Game rules have been adapted for intramural play. In all other cases, rules from the CIF (California Interscholastic Federation) and the NFHS (National Federation of State High School Associations) will be in effect.

I. Eligibility

A. All participants are subject to Campus Recreation Eligibility Rules that are outlined in the Intramural Sports Participant Handbook.
B. All players must present a valid UCI Student ID or Driver's license in order to check in for a game.
C. Players may not participate on two or more teams in any division and in the same sport during the Intramural season. Players may however play in one Coed league and in one Men's/Women's league concurrently.
D. A player must have played in a regular season game to be eligible for playoffs. There will be no on-site additions to a team’s roster once playoffs have begun. Please contact the Director of Intramural Sports with any roster questions.

UCI CLUB SPORTS PLAYERS:
Only two players on the team roster for all "A" leagues may be Club Soccer players. No Club Soccer players are allowed to participate in "B" leagues. Please see the Intramural Sports Participant Handbook for eligibility requirements.

II. The Game

A. The game shall be played by two teams, each consisting of no more than 9 players (Men's, Women's, CoRec and Housing leagues). This number includes the goalkeeper.
B. The team with the most number of scored goals shall be declared the winner.
C. Each team shall designate to the officials a captain. The captain shall address the officials on matters of interpretation or to obtain essential information.
D. Prior to the game, the officials will meet with the captains to go over any rule clarifications, sportsmanship issues, etc. A coin toss will be held to determine which team starts on offense/defense, and which side the opposing team will choose to defend.
E. Games will start on time. A team with less than the minimum number of players to start the game will be given a forfeit loss. NEW – Teams are given a 5-minute grace period to field the minimum number of players required to start a game. The game will begin once the minimum amount of players has arrived for each team. If a team does not have the minimum amount to start the game at game time, that team will automatically move down to a "2" for sportsmanship rating, and cannot achieve higher than a "3" rating for that game.
F. Team Sportsmanship is rated from a scale of 4 (excellent) to 1 (poor). Each team steps onto the court with a rating of 2.5, and receives a whole number rating score upon completion of the game. Sportsmanship is determined by behavior on the court, demeanor towards opposing players and Intramural Sports Staff, physicality of play, etc.

III. Players, Substitutions, and Fans

A. The minimum number of players to start the game is eight (8), which includes the goalkeeper.
B. (CoRec ONLY) The minimum number of female players required to start the game is four (4).
C. A substitute may come in only after the official has granted permission to enter the field during a dead ball (ball going out of bounds, indirect kick, direct kick, corner kick, after a goal is scored, during an injury time out or an officials time out).
D. Goalkeepers are only allowed to be substituted only during a dead ball, after a goal has been scored, during halftime, official's timeout, or an injury timeout. All keeper substitutions must be announced.
E. Fans/spectators may not enter the field during the game. Fans/spectators will be asked to leave the premises if they fail to comply with the rules and policies stated by Campus Recreation.
IV. Uniform, Equipment, Game Ball, and Court

A. Each member of the team must wear the same color t-shirt which is specified on the Team Schedule page. Any person wearing a different colored shirt will not be allowed to participate.
B. The goalkeeper must wear a different colored shirt from his/her teammates AND the opposing team.
C. Metal cleats or screw on cleats are not allowed to be worn during the game. Sandals or players going barefoot are not allowed to participate.
D. Teams will provide their own game ball. If both teams cannot agree on a game ball, the head referee will determine the official game ball.

V. Timeouts, Game Length, and Overtime Procedure

A. The game will consist of two 25-minute halves (3-minute intermission).
B. There are no timeouts.
C. For all games ending in a tie during the regular season, penalty kicks will be used to determine the winner.
   1. The referee will select the side for penalty kicks and conduct another coin toss. The winner of the coin toss will have a choice to kick first or second.
   2. Teams will select five different players (from all players checked in for the game) to take penalty kicks. Both teams will alternate kickers during the second overtime process.
   3. The team with the most penalty kicks converted successfully is declared the winner.
   4. If there are still an even number of successful penalty kicks once all five kickers have completed their respective turns, each team will continue to kick one at a time until one team has successfully converted a kick and the other team has not.
   5. Once a team has exhausted all potential kickers, the cycle will begin once again with the original first kicker, and the order will remain the same as the first time through.
   6. The player may only kick the ball once from the designated spot, and no rebound from the goalie will be considered live.
   7. Players who were disqualified or ejected from a game are not eligible to take penalty kicks.
D. For all games ending in a tie during playoffs, the following overtime procedure will be used prior to penalty kicks:
   8. The referee will conduct a coin toss with the captains. The winner of the coin toss will have a choice to start overtime with the ball or choose the side to defend.
   9. A five-minute “Golden Goal” overtime will be played for the first overtime session, where the first team to score a goal wins.
   10. If the game is still tied after the first overtime session, penalty kicks will be used in the second overtime to determine the winner.

VI. Scoring and Mercy Rule

A. A goal is scored when the whole ball has passed over the goal line, between the goalpost, and under the crossbar, provided that it has not been thrown or carried by a player of the attacking side.
B. All goals scored (male or female) are one point.
C. A male or female player who scored a goal during a penalty kick is worth one point.
D. Mercy Rule: If a team is up by 5 goals or more anytime during the last 3 minutes of the second half, the game will be ended. In the case that a game is no longer competitive, games can be terminated prior to Mercy Rule enforcement upon agreement by both team captains.

VII. Ball in and out of play

A. The ball is out of play when:
   1. The ball has completely crossed the goal line, whether on the ground or in the air.
   2. The ball has completely crossed the sidelines or end lines.
   3. The game has been stopped by the referee or for any other reason.
B. The ball is in play at all other times including:
   1. If the ball rebounds from a goalpost or crossbar.
   2. In the event of a supposed infringement until a decision is given (advantage).
C. Putting the ball back into play (once ball has been ruled out-of-bounds):
   1. When the ball rolls out of play off of either sideline, a throw-in will be taken by the opposing team. During a throw-in, both feet must remain on the ground through the entirety of the throw-in, and the ball must pass behind the back of the player’s head before being released into play. Any violation of this process will result in loss of possession, and a throw-in for the opposing team.
   2. There are no penalties for receiving a throw-in while in an offside position.
   3. When the ball rolls out of bounds on either sideline, the team the ball was last touched by will determine how the ball is next put back into play.

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a) If last touched by the defense, the offense will put the ball back into play via a corner kick.
b) If last touched by the offense, the defense will put the ball back into play via a goal kick.

D. Handling of the Ball:
1. It is illegal for a player to use the hands to prevent a ball from entering a goal or deflecting it. Result is a direct kick. If the hands were inside the goalie box, it's a penalty kick, and the offending player will be given a red card and immediately ejected for the remainder of the game.
2. It is legal to use the hands for protection during the game: It is not a foul under the following conditions:
   Men and women may use their hands in a protective manner to protect the face and below the waist with hands "glued" to an area of the body about to be contacted by the ball.
3. The hands may not be used to control the ball under any circumstances, only to protect.

VIII. Offsides

A. A player shall be declared offside and penalized for being in an offside position only if, at the moment the ball is passed, the player is, (in the official's opinion):
   1. Seeking to gain an advantage by being in a position that is beyond the second to last defender.
      a. "Beyond" is determined by the location of the head and/or shoulders of the attacking player.
   2. An indirect kick will be awarded to the other team from the spot of the offside position.

B. A player shall not be declared offside under the following situations:
   1. If the player receives the ball directly from a goal kick, corner kick, throw-in, or drop ball.
   2. If the player is on his/her defensive side of the field.
   3. If the ball is played backwards to a person in an offside position.
   4. "Even" with the second to last defender is onside.

IX. Penalty Kick

A. When one of the fouls that normally is punished by a direct free kick is committed in the penalty area, a penalty kick is awarded.
B. A penalty kick is taken from the penalty mark, which is inside the penalty box.
C. The player who is taking the kick has to start within the large circle. All players, with the exception of the player taking the kick and the opposing goalie, shall be within the field of play but outside of the penalty area, and at least 10 feet from the ball.
D. The opposing goalie may move laterally along the goal line before the ball is kicked as long as both feet are on the goal line. The goalie can only move forward once the ball is kicked by the shooter.
E. The player taking the kick must kick the ball forward and may only kick the ball once. If the ball rebounds from the goalie's body, the player may kick the ball again. The shooter may not touch the ball after it rebounds from the goalpost or crossbar. The ball must first touch another player or the goalie before the original kicker may touch the ball.

X. Goal Kick

A. A goal kick is taken by a member of the defending team when the ball passes completely over the end line having last been touched by the attacking team.
B. Any goal kick may be taken from anywhere in the goal area (six-yard box). The ball shall be kicked into the field of play beyond the penalty area or the kick shall be retaken. A goal may be scored from a goal kick. The opposing team must remain outside the penalty area until the ball leaves the penalty area, or the kick shall be retaken. The kicker may not play the ball a second time until it has been touched by another player outside the penalty area.

XI. Corner Kick

A. A corner kick is taken by a member of the attacking team when the ball passes completely over the end line having last been touched by the defending team.
B. The corner kick is taken from the nearest corner within the quarter circle. A goal may be scored directly from a corner kick. The opposing team must remain 10 yards from the ball until it has been kicked. The kicker may not play the ball a second time until it has been touched by another player.

XII. Throw-In

A. A throw-in is taken to put the ball back into play after it has passed completely over a side line.
B. The thrower, at the moment of delivering the ball, shall face the field of play and part of each foot must be on
the ground outside the playing field. The thrower shall use both hands equally and shall deliver the ball from
behind and over the head.
C. The throw-in must be made at the point the ball went out-of-bounds.
D. If the ball is improperly thrown-in, the opposing team is awarded a throw-in.
E. The thrower shall not play the ball until it has been touched by another player on the field.
F. A goal may not be scored directly from a throw-in.
G. On a throw-in which enters the goal, if the ball is thrown into the opposing team’s goal (without touching any
player on the field), this will be ruled a goal kick for the opposing team. If a team throws the ball into their own
net, the result will be a corner kick awarded to the opposing team. If the thrown-in ball touches any player on
the field and then enters either net, the goal will stand.
H. Throw-ins to the goalie are not allowed to be handled by the goalie’s hands. They can only be controlled and
played by the goalie’s feet.

XIII. Goalkeeper’s Rules

A. The goalie may not be charged or obstructed.
B. The goalie has 6 seconds to release the ball; otherwise, an indirect free kick will be awarded to the opposing
team.
C. The penalty for charging the goalkeeper in a dangerous manner, or without intent to play the ball, is a direct free
kick awarded to the other team and a red card to the offending player. This violating player will be ejected
immediately.
D. The penalty for obstructing the goalkeeper is an indirect free kick awarded to the offended team and a yellow card
to the offending player.
E. If a collision occurs between the goalkeeper and a player that is violent in nature, the offending player will be
ejected from the game by the referee.
F. The goalkeeper is considered to have possession of the ball once she/he has placed one finger on the ball. Once
the goalie has possession, all players of the other team must back off the goalkeeper. The goalkeeper may kick or
throw the ball to his/her own players at any position on the field—there is no "mid-line" violation.
G. A goalkeeper may bring the ball back into the goalie box and pick it up, if played with foot first.
H. Players on the same team may kick or throw (on a throw-in) the ball back to their own goalkeeper but the
goalkeeper may not pick the ball up with his/her hands. An indirect free kick shall be awarded to the other team.

XIV. Fouls

These can be divided into two categories, fouls punished by a direct free kick and those punished by an indirect free
kick.

A. In a Direct Free Kick, a goal can be scored without anyone else having to touch the ball. A Direct Free Kick is
awarded against a player who intentionally commits any of the following offenses:
1. Kicks or attempts to kick an opponent
2. Trips an opponent
3. Jumps at an opponent
4. Charges an opponent from behind or in a violent and dangerous manner.
5. Strikes or attempts to strike an opponent
6. Holds an opponent with his/her hands or any part of his/her arm.
7. Pushes violently at an opponent with his/her hands or any part of his/her arm.
8. Handles the ball intentionally (this does not apply to the goalie within his/her own penalty area).
9. Slide Tackling
10. A player tries to kick the ball out of the goalkeeper’s hands

B. In an Indirect Free Kick, a goal cannot be scored unless the ball has been played or touched by a player other
than the kicker before it passes over the goal line. Under no circumstances may the ball be kicked twice in a row
by the original kicker. An Indirect Free Kick is awarded against any player who commits the following offenses:
1. Intentionally obstructing an opponent when not within playing distance of the ball.
2. The goalkeeper holds the ball more than 6 seconds.
3. Having too many players on the field at one time.
4. The goalkeeper intentionally kicks the ball up more than once during a single possession. (If the goalkeeper
puts the ball down, then it must touch an opponent before the goalkeeper can pick it up again.)
5. A teammate intentionally kicks the ball back to the goalkeeper and the goalkeeper kicks the ball up with
his/her hands.
6. Being guilty of unsportsmanlike conduct (this includes shouting at an opposing player or referee to insult
him/her or distract his/her attention).

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7. Offsides.

XV. **Yellow and Red Cards:**

A. A yellow card is a warning. A player in violation of misconduct or commits any of the following offenses shall receive a yellow card.
   1. Commits a substitution violation.
   2. Persistently infringing the rules of the game.
   3. **Commits a slide tackle on any attacker in possession of the ball.**
   4. Engages in behavior or remarks deemed unsportsmanlike by the IM Staff.
   5. Distracting an opponent during a free kick.

B. A red card is an ejection; two yellow cards equal a red card. A player shall be ejected for the following offenses:
   1. Being guilty of violent/malicious or serious foul play.
   2. Using foul or abusive language towards other players or IM Staff.
   3. Being guilty of misconduct after having received a caution.
   4. A player anywhere on the field (other than the goalkeeper within his/her own penalty area) intentionally handling a ball to prevent it from entering the goal.
   5. Commits a slide tackle from behind.
   6. Engages in conduct which warrants ejection in the judgment of the referee.
      Note: a player who commits a foul may receive an immediate red card or may be ejected without receiving a yellow card.

C. A player who commits a serious foul or an unsportsmanlike misconduct shall be ejected from the game.
   1. The team in violation shall play shorthanded for the entire game.
   2. Any team that receives any combination of two ejection penalties will forfeit that game (ie. 2 yellow cards and a red card, 2 red cards, or 4 yellow cards between two participants).

XVI. **Ejections**

A. A player will be ejected from a game for unsportsmanlike misconduct, serious foul play, using abusive language, or if he or she persists in misconduct with or without receiving a caution.
   1. A player will be ejected for:
      a. Striking or punching an opponent or staff member which causes serious injury.
      b. Kicking, pushing, or tripping an opponent which causes serious injury.
      c. Receiving two yellow cards, or one red card.
      d. Abusive language towards opponents, officials, or spectators.

B. The ejected player, along with the Team Captain, must meet with the Intramural Sports Director before he/she is allowed to play in the rest of the regular season games.

C. The player receiving the ejection must leave the premises.

XVII. **CoRec Modifications**

A. The goalie maybe a female and count as a field player on the field.
B. For CoRec games, at no time may either gender outnumber the opposing gender by more than one. (ie. 5 men, 4 women, or 5 women, 4 men).
C. A goal scored by a female during the game (including penalty kicks) is worth one point.
D. In the second overtime session (penalty kicks), males and females must alternate taking penalty kicks.

XVIII. **Playoff Requirements**

A. In order to determine playoff qualification, the intramural sports staff will use the following guidelines (in full six-team leagues):
   1. Win/loss record will determine final regular season standings. Your team must win at least half of its games (.500 record or better) to be considered for playoffs. In the case of more or less teams in a division, the amount of teams allowed into playoffs may be altered at the discretion of the Director of Intramural Sports.
      i. Any game that is defaulted by a team will count worse than a loss for that defaulting team’s record for seeding purposes.
      ii. Any game that is forfeited by a team will count worse than a default for that forfeiting team’s record for seeding purposes.
   2. An average sportsmanship rating of **2.5** or better by the end of the season. This average must be maintained throughout playoffs. If a team has worse than a 2.5 average, they cannot make playoffs.

B. A player must have played in a regular season game to be eligible for playoffs. There will be no on-site additions to a team’s roster once playoffs have begun.

C. In leagues with four teams or five teams, amendments to the above rules can be made in order to include more playoff teams for bracket purposes. In these cases, teams may be allowed in with sub-.500 records.

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