Soccer Rules

Score Reporting

Paper score sheets must be filled out by both teams. At the end of the game the captains must verify the score, sign the score sheet and return the clipboard to the on-site supervisor. The winning team’s captain must also email the final score to the Grad-Pro IM Coordinator (kellie.faust@yale.edu). To be considered a reported score, captains must send the email within the 48-hour window. Unreported scores may be considered forfeits and teams may be barred from playoff competition.

Weekly Updates

Scores will be posted online and sent to all captains. Game cancellations/announcements will also be emailed to all captains.

Game Cancellations & Rescheduling

If a game is cancelled by the coordinator due to field availability or weather, captains will be notified via email. If the season’s time constraints allow, games that were cancelled by the coordinator will be rescheduled. Games cancelled by the coordinator will not be recorded as a win or loss for either team. If the games cannot be rescheduled, they will be nullified.

Rescheduling:

a. The captain of the team requesting to reschedule must contact the opposing captain and the IM coordinator by Friday at 4 pm prior to the contest weekend.
b. If the opposing team’s captain agrees to reschedule, then the captains and the coordinator will work to find a time that works for both teams.
c. If there are scheduling constraints and a time cannot be found the team requesting the reschedule will take the loss, but no “points against” will be added to their record.
   i. The opposing team will receive a win by default and be awarded the default win points, which will be counted toward their final record.
Note: Teams have the option to decline a request to reschedule a contest. If declined, the game will be counted as a default and the appropriate points for and against will be distributed to both teams.
d. If both teams need to reschedule a game, then they can work with the coordinator to find a time and date that works for both teams.
   i. If the captains cannot find a time that works for both teams, then the game will be recorded as a double default.
      - Teams will receive no points for or against.

Note: If there are extenuating circumstances, default points may be altered at the discretion of the coordinator.
Games must be rescheduled at least one week prior to playoffs.

Default & Forfeit

1. Default – An un-played game that is recorded as a loss rather than a forfeit. This occurs when the defaulting team’s captain notifies the coordinator and the opposing team’s captain at least 24 hours before the scheduled game time.
   a. The team that is defaulting will receive a 3 goal loss and the opposing team will receive a 3 goal win.
2. Forfeit – An un-played game that is recorded as a forfeit because the team failed to show up for its scheduled game and did not notify the coordinator and the opposing team’s captain at least 24 hours in advance.
   a. The team that is forfeiting will receive 3 “points against” and the opposing team will receive the win with 3 “points for”.

- Teams will receive no points for or against.
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b. Forfeit consequences:
   i. 1 forfeit – Team will receive the loss and 3 “points against”
   ii. 2 Forfeits – 3 “points for” will be deducted from the team’s final season record, in addition to the recorded loss with 3 “points against”.
   iii. 3 Forfeits – automatically disqualified from playoffs

Eligibility

All current graduate and professional students, alumni, faculty, and full-time staff are eligible to participate. Spouses and same sex civil union partners are able to participate ONLY if they have a Yale ID. Only players listed on the roster are eligible to play in any intramural game. Any updates to the roster must be submitted to the coordinator on the Friday prior to any weekend game. Final updates to the roster must be made before the last regularly scheduled game. Additional participants can be added only if they meet eligibility requirements. Eligibility of the players is the responsibility of the team captain.

- **Multiple Team Rule:** Any group that registers teams for more than one league must have two separate rosters. There cannot be any crossover from either roster. Players may only play on one team per sport.
- **Playoff Eligibility:** In order to be eligible for playoffs, each participant who is listed on the roster must play in at least one regular season game

Protests

Protests involving eligibility may be made by any captain against any team and must be made during or immediately following a contest. Protests will be addressed by the coordinator or on-site supervisor. Once notified, the team captain is required to present that player’s valid Yale ID for verification to the on-site supervisor, referee or coordinator. If no ID is available, then the captain must submit a brief statement that includes the name of the person in question and the circumstances of eligibility. If a person is found to be ineligible, all games in which he/she participated are recorded as losses.

All other protests involving misinterpretation of the rules must be made at the time of incident. Play may be stopped and may not continue until the protest is resolved on the spot by the captains with the aid of the governing rules of the game, or if necessary by final decision of the on-site supervisor. Any team that disputes and refuses to continue play will forfeit the contest.

Late Policy

Teams are expected to be at the fields and ready to begin play at the designated starting time. Teams are permitted a 10-minute grace period. If at the starting time or during the grace period a team has the minimum number of players, then the game must begin immediately.

If a team has fewer than the minimum at the designated starting time, then the start of the game is delayed and the late arriving team is penalized as follows:

1. After 10 and up to 15 minutes after the original starting time, the team that is ready to play is awarded one goal and possession of the ball for a free kick at mid-field. The first half is also reduced by the same number of minutes the game was delayed.
2. After 15 and up to 30 minutes after the original starting time, the first period is reduced by 15 minutes, and the team that is ready to play is awarded a second goal, as well as possession of the ball for a free kick at mid field.
3. At 30 minutes after the original starting time the game is forfeited and a 3 goal win is awarded to the opponent.
   - If both teams are late in arriving, then only the time is deducted until 30 minutes after the scheduled start at which time the game is declared a double forfeit and both teams receive losses.
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Captain’s Responsibilities

1. Submit all registration materials by the registration deadline.
2. Attend the scheduled captains meeting. If the captain cannot attend, a representative may be sent to the meeting instead.
3. Distribute important IM information and schedules to teammates.
4. Communicate with the coordinator and other captains any scheduling requests in a timely manner.
5. Accountable for team’s sportsmanship
   a. Captains should set an example for teammates by playing within the IM guidelines and exhibiting a high level of sportsmanship.
   b. Captains should address player conduct situations involving their team before the on-site supervisor must intervene.
6. Be knowledgeable of all game and eligibility rules and requirements.
7. Ensure that all teammates meet the eligibility requirements.
8. Inform teammates of any scheduling changes and IM updates.

The Game

Each game consists of two 30-minute periods with no more than a 5-minute halftime. The clock stops only for goals, injuries, or unusual delays. If the game is tied after regulation, no overtime period is played during regular season games. Overtime will be played only during playoffs.

Games will be self-refereed with an on-site supervisor monitoring the game. If there is a call dispute, the on-site supervisor may assist to settle the call. Captains are expected to work with the opposing team’s captain to settle call disputes and maintain the pace of the game. If available, referees will be used during the season. If you are interested in officiating, please contact the Grad-Pro Intramurals Coordinator. If there are no referees available, games will be self-officiated with supervisors on-site to monitor games.

If a game is stopped due to weather and is over half way completed, the score will count.

The Team

Each team consists of eleven players with unlimited substitutes who all must meet eligibility requirements. A team may begin a game with a minimum of eight players.

Co-Rec Modification

At least three women must be on the field at all times. A game may begin with a minimum of eight players including one woman.

- A team may start a game with a minimum of one woman, but must play shorthanded with only 8-9 players. A team may also start a game with two women, but must play shorthanded with only 10 players. A man may not substitute in the missing woman’s place.

Substitutions:

- May be made during an end line, throw-in, corner kick, or after any stoppage of play.
- The goalie must report to the officials, if on-site and wear a jersey that is different from teammates or opponents.
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**Sportsmanship**

Intramural soccer encompasses a spirit of sportsmanship that places the responsibility for fair play on the players. Competitive play in intramurals is appropriate, but never at the expense of mutual respect among competitors or the spirit of intramural comradery.

The designated captain is the team representative and is responsible for maintaining proper behavior and sportsmanship of his/her players and fans. Inappropriate language and behavior will not be tolerated. If unsportsmanlike conduct is continued after being asked to stop, the team(s) will be asked to leave the field and will receive a forfeit. Continuous unsportsmanlike conduct by individuals or teams will lead to expulsion from the league.

**Rules and Definitions**

**Co-Rec ONLY-** No slide tackles.

**Tie-breaking Procedure**

Procedure will only be used during playoffs. All regular season games can end in ties.

**Procedure:**

1. Play one 5-minute period in its entirety. If at the end of the period the score is still tied, teams will play another full 5-minute period.
   i. Played with 11 players. **Co-rec must continue to follow fielding requirements.**
2. If still tied, play one 5-minute period until one team scores. Whoever scores first wins the game.
   i. Played with 11 players. **Co-rec must continue to follow fielding requirements.**
3. If still tied, penalty kicks will be used following these steps:
   i. Penalty kicks will be taken with the same restrictions for kickers and goalies as a penalty kick taken in regulation.
   ii. A coin toss shall be used to determine the first team to kick, with the winner of the toss electing to go first or last.
   iii. Each team shall take an initial series of five kicks alternately.
      • **Co-Rec:** Each team must have at least one-woman kicker in the first group of five.
   iv. The team scoring the greater number of goals is the winner.
   v. If, after the first round of 5 kicks, the score is still tied the following will occur:
      • The kicks shall continue alternately in the same order until a team has one more goal in the same number of kicks. Each kick shall be taken by a different player until 10 kicks have been taken by each team. If the number of kicks goes beyond 10, then the initial order shall be repeated.

**Additional Procedure Rules:**

- Only players who participated in the game shall be eligible to participate.
- Once the goalkeeper is designated for penalty kicks, s/he shall not be replaced unless injured.
- During the kicks the opponent’s goalkeeper shall stay on the field at one corner of the penalty area and all eligible kickers shall remain in the center circle.
- The officials/supervisors shall record the kicking order and goals, as well as administer the taking of kicks.
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Misconduct

Certain behavior deemed inappropriate by the referee/supervisor may result in a warning to or ejection of a player.

Examples of the behavior include:

1. Persistent infringement of the rules
2. Unsportsmanlike conduct
3. Foul or abusive language to players, supervisors and referees
4. Violent or dangerous actions
5. Serious foul play

When a player is ejected he/she may be indefinitely suspended from all intramural sports pending a meeting with the Grad-Pro Intramurals Coordinator and recreation staff.

Goal Keeping Privileges

If referees are on-site they will be responsible for calling any infringements against the keepers, but players are expected to uphold these privileges, whether a referee is there or not. If goal keeping privileges are repeatedly disregarded, the offending player may be asked to leave and/or the offending team will forfeit the game.

Within his/her own penalty area the goal keeper has:

1. The ability to handle the ball without threat of unfair play
2. Immunity from dangerous charging or interference
3. Protection from any unwarranted contact from opponent while maintaining possession of the ball
   a. If the keeper has a finger on the ball the attackers must back off.

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.

It is an offence to charge an opponent:

1. In a careless manner
2. In a reckless manner
3. Using excessive force

Holding an Opponent: the act of preventing a player from moving past or around using the hand, the arms or the body.

Handling: a deliberate act of a player making contact with the ball with his hand or arm. When deliberate handling occurs the opposing team will receive a direct free kick or a penalty kick.

Indirect Free Kick

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.

There are four offences for which an indirect free kick is awarded to the opposing team if a goalkeeper, inside his own penalty area, commits any of the following offences:
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1. Takes more than six seconds while controlling the ball with his hands before releasing it from his possession
2. Touches the ball again with his hands after it has been released from his possession and has not touched any other player
3. Touches the ball with his hands after it has been deliberately kicked to him by a teammate
4. Touches the ball with his hands after he has received it directly from a throw-in taken by a teammate

There are four offences for which an indirect free kick is awarded to the opposing team, if a player commits any of the following offences:

1. Plays in a dangerous manner
2. Impedes the progress of an opponent
3. Prevents the goalkeeper from releasing the ball from his hands
4. Commits any other offence for which play is stopped to caution or dismiss a player

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.

There are offences for which a direct free kick is awarded to the opposing team, if a player commits any of the following offences:

- Kicks or attempts to kick an opponent
- Trips or attempts to trip an opponent
- Jumps at an opponent
- Charges an opponent in a careless or reckless manner and/or using excessive force
- Strikes or attempts to strike an opponent
- Pushes an opponent
- Tackles an opponent to gain possession of the ball, making contact with the opponent before touching the ball
- Holds an opponent
- Spits at an opponent
- Handles the ball deliberately

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.

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: the offside player interferes with the play; or, the offside player is seeking to gain an advantage by being in that position.

If there is no referee available, players can call offside on the field or provide sideline referees to call offside.
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**Obstruction**: Obstruction is a penalized infraction and occurs when a player runs between an opponent and the ball in order to form an obstacle.

**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.