All participants must show a valid KENT STATE UNIVERSITY ID or Government Issued ID no less than 5 minutes before the start of every game. Anyone without an ID will not be allowed to participate. **No exceptions.**

All games will be officiated based on the *National Federation of State High School Association Rules*; which will be in effect unless otherwise noted in this supplement.

**THE GAME**
- Teams consist of seven (7) players (6 plus a goalie).
- A team can begin and play the game with five (5) players. Dropping below five (5) players (via ejection) will result in a forfeit of that contest, regardless of the score.
- The field will be 75 yards x 40 yards in length.

**CO-REC RULES**
- A Co-Rec team consists of 7 players (6 plus a goalie). A team may play with a minimum of five (5) players.
- Legal combinations for Co-Rec:
  - 4 Women & 3 Men (7 Total)
  - 4 Men & 3 Women (7 Total)
  - 3 Women & 3 Men (6 Total, this is the only eligible combination at this total)
  - 3 Women & 2 Men (5 Total)
  - 3 Men & 2 Women (5 Total)
- In-case of a penalty kick, the person taking the kick must be of the same gender as the person who was fouled.
- The goalkeeper can be of either gender and may be substituted for at any time.
- If a shootout is necessary, teams must alternate shots on goal between men and women.

**LENGTH OF GAME**
- The game will consist of two (2) twenty (20) minute halves
- Half time will be three (3) minutes in-length
- The clock will run continuously during both halves except for injury
- Teams do not have any available timeouts
- Timeouts for injuries, disqualifications, etc., will be charged to the official, not the team.

**OVERTIME**
- A coin toss will take place with the team winning the toss having the choice of ends of the field or the kickoff.
- **Regular Season:** A single five (5) minute period will occur. If the game remains tied after the extra period, the game will result in a tie. The entire five (5) minutes will be played, no golden goal.
- **Playoffs:** Up to two five (5) minute periods will be played. If either team is leading at the end of the first overtime period, the game is over. If the score is tied at the end of the first overtime, a second overtime period will occur. Teams will change sides for the second period. If the score is still tied at the end of the second overtime, penalty kicks will take place.
  - PKs may be taken by any player on the roster who has not been ejected
  - Teams may designate a goalkeeper for PKs. But they shall not be replaced unless injured or ejected
  - Both teams will shoot at the same goal
- A coin toss will be used to determine who is the first team to kick
- Each team shall alternately take an initial series of five (5) kicks
- The kicking order shall be established by each team. Once it’s established, it may not be changed
- If the score remains tied after each team has had five kicks, kicks shall be taken alternately in the same order until a team has one more goal in the same number of kicks.
- Co-Rec Kicking Order:
  - Teams may use 3 Women & 2 Men or 3 Men & 2 Women for penalty kicks

**MERCY RULE**
- If a team leads by five (5) or more goals in the final five (5) minutes of the 2nd half, the game shall end.
- If a team leads by ten (10) or more goals in the second half, the game shall end.
EQUIPMENT
• T-Shirts must be worn under intramural sports issued game jerseys, at all times!
• No jewelry, hats, jeans, or metal braces are permitted to be worn during the game.
• All teams must have the SAME colored jerseys, with non-duplicated numbers.
  o The goalkeeper must wear a different shirt from the other players so the officials can clearly identify them.
• Athletic shoes must be worn by all participants and must be one piece with a molded bottom. Soccer style shoes are recommended. Shoes with metal cleats will not be permitted.
• Players may not participate in sandals, boots, dress shoes, or barefoot. Players wearing illegal shoes will not be allowed to participate.
• Shin guards & mouthpieces are not required, but are highly recommended.

START OF PLAY
• A coin toss will determine which direction each team will defend, and who kicks off first.
• For the kickoff, the ball is placed in a stationary position on the center spot. The official will signal for the kick-off and a player on the team kicking off, shall initiate play.
• On the kick-off to start each half or after every goal, all players should remain in their own half of the field until the ball has been kicked. Opposing players must be at least 10 yards from the ball until it has been kicked off.
• A goal may be scored directly from the kickoff.
• The kicker may not touch the ball a second time on the kickoff until it has been touched by another player.

SUBSTITUTIONS
• Unlimited substitutions are allowed by either team during dead ball situations: Between halves, on a goal kick, after a goal has been scored, during an injury, and following a booking or ejection.
  The team not in possession may substitute an unlimited number of players at a throw-in or corner kick, only if the team in possession is also substituting.
• The player leaving the field must be completely off before the substitute enters the game. The incoming substitute must enter the game from midfield.
• Substitutions may be made for injured players. Substitutions may not be made for ejected players.
  o Teams will play down a player, if someone is sent off during their contest
• The goalie may be substituted for, but the official must be informed if this occurs.
• If a player enters the field of play without notifying the official, an indirect kick will be taken at the point where the ball lies, at the time and a yellow card will be issued to that player.

GOALKEEPERS
• One player from each team shall be designated as the goalkeeper.
• The goalie must wear a different shirt from the other players so that the officials can clearly identify them.
• The goalie may use their hands within the penalty area to trap, catch, or hold the ball. Outside the penalty area, the goalkeeper will not be afforded any special privileges.
• The goalkeeper may change positions with any other player on the field when there is a stoppage of play.
  Anytime the goalkeeper is changed the official shall be notified.
• The goalkeeper has six (6) seconds to put the ball into play once they have gained possession.
• Failure to put the ball in play in the allotted time will result in an Indirect Free Kick to the opposite team at the spot of the violation unless in the goal area.
• The goalkeeper may not touch the ball with their hands if it has been received directly from a throw-in or deliberately kicked to them by a teammate.
  o Goalkeeper can pick the ball up when: Receiving a headed and/or chest pass from a teammate

IN PLAY & OUT OF PLAY
• The ball is out of play when it has completely crossed the sideline or endline.
• If the ball completely crosses a sideline, it is put back into play by a throw-in, by a member of the team who did not touch the ball last. The thrower must use both hands and shall deliver the ball from over their head in one continuous movement, while keeping both feet touching the ground without completely crossing the sideline. If a throw-in is illegal, the throw-in is then taken by the opposing team.
• If the ball completely crosses either endline (except when a goal is scored) the ball is put back into play by:
  o A goal kick – when the ball has last been touched by an offensive player.
  o A corner kick – when the ball has last been touched by a defensive player.
GOAL KICKS
- A goal kick shall be awarded to the defending team when the entire ball crosses the goal line, either in the air or on the ground, having last been touched or played by the attacking team.
- The ball is not in play until it passes the limits of the penalty area.
- A goal may be scored directly from a goal kick.
  - All members of the opposing team must remain outside the penalty area during a goal kick.

CORNER KICKS
- A corner kick shall be awarded to the attacking team when the entire ball crosses the goal line, either in the air or on the ground, having last been touched or played by the defending team.
- The ball may be placed within or on the lines of the corner circle.
- Members of the defending team shall be at 10 yards from the halo, in the corner, until it has been kicked.
- The kicker may not touch the ball a second time until it has been touched by another player.

FREE KICKS
- Free kicks will be classified as either direct or indirect.
  - Indirect Kick: A goal cannot be scored unless the ball is touched by another player
  - Direct Kick: A goal may be scored on a direct kick
- During a free kick, opposing players must be at least ten (10) yards from the ball until it is kicked, unless they are standing on their own goal line between the goal posts. Failure to comply with directions given by the officials, may result in a yellow card (after warning). Players may not intentionally kick into the wall of defenders. This will result in a yellow card at the discretion of the official(s).
- Indirect Kicks result from the following infractions:
  - A player touching the ball a second time, before another player touches it during a kickoff, free kick, penalty kick, goal kick, corner kick or by the thrower on a throw-in
  - Interfering with the goalie
  - Obstruction (other than holding)
  - High Kicking or dangerous play
  - Violating goalkeeper restrictions
  - Entering or leaving the field without permission of an official
- Direct Kicks result from the following infractions:
  - Handling the ball
  - Holding, pushing, striking, kicking, or jumping at an opponent
  - Charging an opponent violently
  - Violently or intentionally fouling the goalkeeper while in possession of ball in the penalty area
  - Goalkeeper intentionally striking an opponent with the ball.

PENALTY KICK
- A penalty kick is awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team’s penalty area.
- The ball will be placed by the official on the penalty kick line, twelve (12) yards from the goal line.
- All players must be outside the penalty area and behind the penalty kick line during a penalty kick.

DANGEROUS PLAY
- Dangerous play is any act that an official considers likely to cause injury to any player.
- This includes playing in such a manner which would cause injury to oneself or another player.
- Penalties for dangerous play include at minimum an Indirect Free Kick, and a maximum of a player ejection.
UNSPORTSMANLIKE CONDUCT
- An official may issue a yellow or red card for disciplinary reasons
  - Yellow Card = Caution
    - Two (2) Yellow Cards = Ejection
  - Red Card = Automatic Ejection
- A player receiving a yellow card must be substituted for immediately. The cautioned player may not re-enter the game until the next legal substitution opportunity occurs.
- If a team accumulates a combination of three (3) Yellow Cards during a match, the match will end in a forfeit regardless of the score.
  - Red Card = 2 Yellow Cards

PLAYER EJECTIONS
- If a player is booked for two (2) Yellow Cards, OR one (1) Red Card during a match, it will result in a player ejection and that player will be disqualified for the rest of the game.
- Players who are ejected from the game may not be substituted for
  - The team must play shorthanded for the remainder of the game.
- An official shall disqualify, without caution, any player who flagrantly fouls the goalkeeper in possession of the ball.
- A team may continue to play the game with five (5) players.
  - Teams my drop below five (5) players (via injury) for the game if they still have an opportunity to win.
  - If they drop below five (5) players due to an ejection, the game shall end in a forfeit.

MISCELLANEOUS
- High kicking is a judgment call by the officials. Generally, a high kick is described as playing the ball with the foot above the level of the waist, with another player within one-to-two steps. Because there is a higher risk of injury to another player, a call will be made (i.e. a player attempting to “head” a ball while an opponent is trying to kick the ball). If there is not inherent danger to another player (i.e. no other player within the immediate area), the play will continue with the official(s) noting “Play”.
- There will be NO OFFSIDES in intramural soccer!
- Player’s continuing to play dangerously after being warned, may be ejected from the game.

BLOOD RULE
- If and when an official observes a player is bleeding, or has an open wound, or has an excessive amount of blood on his/her uniform (clothing), the player must leave the game.
- In an instance when a substitute is not available, the official may allow time for the player to receive medical attention, but the time may not be excessive in the judgment of the official.
- If a substitute is available, the player must leave and may not re-enter until after the clock has run and a substitution opportunity occurs.

EJECTION
- In the case of an ejection, the player not only must leave the premises but also needs to meet with the Competitive Sports Professional Staff before they may participate in the next activity.

THE INTRAMURAL STAFF HAS THE RIGHT TO STOP A CONTEST IF THEY DEEM IT NECESSARY