- 13. Ties will be recorded as ties during regular season. During playoffs, ties will go into sudden death. Sudden death period is 5 minutes. If still tied, then penalty kicks.
- A. Possession of the ball by the goalkeeper includes dribbling of the ball with the

Hand and dropping the ball for a kick.

- B. POSTPONEMENTS – Each team may arrange one mutual postponement during the season. To do so, the captain must submit a mutual postponement form to the OCR with opposing team captain's signature 24 hours prior to the originally scheduled time. See the league director to find available times to re-schedule the contest.
- C. Schedules will be posted and maintained on the IM schedule board on 1st floor across from the Welcome Center. Schedules will not be given over the phone, including games rescheduled due to inclement weather.
- D. A team must average a sportsmanship rating of 2 or higher to qualify for the playoffs. A team, whose rating averages less than 2 for two consecutive games, will be suspended from their next game.