7 v 7 Co-Ed Outdoor Soccer

**ALL PLAYERS MUST HAVE THEIR UMBC “RED CARD” ID AT EVERY GAME TO PLAY!**

**Notes:** There will be a ten minute grace period given to teams with at least one player present but less than the minimum number required to begin play. Two forfeits and your team will not be able to compete in the postseason, but will be allowed to finish out the season. First forfeit = loss of ½ of deposit. Second forfeit = loss of entire deposit.

**The Game:** will consist of two 20 minute halves with a running clock. One timeout permitted per game.

**Teams:** 7 players will constitute a team. Teams will be permitted to play with one less. No game will continue with less than 5 players.

**Goalkeepers:** this player only will be permitted to use hands to play the ball within the penalty area. The no-pass back rule (re-handling) is in effect. Opponents are prohibited from changing into the goalkeeper when he/she has possession of the ball.

**Substitutes:** can be made on the fly by any player, excluding the goalkeeper. Penalties will be assessed for illegal substitutions. Illegal substitutions are too many players on the field, or an unauthorized player (a late player who has not signed in properly). Substitutions for the goalie must be made on an Official’s whistle only. Illegal substitutions for goalies will resolve in a penalty kick.

There will be no off sides.

**There are throw-ins (outdoor):** After a sideline out of bounds, the ball will be put in play a throw in from the touchline. Player who’s throwing the ball in must keep both feet on the ground while completing the throw-in otherwise it will be deemed illegal and the opposing team will gain control and throw the ball in from the same spot. Defensive players must stay at least 5 yards away from the touchline.

**Scoring:** the team with most goals will be declared the winner. If, at the end of the regulations, the score is tied, the game will end. No overtime will occur during regular season.

**Playoffs:** during playoffs, tied games will be handled as follows: 10 minute overtime period. If still tied, a shootout commences….

The following are shoot-out procedures:

1. The shoot-out shall start with a coin toss to decide which team shall shoot on goal first. The team that wins the coin toss has choice of shooting first or second.
2. Three (3) players per team will be allowed one shot each for the overtime period(s). If after 3 shots the score is still tied, each team will be allowed one more shot. This process will be repeated until a winner is determined. A different player from the team will take each shot until all players have been used. Once all players have been used the first player will shoot again. The shooting order will remain the same throughout the shoot-out.
3. Only players who have played in the game shall be eligible to take the kicks.
4. \*\*Goals by females are worth two points during a shoot-out. \*\*
5. The goalie may not be substituted for during the shoot-out.
6. The goalie is not permitted to move forward until the ball is kicked.
7. All shots will be taken from the twelve (12) yard penalty line.

**FREE KICK:** may be offered to the offended team, and could either be direct or indirect. For all free kicks, the defensive player must be at least 5 yards from the ball.

**Direct kicks-** a goal may be scored directly by the kicker. Situations which warrant a direct kick are: tripping, charging, handling the bar, pushing, jumping in, etc.

**Indirect kicks-** the kicker may not score directly that is the ball must touch another person before going into the goal. An indirect kick shall be awarded on all sidelines out of bounds, unsportsmanlike conduct, dangerous play, delaying play, etc.

**PENALTY KICK:** is taken when a direct free kick is awarded the offensive team within the defensive team’s penalty area. The kick shall be made from the 7 yard stripe in front of the goal. The goalkeeper only shall be permitted to defend; all others must remain outside the penalty area until the ball is kicked. The goalkeeper may not move his/her feet until the ball is struck.

**CORNER KICK:** shall be awarded when a defensive player causes the ball to go out of bounds across his/her own goal line. The opposing team puts the ball in play by a kick from the corner nearest the point where the ball went out of bounds. A corner kick is direct.

**GOAL KICK:** shall be awarded when an offensive player causes the ball to go out of bounds across his/her opponent’s goal line. The defense is awarded an indirect kick at the intersection of the end line and penalty circle. The ball cannot touch anyone until it clears the penalty area.

**YELLOW AND RED CARDS**: Game officials use a yellow and red card system to enforce sportsmanship-related issues during intramural soccer contests. Yellow cards are formal warnings that are issued by an official to an individual player or coach. A red card is a player ejection. A player does not necessarily have to receive a yellow card before receiving a red card if the offense is deemed severe enough to warrant an ejection (fighting or assaulting officials, staff, or opponents). **When a red card is issued the participant must leave the activity site immediately (within one minute). The participant then has 48 hours to email the Intramural Director (Erica Lloyd) to set up an appointment and discuss the red card. The player who was ejected will be ineligible to compete in his/her next scheduled intramural contest and will not be permitted to play in any intramural activity until he/she has completed the reinstatement procedure. After speaking with the intramural director to discuss the reinstatement procedure the player will know the appropriate steps to take. If the player does not schedule the appointment he/she will not be allowed to participate in any intramural activity. Self-imposed suspensions will not be acceptable and the player will still be required to meet with the Intramural Director.**

**YELLOW CARDS:**

1. Illegal substitutions
2. Delaying the Restart of the Game
3. Uniform Violations
4. Intentional Hand Ball
5. Persistent Dissent
6. Reckless/Dangerous Plays
7. Persistent Infringement of the Laws of the Game
8. Unsportsmanlike Behavior
9. Interference on Goalie

**RED CARDS:**

1. Fighting
2. Two Yellow Cards
3. Unsafe Tackling/Slide Tackling (see below)

\*\*Sliding/Slide Tackles\*\*

* Slide tackles are legal.
* Slide tackles that come from behind the player with the ball is considered dangerous play and are punishable by a direct free kick. The offending player may be cautioned or sent off.
* Going into a challenge with cleats or studs face up is considered serious foul play and is punishable by a direct free kick. The offending player may be cautioned or sent off.

**Mercy Rule:** If one team leads by 9 goals at any point, or by 5 goals with 7 minutes remaining in the game they will be declared the winner by mercy rule.