

Yale Intramurals

Spring Soccer Rules

Applicable for Coed Soccer



THE TEAM

Each team consists of eleven players (a maximum of 6 of either gender) with unlimited substitutes. A team may begin a game with a minimum of eight players, however, the gender maximums may not be exceeded. The Goalie must be designated to the referees and wear a jersey that is different from his/her teammates or opponents. Substitutions are unlimited and may be made during possession throw-ins, corner and goal kicks, scores and injuries. Certain behavior deemed inappropriate by the referee may result in a warning to or ejection of a player. Examples of this behavior include: persistent infringement of the rules; unsportsmanlike conduct; foul or abusive language; violent or dangerous actions; and/or serious foul play. When a player is ejected the team must play shorthanded for the remainder of the game and the player is indefinitely suspended from all intramural sports and may be reinstated only after a hearing with the Intramural Director.

THE GAME

The game consists of two thirty minute periods with a brief intermission. The clock stops only for goals, injuries, or unusual delays. During regular season: If the score is tied at the end of regulation time, two five minute overtime periods are played with the teams changing ends between periods. During playoffs: if the score is tied at the end of regulation time, two ten minute overtime periods are played with the teams changing ends between periods; and, if the score remains tied after the overtime periods then consecutive sudden life periods of five minutes maximum with the teams changing ends between periods are played to break the tie.

LATE POLICY

Teams are expected to be at the fields and ready to begin play at the time designated on the schedule. If at the starting time a team has the minimum number of players then the game must begin as soon as possible. If a team has fewer than the minimum at the designated starting time then the start of the game will be delayed until enough players arrive. However, if the late team does not have the minimum number of players up to 15 minutes after the original starting time, then the game is reduced by 15 minutes, and one goal is awarded to the opposing team along with possession of the ball at mid field for an indirect kick. If at 30 minutes past the scheduled starting time the team does not have the minimum number of players, then the game is forfeited.

ELIGIBILITY

All undergraduate students and persons officially associated with a residential college who meet general eligibility requirements except former varsity soccer award winners and current varsity, junior varsity or freshmen teams players and graduate students are eligible to participate. Current players are those players who practiced, played or are on the active team rosters after September 25. Any instances involving special exceptions requires a review by the Athletic Secretaries Ad Hoc Eligibility Committee.

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DEFINITIONS RULES

Advantage Clause: During the course of the game the referee may choose not to stop play when a foul is committed if he/she feels that to do so would give an advantage to the offending team. As the game proceeds, the referee cannot revoke his/her decision even if the advantage has not been realized. However, this does not exempt the offending player from being dealt with by the referee at the next stoppage of play.

Charging: A fair charge consists of a nudge or a contact with the near shoulder, when both players are in an upright position, within playing distance of the ball, and have at least one foot on the ground and their arms near their bodies.

Corner Kick: A corner kick is awarded to the attacking team when a defender forces the ball to completely cross the goal line. A kicker from the attacking team must take the kick from within the quarter circle at the nearest corner post, which can not be removed. The defending team may not be within ten yards of the kicker until he/she kicks the ball. The kicker may not play the ball until it is touched by another player. A goal may be scored from a corner kick.

Dangerous Play: Dangerous play is a penalized violation that occurs when a player raises the foot to a level that may endanger an opponent who is in a normal stance, lowers the head below the waist in an effort to head the ball in the presence of an oncoming player, covers the ball with a player's body, or initiates situations considered unsafe by the referee.

Direct Free Kick: A direct free kick is awarded to an opponent after an infraction has been committed by a player. On a direct free kick a goal can be scored directly from the kick. When taking a direct free kick outside the penalty area all defensive players may not be within ten yards of the kicker and after the referee gives a signal with the whistle the ball may be kicked in any direction. The kicker may not play the ball until it is touched by another player. When a direct free kick is awarded to the defending team inside the penalty area all opponents must be outside the penalty area and at least ten yards from the ball and, the goalkeeper may not receive the ball in his/her hands in order to thereafter kick the ball into play. Direct free kicks are awarded for: handling the ball; holding, pushing, attempting to strike, striking, kicking, attempting to kick, tripping or attempting to trip an opponent; jumping at an opponent; handling by the goalkeeper outside the penalty area; violently fouling the goalkeeper; and, violent or reckless charging.

Goal Kick: A goal kick is awarded to the defending team when an attacker forces the ball to completely cross the goal line. The ball is placed at a point within the goal area nearest to where it crossed the goal line and is kicked in any direction from that point into the field beyond the penalty area. Opponents must remain outside the penalty area until the ball crosses the penalty area line. The keeper may not receive the ball into his/her hands from a goal kick in order to thereafter kick it into play. The kicker may not play the ball until it is touched by another player. A goal may not be scored from a goal kick.

Goalkeeper Privileges: Within his/her own penalty area the keeper has privileges which include: the ability to handle the ball; immunity from charging, interference, or any contact from an opponent.

Goalkeeper Violations: The goalkeeper may not: carry the ball more than four steps; deliberately delay release of the ball; or, intentionally strike an opponent with the ball.

Handling: Intentionally carrying, striking or propelling the ball with the hands is an infraction. Unintentional handling is not penalized and occurs when the ball strikes the hands or arms of a player who has not moved them to play the ball. Only the keeper may handle the ball within the penalty area.

Indirect Free Kick: An indirect free kick is awarded to an opponent when an infraction has been committed by a player. An indirect free kick cannot be scored unless the ball has been played or touched by another player before passing through the goal. When an indirect free kick is awarded an opponent may not be within ten yards of the ball until it is kicked. The ball must be stationary and may be kicked in any direction. The kicker may not play the ball until it is touched by another player. Indirect free kicks are

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awarded for: the goal keeper carrying the ball more than four steps; dangerous play; offside; interference; obstruction; illegal non-violent charging; poor behavior; or, improper substitution.

Kickoff: A kickoff starts the game or restarts the game after a score. Players must be on their respective side of the field. The defensive team must remain ten yards from the ball until it is kicked while an offensive player takes a place kick from mid field into the opponent's half of the field. The kicker may not play the ball again until it is touched by another player. A goal may not be scored directly from the kickoff.

Obstruction: Obstruction is a penalized infraction and occurs when a player runs between an opponent and the ball in order to form an obstacle except when the ball is within playing distance.

Offside: A player is in an offside position if he/she is nearer to the opponent's goal line than the ball, unless: he/she is on their side of the field; or, there are at least two opponents nearer their own goal line than the player. A player is declared offside and penalized only if at the moment the ball touches or is played by his/her teammate, in the opinion of the referee: the offside player interferes with the play; or, the offside player is seeking to gain an advantage by being in that position.

Penalty Kick: A penalty kick is awarded for any infraction resulting in a direct free kick by the defending team committed inside the penalty area. All players except the shooter and goalkeeper must remain outside the penalty area and at least ten yards from the penalty-mark until the ball is kicked. The kicker may place the ball anywhere on the penalty-mark line. The goalkeeper must stand, without moving his/her feet, on the goal line between the goal posts, until the ball is kicked. After the kick the kicker may not play the ball until it is touched by another player.