LOYOLA INTRAMURAL PROGRAM
2012/13 Outdoor Soccer Rulebook

FUNDAMENTALS

Field of Play
The field of play is rectangular, approximately 110 yards by 70 yards, divided into halves (50 yards by 70 yards). The 70 yards-long line is known as the side line, and the 50 yards-long line is known as the goal line. The goals rest in the middle of the goal line. At each end, adjacent to the goal, there is a goal area (6 x 18 yards) and a penalty area (18 x 36 yards). The longest line of each area runs parallel to the goal line. Inside the penalty area, 12 yards from the goal, there is a penalty kick mark. In each of the field's four corners there is a corner area consisting of a quarter-circle, one yard in radius. There is a circle, 8 yards in radius, with its origin in the direct center of the field.

The Ball
The Department of Recreational Sports will provide a ball for each game. This ball is a regulation size five ball, round, 27"-28", weighing 14 oz. to 16 oz. The ball furnished by the Intramural Supervisor on duty may only be replaced if it is damaged, or the supervisor on duty and captains of both teams agree to have it replaced. If the ball breaks in the goal area it is replaced on the line marking the goal area that runs parallel to the goal line. If the ball breaks elsewhere during the course of play, the new ball should be dropped where the old ball was damaged. This drop-ball, like any other drop-ball, is administered by simply dropping the ball between any two players of the opposing teams; after the ball is dropped and it hits the ground, it is in play.

The Teams
Each team consists of nine players (8 field players and a goalie). A team needs at least 7 players to start. If the goalkeeper is switched at any time, the official must be informed; otherwise this is an illegal substitution and it merits a yellow card.

Teams may substitute field players during a dead ball, provided the official is informed and gives his or her signal. Failure to follow this procedure is punished by a yellow card.

Equipment
The Intramural Sports Staff will provide both teams with player jerseys and a goalkeeper's jersey. The player is responsible for the remainder of his or her attire. Anything that poses a considerable threat to injure another player is unacceptable, and it must be removed or modified to substantially lessen the threat of harm. Equipment that is unacceptable includes metal cleats or spikes, jewelry, casts, and guards or braces that run above the knee. If the official and supervisor agree that a cast, guard or brace can be safely modified for play (with tape or an Ace bandage, etc.), they may make such modifications at their discretion. It is highly suggested that all players wear shin guards.

Duties of the Referees
The responsibilities of the referees include but are not limited to:

1. Safety of participants and spectators. The referee must be in control of the field. As he has the power to control the match he must take responsibility to ensure that the match is no more dangerous than the nature of the game requires.
2. Enforcement of the rules of the game. Show authority at all times.
3. Refrain from enforcing penalties that would work to the advantage of the offending team.

4. Stopping the game due to any injury, and notifying the attending supervisor(s) immediately.
5. Allowing no one other than the players, referee(s), and supervisor(s) to enter the field during the game.
6. Red card and dismiss from the field any player engaging in dangerous or grossly unsportsmanlike play.
7. Be consistent in making calls.
8. Call all legitimate fouls (prevent loss of game control).
9. Watch for "warning signs" to help prevent potentially violent outbreaks (look for frustrated players, repeated fouls, and any tension between two teams before/during game).
10. Watch for violent behavior when score is lopsided.
11. Talk to the players if necessary.

Game Duration
Games are played in twenty-minute halves with a three -minute half time. Because of this, warm-up is limited. The official is responsible for keeping time and ensuring that the competition is started on time, or as close to the starting time as possible. The official has the authority to stop the clock if needed.

The Start of Play
A coin toss will determine possession and territory. The winner of the toss may either choose which goal to defend, to elect to kick off, or defer to the other team. If one team chooses an end of the field, the other will choose possession and vise-versa. Possession and kickoff in the second half should be the opposite of the first half.

On the kickoff, no defensive player may be in the midfield circle. The team kicking off must kick the ball forward. From this point on, the ball is in play and the mid-field circle is open for play; this is contrary to the rules of some other soccer organizations.

In Play/Out of Play
The ball is out of play when it *completely* crosses the exterior lines (the lines themselves are not out of bounds) or when the referee stops the game for any reason. At all other times during the match the ball is in play.

Scoring
A goal shall be awarded when the ball breaks the plane of the goal *completely,* unless the ball has been thrown, carried or otherwise propelled by a member of the attacking team. The team that scores more on the opposing goal is the winner.

Offside
If a player is on the opponent's side of the field, and there are fewer than two opposing players closer to their goal line than the attacker, the attacker is offside. This is determined at the time the ball is played *forward* by a member of the same team. Exceptions include: when the player receiving the ball is behind the ball, the player himself is in possession of the ball, and goal kicks, corner kicks, and throw-ins.

Fouls
The following offenses merit a DIRECT kick:

1. Kicking or attempting to kick an opponent.
2. Tripping or attempting to trip an opponent.
3. Jumping at an opponent.
4. Charging an opponent violently or from behind. (Automatic red card)
5. Hitting an opponent. (Intentional – automatic red card)
6. Spitting on an opponent. (Automatic red card)
7. Holding an opponent.
8. Pushing an opponent.
9. Handball.

The following offenses merit an INDIRECT kick:

1. Dangerous play.
2. Cleanly charging a player who is not possessing the ball and definitely not attempting to play it.
3. Obstruction of an opposing player to prevent him from joining the play; this includes "picks."
4. Charging the goalkeeper, except when the goalkeeper is outside the goal area, is holding the ball, or is obstructing an opponent.
5. Intentional stalling or delay of game by the goalkeeper.
6. The goalkeeper maintaining the ball in his hands longer than six seconds. After the goalkeeper releases the ball, he must not use his hands again until the other team anywhere, or his team outside the penalty area has touched the ball.
7. If the goalie picks up the ball after another player on his team kicks or throws him/her the ball. The goalie can only pick up the ball if the player on his team heads the ball back to him/her.

Any action or offense covered earlier that merits a stopping of the game for a red or yellow card will result in the proper free kick taken from the spot of the foul by the team that did not commit the offense.

Free Kicks

When a direct kick is mandated, the player taking the kick can score without anyone else touching the ball. Another player must touch an indirect kick before it enters the goal in order to count. In either case, the kicker must kick a stationary ball. A kicker must be given a ten-yard radius from the ball that is free of opposing players, unless the opposing players choose to stand on their goal line. The ball is in play immediately after it has gone one rotation. If a player encroaches the kicker's space, the referee should halt the kick and clear the area. After the kicker has kicked the ball, he may not kick it again until another makes contact. If the kicker fails to do this, the play results in a double possession and an indirect kick shall be awarded to the opposing team from the site of the original kick.

A free kick awarded to the defending team inside its goal area may be taken from anywhere in the goal area. An indirect kick awarded to the attacking team in its opponent's goal area will be taken from the point on the goal area line nearest the spot of the foul. This applies in double possession situations as well.

Penalty Kick

This is the spot from which penalty kicks are taken. When a kick is awarded, all players, except for the kicker must be at least 10 yards away from the ball. The opposing goalkeeper must stand on his goal line, and may not move his feet until the ball is kicked. As soon as the ball travels one circumference, it is in play, and should be treated as such. The case of double possession still applies on a penalty kick. In the case of offensive infringement of these procedures, the kick will be retaken. In the case of defensive infringement, the kick will be retaken only if it was missed the first time; the goal, if scored, will be awarded.

Throw-in

When the ball travels completely over the sideline, in the air or on the ground, it will be thrown in by the team opposite of the one who kicked it out, at the point on the line where it crossed. The thrower must face the field, and neither foot may be in the field at the time of the release of the ball. A proper throw-in consists of the ball being brought from behind the head forward with both hands and minimal rotation on the ball. The ball is in play as soon as it enters the field, but a player cannot throw the ball in and be the next to touch it. This results in a double possession. Any ball, thrown directly into an opponent's goal without being touched by any player on the field, will not result in a goal. Rather, a ball thrown directly in the goal becomes the opposing team's ball to throw in from the original spot.

Goal Kick

When the attacking team kicks the ball out-of-bounds past the goal line, but does not score, the defending team is rewarded a goal kick. The goal kick must be taken from any point in the half of the goal area where the ball went out-of-bounds. If the ball does not clear the area before another player kicks it, a re-kick will result. The kicker may not kick the ball again before someone else touches it. If he does, it is double possession.

Corner Kick
When the defending team kicks the ball out-of-bounds past the goal line, outside of the goal, the attacking team is rewarded a corner kick. The corner kick must be taken from the corner nearest where the ball went out; the one-yard radius within the field on the corner is the acceptable area. The kicker is given a ten-yard radius free of any players to kick the ball. If the kicker touches the ball again before anyone else, it results in a double possession

Double possession
Double possession can chiefly occur in six situations: kick-offs, free kicks (direct and indirect), penalty kicks, throw-ins, goal kicks and corner kicks. A goalkeeper can also engage in a form of double possession if he puts the ball into play and touches it with his hands before another player touches it. In the other situations, the kicker (or thrower) may not play the ball directly after his kick or throw; another player must touch the ball. The penalty for a double possession is always an *indirect* free-kick, at the spot of the infraction for the opposing team. However, a kick awarded to a defending team in its goal area can be taken from any point in the goal area. Also, any indirect free-kick awarded to the attacking team in its opponent's goal area must be taken on the goal-area line that runs parallel to the goal line, at the spot nearest to the infraction.

Overtime
If there is a tie after 40 minutes of play, the game ends in a tie. In the playoffs our tournament there will be (one) 5-minute sudden-death overtime. The team that kicks off in the first half does so again and defends the same side of the field it did in the first half. If neither team scores, the game progresses into a shoot-out. The referee chooses the one goal that both teams will be shooting at. Then the official flips a coin, and the winner of the toss kicks first (from the penalty line). There will be five kicks per team, and the teams will alternate kicks. The teams are guaranteed five kicks each. If, after five kicks, the teams are tied, they will proceed, taking one kick each, until one team has more goals while taking the same amount of kicks. No player may kick twice until the entire team (including the goalkeeper) kicks. The goalkeeper of the kicking team is to stand on the corner, outside the penalty area. The goalkeepers, and the player who is kicking are the only players allowed out of the midfield circle. All players not involved in the kick are to remain in the midfield until their turns come up.

Coed Rules
The only extra rule in co-rec soccer is that women must comprise at least half of both playing teams on the field at all times. No more than 4 men can play at one time and a man or a woman may occupy any position.

FINER POINTS

Advantage
In "the duties of the referee" section earlier, we mentioned that an official should not enforce penalties that work to the advantage of the offending team. This is called the Advantage Clause. A good example of when to apply this is if a player is outside his opponent's penalty box, with the ball on a breakaway. He is tripped from behind, but somehow maintains the ball, and has an excellent chance to score. If the referee blew the whistle, the opposing team would have a chance to regroup, and properly defend the ensuing free kick. The player, by maintaining possession, has a better chance of scoring if the referee does not blow his whistle. The referee should let the player maintain his advantage. The number one guideline with advantage is to use it *sparingly*. Remember, in the penalty box, the nine major offenses will merit a penalty kick, if the player being fouled does not have an obvious goal scoring opportunity following the foul they would much rather have the penalty kick. If the opportunity does not present itself you can always come back and call the penalty.

Handball
Few things can irk a team more than a no-call on ball-to-hand contact. The rule, however, states that *only intentional contact* should be called. If the player uses his/her hand to help control the ball, a handball infraction must be enforced. It is important to remember that a player's reaction to his own contact is unpredictable and not always indicative of his intention. This becomes a judgment call.

Dissent
How much abuse should an official take? Although "none" sounds like a pretty good answer, it would quickly lead to empty games. The official has the option to issue verbal warnings, cautions (yellow cards), and dismissals (red cards), and should do so when a player or team is getting out of hand. Two yellow cards to the same player will result in an ejection. Above all, the official must remain consistent in making calls and give yellow cards for a certain set of actions, regardless of the offender or context. If necessary, the official may need to talk to the players to settle things and prevent loss of game control. Consistency and good judgment are essential aspects of fairness.

FUNDAMENTALS OF OFFICIATING

Positioning
Intramural Outdoor Soccer games at Loyola are officiated with a two-official system, and no linesmen. Because of this, calls will inevitably be missed. In order to keep error to a minimum, each official is assigned a half of the field. The ball and the two officials should roughly be in a straight line, especially when the ball is in the middle part in the field. It is also a good idea to stay even with the second-to-last defender, to see offside. On corner kicks, or any kind of direct kick, one referee should watch the ball, while the other should watch the penalty area for fouls. If neither referee knows the call, a drop-ball should ensue.

Pre-game
The pre-game activities are necessary to ensure that the game runs smoothly. Most importantly, check the players and field for safety. This includes searching for and outlawing metal spikes, jewelry, and other detrimental and unsafe objects. Most of the other pre-game duties involve the captains. It is important to instruct the captains to sign in their teams, and to point out to them that they are responsible for the conduct of their teams and fans. In the meeting, also decide who will kick off, who will wear pennies, etc. Finally, explain your officiating tendencies on some of the finer rules of the game like advantage, the goalie four-step rule, and substitutions.

Post-game duties
After the game, the official is responsible for clearly identifying the winner by circling the team name, and giving each team a sportsmanship rating of A through F. This is used to determine playoff eligibility. The system works with an A counting as 4 points, a B counting as 3, and so on. A team must have a 3.0 average in order to make the playoffs. Be fair. When a team receives a D or an F, you *must* fill out a disciplinary action form. *Be specific.* The on-site supervisor can give you the form and assist you if necessary.

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