

RULE ONE: THE GAME, FIELD, PLAYERS

Section One: General Provisions

A. Eligibility

1. This activity will be conducted according to standard eligibility rules as set forth in the current LSU University Recreation’s Intramural Sports Participant Handbook.
2. Participants must be listed on their respective team rosters prior to participating and an LSU Tiger Card must be shown prior to entering a contest.
3. The participation by an ineligible player will subject the offending team to forfeiture of the contest in which the ineligible player participated, and possible removal from the league.

B. Players

1. The game shall be played between two teams of eight players each on the field, including the goal keeper.
2. A team may begin a game with a minimum of five (5) players.
 - i. If at any time a team falls below the minimum number of players or a CoRec team no longer meets the approved ratio:
 - a. **Due to injury**, the team will have the option to continue playing
 - b. **Due to a red card**, the team will forfeit automatically
3. Team representatives (players, substitutes, coaches, trainers, and other persons affiliated with the team) are subject to the rules of the game and shall be governed by decisions of officials assigned to the game. All patrons are under the jurisdiction of the Intramural Sports staff from their moment of arrival to their time of departure.

C. Inclement Weather

1. The decision to play scheduled games threatened by bad weather or wet playing areas will be made at 3:00 pm on that day.
2. Players and officials should call the Rain Hotline (225) 578-7246 (LSU-RAIN) to obtain information regarding the status of the games for that day.
3. If games are canceled due to inclement weather, Intramural Sports will attempt to reschedule the game as soon as possible. If a game cannot be rescheduled, both teams will receive a TIE and a 4 in sportsmanship for that contest.

D. Sportsmanship Rating

The Intramural Sports Program expects all participants to conduct themselves in a sportsmanlike manner. **In order to be eligible for the playoffs, a team must have a sportsmanship rating of at least 2.5 over the regular season.** During playoffs, a sportsmanship score of at least (3) each game will guarantee advancement for the winning team. A winning team with sportsmanship of 0-2 will be reviewed by the staff to determine if they advance. Following the game, officials evaluate and issue sportsmanship points to all teams. The breakdown of points is as follows:

4 (Exceptional)

A sportsmanship of 4 will be given for an Exceptional contest. Teams, spectators, and affiliates were all overly respectful and courteous towards the opposition and/or all UREC staff.

3 (Normal)

A sportsmanship of 3 will be given for a contest that runs normally. In this instance, players and spectators were respectful and courteous towards the opposition and/or all UREC staff.

2 (Some Static)

A sportsmanship of 2 reflects a situation where a team explicitly displays actions that are deemed to be unsportsmanlike or unfitting of the game. The team and spectators have many moments of questionable activity and show little respect and courtesy towards the opposition and/or all UREC staff. This is the lowest rating a team may receive if there were no unsportsmanlike penalties/fouls called. **Defaulted games will result in the Defaulting team gaining a 2 in sportsmanship for that contest.**

1 (Difficult/Harassment)

A sportsmanship of 1 reflects a team who had little to no control over team members and spectators. The team constantly showcased questionable activity and showed no respect for the opposition and/or all UREC staff. **The ejection of a player will result in that player’s team gaining a maximum of 1 in sportsmanship for that contest. Teams with multiple unsportsmanlike penalties will receive a maximum of 1 in sportsmanship for that contest.**

0 (Unacceptable)

A sportsmanship of 0 reflects activity that is completely unacceptable for any UREC participant(s). Teams exhibit blatant actions of disrespect towards the opposition and/or all UREC staff. **Teams that permit the participation of an ineligible player (for any reason) will receive a 0 in sportsmanship for that contest. Teams with three unsportsmanlike penalties/actions will receive a 0 in sportsmanship for that contest. Forfeited (non- appearance) games will result in the**

offending team gaining a 0 in sportsmanship for that contest.

Section Two: Field

A. Playing Area*

1. The playing area is 100 yards in length and 40 yards in width.
2. There shall be a goal box 6 yards in length and 12 yards in width in front of each goal.
3. There shall be a penalty box 18 yards in length and 36 yards in width in front of each goal.
4. Teams shall stand on opposite sidelines. Teams may not occupy the same sideline at any time.

*Please see end of document for field layout.

Section Three: Equipment

A. The Ball

1. The ball shall be a Size 5, leather ball. Teams may play with a legal ball of their choice as long as both captains agree.
2. If an agreement cannot be reached, the Intramural ball will be used.

B. Jerseys

1. Players of opposing teams must wear contrasting colored jerseys with numbers that will be checked out at the Field Complex clubhouse.
2. No team members may share jerseys.
3. It is the team captain's responsibility to ensure his team is prepared to play with the correct uniform.

C. Players

1. Cleats of soft or hard rubber shall be allowed, but metal cleats are not permitted.
 - i. Players who are caught wearing metal cleats will be automatically ejected from the game.
2. Shin guards are highly recommended.
3. Players must remove all jewelry prior to participation, including (but not limited to) piercings, watches, necklaces, and bracelets.
4. Protective equipment may be worn by any player at all times. However, it must be worn properly. Padding must cover splints, braces, and/or casts.
 - i. The Intramural Sports staff may prohibit the use of any type of protective equipment that presents considerable risk to the safety of other players.
5. The Intramural Sports staff may prohibit the use of any equipment that may perceptibly affect the game, compromise the safety of participants or fans, or enhance a player's performance.
6. Equipment that includes computers, electric components, or mechanical devices shall be declared illegal.

RULE TWO: SCORING, TIMING, GAMEPLAY

Section One: Gameplay

A. Coin Toss

1. After winning the coin toss, the winning captain will make one of two choices:
 - i. Possession of the ball
 - ii. Direction of attack
2. The losers of the toss will be given the remaining choice.

B. Kickoff

1. Each half will begin with a kickoff by the team decided by the coin toss.
2. All players, except for the players making the first and second touch, must begin the kickoff outside the circle on their respective halves of the field.
3. Kickoffs can be played in any direction

C. Suspended Play

1. After play is suspended, an indirect kick will be given on the restart to the team who last had possession of the ball at the point on the field nearest the location of the ball when play was stopped.
2. If there was no clear possession by one team, there will be a drop ball at the spot where the ball was declared dead. If play becomes dead inside the penalty box, the drop ball will take place at the spot closest to the dead ball spot outside the penalty box.

- D. Scoring
1. In order to score a goal, the ball must pass completely over the goal line.
 2. After a goal, a kickoff shall be awarded to the opposing team (team who gave up the goal).

Section Two: Timing

- A. Timing
1. The game will be 40 minutes in duration, divided into two 20 minute halves.
 2. No timeouts will be awarded to any team.
 3. The clock shall run continuously unless one of the following occurs:
 - i. Injury
 - ii. Official time out
- B. Timing Errors
1. The officials will keep the clock and have complete jurisdiction over timing throughout the game.
 2. If a timing error occurs, it is the referee's decision as to how to correct that error.
- C. Shootout
1. During the regular season, *games will not go into overtime.*
 2. During playoff games, the following overtime procedures will be used to break the tie:
 - i. In the event of a tie game at the end of regulation, the game will proceed to a golden goal overtime. 5 minutes will be added to clock and the first team to score wins.
 - ii. In the event of a tie after the golden goal period, the contest will go to penalty kicks:
 - iii. Another coin toss will decide which team receives the following choices:
 - a. Order of kick for the shootout
 - b. Which goal to use for the shootout
 - iii. Each team will pick five (5) players, all of which must be on the field at the end of regulation, to shoot once.
 - iv. If the game is still tied following the initial shootout attempts, each team will attempt a shot and alternate shots until the tie is broken (one team makes and the other misses). At this point, any player on a team is allowed to attempt a penalty kick.
 - v. **Every player who was on the field at the end of regulation must attempt one (1) shot before any player is permitted to shoot his/her second shot.**
 - vi. CoRec: Kickers must alternate genders
 - a. *If at any time there are consecutive genders when kicking, the missing gender will count as a missed shot for that team and play will continue with the other team's next kicker.*

Section Three: Mercy Rule and Forfeits

- A. Mercy Rule
1. If a team is five (5) or more goals ahead when the clock reaches the five (5) minute mark in the second half, the game is over.
- B. Forfeits
1. Should a team not field the required minimum of five (5) players to start, the game will be declared a forfeit.
 2. The score for all non-appearance forfeited games shall be 1-0.
 3. There is no grace period. Game time is forfeit time.

Section Four: Substitutions

- A. Proper Substitution
1. All substitutions must be reported to an official. Players may not enter the game until recognized by the referee.
 2. Either team may make a substitution:
 - i. Before a kickoff
 - ii. Between halves
 - iii. After a goal
 - iv. Before a goal kick
 - v. When a player receives a yellow card
 - vi. In the event of an injury
 3. In the following situations, the defending team may only make a substitution provided the team possessing the ball makes a substitution. The team in possession of the ball may make a substitution:

- i. Before a corner kick
- ii. Before a throw in

RULE THREE: FREE KICKS AND PENALTY KICKS

Section One: Free Kicks

A. Direct Free Kicks

1. Direct Free Kicks will be given in the following circumstances:
 - i. A player trips an opponent
 - ii. A player attempts to kick or strike an opponent
 - iii. A goalkeeper attempts to strike or push an opponent with the ball
 - iv. A player, other than the goalkeeper, intentionally handles the ball in his/her own penalty area
 - v. A player pushes an opponent with the hands or arms extended from the body
 - vi. A player charges an opponent
 - vii. A player slide tackles an opponent and creates contact, which will result in a red card.

B. Indirect Free Kicks

1. Indirect Free Kicks will be given in the following circumstances:
 - i. A non-malicious foul is called
 - ii. A goalkeeper delays in relinquishing the ball
 - iii. A goalkeeper uses his/her hands to play a ball that was played to him/her by a teammate
 - iv. If a game is stopped for misconduct and no other restart takes precedence
 - v. Temporary suspension of play
 - vi. A player slide tackles an opponent without contact, which will result in an automatic yellow card.

C. How Taken

1. Players opposing the kicker shall be at least 10 yards from the ball until it is touched, unless they are standing on their own end line between the goal posts.
2. If a free kick is awarded to a defending team in its own penalty area, all opposing players must remain outside the penalty area until the ball is live. The ball does not become live until it leaves the penalty area.
3. The ball must be stationary before it is played from the spot specified by the official. Failure to kick the ball as specified will result in a re-kick.
4. After the free kick, the ball may be played by any player other than the player who took the kick. The kicker may not play the ball until it has been touched by another player.

Section Two: Penalty Kicks

A. Penalty Kicks

1. A penalty kick shall be given when an offending team commits a foul inside the penalty area that results in the awarding of a direct free kick.
2. All players, besides the kicker, shall be outside the penalty area and at least 10 yards from the ball until it has been touched.
3. The goalkeeper shall remain on the end line between the goal posts until the ball is touched. He/She is only permitted to move laterally.
4. The ball must be stationary before it is played from the penalty kick line, and the kick must be played forward. Failure to kick the ball as specified will result in a re-kick.
5. After the free kick, the ball may be played by any player other than the player who took the kick. The kicker may not play the ball until it has been touched by another player.

B. Infringements

1. If an attacking team infringes during a penalty kick:
 - i. The kick is repeated (if a goal is scored)
 - ii. The kick is not repeated (if a goal is not scored)
2. If a defending team infringes during a penalty kick:
 - i. The kick is repeated (if a goal is not scored)
 - ii. The kick is not repeated (if a goal is scored)

RULE FOUR: OFFSIDES

Section One: Offsides

A. When Called

1. **There are no offside calls in 8v8 Soccer.**

RULE FIVE: THROW INS, GOAL KICKS, AND CORNER KICKS

Section One: Throw Ins

- A. Specifications
 - 1. A throw in is awarded when an opposing team last touches the ball before the ball passes beyond the touchline.
 - 2. A player may be out-of-bounds and play a ball that is in play. However, a ball that is out-of-bounds may not be played.
- B. How Taken
 - 1. The ball shall be thrown in any direction by a player who is facing the field of play and has both feet on the ground and behind the touchline.
 - 2. The thrower shall use both hands and utilize a movement that delivers the ball from behind and over the head in a continuous way.
 - 3. A thrown ball is not live until it has crossed over the touchline, and the thrower may not play the ball until it has been touched by another player.
 - 4. If a thrown ball fails to enter the field of play, it shall be awarded to the opposing team.

Section Two: Goal Kicks

- A. Goal Kicks
 - 1. All goal kicks should be taken from the goal box.
 - 2. The ball is not considered live until it has left the penalty area and may not be touched by a player, other than the kicker, until it has done so.
 - 3. After the goal kick, the ball may be played by any player other than the player who took the kick. The kicker may not play the ball until it has been touched by another player.

Section Three: Corner Kicks

- A. Corner Kicks
 - 1. A corner kick shall be awarded to the attacking team when the entire ball passes over the goal line, excluding the portion under the goal, either in the air or on the ground, having last been touched or played by the defending team.
 - 2. Players of the defending team shall remain at least 10 yards from the ball until it is kicked.
 - 3. The ball shall be kicked from the ground within the quarter circle nearest where the ball left the field of play.
 - 4. The ball shall be moved at least one revolution forward before it is in play. Failure to kick the ball as specified will result in a re-kick.
 - 5. After the corner kick, the ball may be played by any player other than the player who took the kick. The kicker may not play the ball until it has been touched by another player.

RULE SIX: FOULS AND MISCONDUCT

Section One: Fouls

- A. Kicking, Striking, Tripping, and Jumping
 - 1. A player shall not intentionally attempt to or kick, strike, or jump at an opponent.
 - 2. A player shall not intentionally trip an opponent. This includes tripping or attempting to trip an opponent by use of the legs, or by stopping in front or behind an opponent in such a manner as to cause a fall or loss of balance.
 - 3. **NO SLIDE TACKLES ARE ALLOWED.** All slide tackles will result in an automatic yellow card if no contact is made. If contact is made a red card will be given to the player and a sportsmanship deduction will be given to the offending player's team.
 - i. See the definition of a slide tackle (**Section Five A. 1. iii. i.**)

Section Two: Handling

- A. Handling
 - 1. A player shall be penalized for handling, carrying, striking, or propelling the ball with a hand or arm.
 - i. If intentional, the player will be ejected and the opposing team will be awarded a direct free kick.
 - ii. If not intentional, the opposing team will be awarded an indirect free kick from the spot nearest the violation.

Section Three: Charging

A. Charging

1. A player shall not intentionally charge an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent and/or does not have arms and elbows close to his/her body, and/or does not have at least one foot on the ground, when the ball is not being played, and the charge is done in a dangerous manner.
2. A fair charge is allowed and is one in which a player makes non-violent shoulder-to-shoulder contact with an opponent, with the arms and elbows close to the body, at least one foot on the ground, and the ball within playing distance.
3. A player having one or both feet on the ground shall not charge into an opponent who has both feet off the ground.
4. A player shall not charge into an opponent when neither player is within playing distance of the ball.

Section Four: Obstruction

A. Obstruction

1. Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, running between an opponent and the ball or using the body as an obstacle.
2. A player not attempting to play the ball, but remaining between the ball and an opponent, may be legally charged from behind provided the charge is not violent or dangerous and the ball is within playing distance.

Section Five: Misconduct

A. Yellow Cards

1. Players, coaches, or any other personnel representing a team may be given a yellow card for the following:
 - i. Entering or leaving the field illegally
 - ii. Unsportsmanlike conduct
 - iii. A slide tackle without contact
 - i. **A slide tackle will be defined as, "When a player in an attempt to reach the ball, makes continuous contact with the playing surface with any lower part of the body, i.e. bottom, knee, etc., excluding foot/feet."**
 - ii. **A yellow card will be given to a player who slides even if there are no other players in their vicinity**
 - iv. Any incidental use of vulgar or profane language
 - v. Objection by word, mouth, or action to any decision given by an Intramural Sports staff member
2. Any person given a yellow card must leave the field of play and cannot return until the next substitution opportunity. If no substitute is available for a player who is given a yellow card and is on the field, then the team will be forced to play down a player for that time.
3. Two yellow cards on the same player will result in an automatic ejection (red card).

B. Red Cards

1. Players, coaches, or any other personnel representing a team may be given a red card for the following:
 - iii. Exhibiting violent conduct or committing a dangerous foul that is malicious in nature
 - iv. Using foul or abusive language
 - v. Any subsequent act of misconduct after having been cautioned (two yellow cards)
 - vi. Intentional handling of the ball
 - vii. A slide tackle **with** contact
 - i. **A slide tackle will be defined as, "When a player in an attempt to reach the ball, makes continuous contact with the playing surface with any lower part of the body, i.e. bottom, knee, etc., excluding foot/feet."**
 - ii. **If a player slide tackles and makes contact with the ball at the same time as an opponent, the player will be issued a red card regardless of contact with the opponent's body**
2. Any person given a red card must leave the field of play immediately for the remainder of the contest.
3. Players who are disqualified will not be able to be replaced on the field.

C. Disqualification

1. A game will be ended if a team receives the following:
 - i. Two red cards on any player
 - ii. A red card and two yellow cards (the two yellow cards must be on the same player)
 - iii. Any combination of three cards on three separate players

RULE SEVEN: COREC MODIFICATIONS

Section One: Regulations

- A. Rosters
 - 1. A team is required a minimum of five (5) players to start. The ratio of males to females, or females to males, must be 3:2.
 - 2. If a team starts with eight (8), the ratio must be 4:4
 - 3. Other acceptable ratios include 3:3 or 4:3. At no time will only males or only females be permitted to play.
- B. Scoring
 - 1. All goals will count as one (1) point.
- C. Overtime
 - 1. Penalty kicks taken during the overtime period must alternate genders.

RULE EIGHT: PROTESTS

Section One: Protests

- A. Types
 - 1. Misinterpretation of a rule. The protest must be made before the next live ball or before the officials leave the playing field.
 - 2. Illegal player or players. The protest must be made while the players are still in the game and before the officials leave the playing field.
 - 3. Ineligible player. The protest must be made within 24 hours of the end of the game. The Intramural Sports staff will rule on the protest.
- B. Procedures
 - 1. Protests based on decisions involving accuracy of an official's judgment will not be considered.
 - 2. Team captains must initiate protests. The Intramural Sports staff on site, including officials and supervisors will determine the next action to take place.

8v8 Soccer Field Layout – 2.A – Playing Area

