



Soccer Rules

I. ELIGIBILITY

1. All full-time undergraduate and graduate Duquesne University students, faculty, and staff members are eligible to participate in Intramural Sports.
2. **Duquesne ID** is required to participate in Intramural Sports and must be presented at **EVERY EVENT**.
3. Varsity athletes will not be eligible to compete in the sport which they hold active varsity status or any counterparts of that sport. A person is considered to be a varsity member if he/she has practiced or competed with the varsity team. Members of varsity squads who are dropped from the squad as lacking in ability will be permitted to participate in intramural sports. Members of varsity squads who leave their squad after the season has started will not be eligible to participate in their particular sport.
4. Professionals- A student barred from varsity athletics because of professionalism shall be barred from those branches of intramural sports in which he/she has broken amateur regulations.
5. Illegal participation occurs during the following situations
 - One Team Only - Individuals may not play with more than one team in the same sport. Penalty: both teams forfeit all games played with said player.
 - Ineligible Player - Ineligible player status would be placed upon an individual who does not comply with the rules of eligibility for intramural sports, (varsity athletes, former professionals, etc.) Penalty: Individual suspended and team forfeits any games played with said player.

9. **Forfeits**

Game Time is Forfeit Time, No Exceptions, And No Excuses. If a team forfeits two (2) games during the season they will not be eligible for playoffs.

II. The Field, Players, and Equipment

1. The Field of play will be a rectangle approximately 80 yards by 43.1 yards. Penalty shots will be taken 20 yards out of the goal, on top of the penalty area line.
2. Each team shall designate to the officials a field captain. The captain will speak for the team in all dealings with the officials.
3. Games shall be played by two teams of seven (7) players each. Teams must start and finish with a minimum of five (5) players.

4. Each team must wear uniformly colored shirts. If your team does not have uniforms, pennies will be provided for you. Goalies must wear a different colored shirt than both the teams.
5. All jewelry must be removed including watches, earrings, bracelets, etc. Players may wear soft, pliable basketball or wrestling knee pads on legs, knees and/or ankle.
6. All players must wear soft-bottomed (or rubber-molded) shoes. Screw-in cleats are prohibited.

III. Periods, Time Factors, and Substitutions

1. The game consists of two 20 minute running halves with a 5 minute intermission.
2. There are no time-outs. The clock will stop only for penalty shots and injuries.
3. Unlimited substitutions may be made during a "dead" ball situation when your team is awarded possession of the ball. All substitutions must be made at the designated substitution zone (within 5 meters from the mid field line) and the substitution may not enter the field of play until the linesman or head ref has signaled for you to come onto the field of play. Violation of the substitution rule will result in an direct kick from the spot of the dead ball and possibly a yellow card for unsportsmanlike conduct if this has been a persistent act throughout the course of the game by the offending team.

IV. The Game

❖ **Play is governed by NCAA Soccer Rules with the following modifications.**

1. The team winning the coin toss will have the choice of ends of the field or the kickoff.
2. All Foul and Penalty Kicks will be Direct Kicks. **There are NO INDIRECT PENALTY KICKS.**
3. All Corner Kicks will be taken at the appropriate corner.
4. All Goal kicks will be taken from the Goalie box.
5. On all free kicks, the kicker's opponent must remain at least 7 meters from the ball until it is put into play, i.e. travels 27 inches. Any motion toward the ball by a defender before the offense puts the ball into play is considered encroachment. Failure to heed an official's warning will result in a yellow card for Unsportsmanlike conduct.
6. **OFFSIDES IS IN EFFECT!!!**
7. **NO SLIDE TACKLES!!! Any player using a slide tackle (in the judgment of the official) will receive a yellow card.**
8. Only the goalie may go inside the goalie box (10 meters by 5 meters) (that includes the defense). **EXCEPTION- If you as one (1) offensive player have control of the ball (officials' judgment) you may dribble into the goalie box and one (1) defender may follow you into the goalie box to stop the score. Once you have taken a shot, you as the non-goalie player must leave the goalie box (no rebounds).**
9. Penalty shots are unobstructed direct free kicks taken from the penalty spot, 20 yards from the goal. All players other than the designated kicker and goalie must be behind the shooter. The Goalie must stay on the end line until the shot is attempted.

10. Goalies may not use their hands in touching a throw in from a teammate or receiving a **kicked** ball from a teammate (Headers from teammates may be picked up by the goalie).

REMEMBER: Altercations occurring during an intramural competition will be referred to the Judicial Affairs Office and are subject to Duquesne University policies.

V. Tie Games

1. All tie games will result in a "SUDDEN DEATH" five minute overtime period. A coin toss will determine which team will kick off/defend goal of choice. If the game is still tied, it will end in a tie.

2. If during a playoff match, both teams are tied, Rule V-1 will apply. If both teams are still tied, we will go into a penalty shoot out. You may choose any person to be your goalie that was on the pitch during the end of the overtime period. You also must choose five (5) shootout candidates that were on the pitch during the end of overtime play. You must pick two (2) women and three (3) men to take your penalty kicks. If the score is still tied, we will go into a sudden death shootout. 1st player to score and the opposing team member not scoring in a penalty kick will take the game. (You may choose any player, in any order of the original 5 kick takers, but you may not repeat a kick taker unless all five (5) kick takers have already taken a sudden death kick.

VI. Extra

1. Fouls

The awarding of a direct free kick, or penalty kick, should the offense occur in the penalty area, shall be given to the opposing team if a player:

Kicks an opponent, Trips an opponent, Jumps into an opponent, Charges, Charges from behind, Strikes, hits, elbows, Holds or pushes, Touches the ball with his hands

Plays in a dangerous manner, Obstruction, A goalkeeper delays, Delays the game, Caution (Yellow Card)

Illegal substitution, Persistent infringing of the rules of the game, Dissent by action or word Unsportsmanlike conduct, Intentionally sliding into an opposing player.

2. Ejection (Red Card)

Violent conduct, Foul / Abusive language, Persistent misconduct after receiving caution

3. One game with a red card will disqualify that player for the next game.

4. Ball In and Out of Play

The ball is out of play when:

The ball has wholly crossed the goal line or touch line whether on the ground or in the air. The official stops the game.

The ball is in play:

At all other times. If the ball rebounds off the goal posts into the field of play, it is in play. If the ball rebounds off an official into the field of play, it is in play.