ELIGIBILITY RULES:
1. You must have a Runner ID to participate. NO ID, NO PLAY….NO EXCEPTIONS!!
2. No Person shall play on more than one single sex and co-rec. team per sport. If caught doing so by supervisor or official, Player shall be suspended for remainder of season and that game shall be forfeited. Opposing team does not have to protest if caught by supervisor or official.
3. No person shall use false identification in order to participate. If caught, person will be suspended from Intramural Sports and possibly Campus Recreation activities for a period of time determined by the Coordinator of Intramural Sports and Sport Clubs.

THE GAME:
1. Field: The playing field will be 50 yards in length and 25 yards in width.
2. Team: Teams will consist of 6 players max, but a team may begin with as few as 4 players
3. Game: The game shall be played in two 20 –minute halves with a three minute half time. The clock will run continuously except during injuries.
4. Substitution: Unlimited substitutions are allowed during any normal game with the game stopped and with the consent of the referee. The referee will only allow substitutes for either team on a goal kick, or a kick off. Substitutions on throw-ins are only allowed for the offensive team. Do not enter the field until beckoned by the referee.
5. Equipment: Hats, bandanas, metal cleats or spikes, shorts with pockets, or jewelry MAY NOT be worn while playing. Any player found wearing any of the above during the game will be removed from the game and not allowed to re-enter. Shin guards are a recommended but not required to participate.
6. Mercy Rules: 10 Goals @ anytime after the 5th minute in the 2nd half, 7 goals with 10 minutes left in the 2nd half, and 5 goals @ 5 minute mark of the second half.

THE RULES:
1. Playing Regulations: Official soccer rules developed by the Intramural Office will be in effect. FIFA Soccer Rules will be followed explicitly where IM Sports rules lack detail.
2. Slide Tackling: Slide tackling is not allowed. Any slide tackle will result in a foul and a direct kick. Slide tackles that cause unnecessary contact, which is at the discretion of the official, will result in a yellow card. Slide tackles from behind that are malicious in nature may result in a red card and player ejection.
3. Charging: An opposing player may not charge the goalie if the goalie is in the penalty area. Players may be removed (ejected) from the game for charging the goal keeper. No warning is necessary.
4. Kick Off: Team winning opening coin toss has choice of ball or side they want to defend. Kick off will be taken from the midfield line with the opposing team 5 yards off the ball.
5. Goal Keeper: Can only play the ball inside the first white line, outside that box the goalie becomes another fielder and can no longer play the ball with his/her hands (it’ll then be considered a hand ball). Once the goalkeeper gains possession of the ball with his or her hands in his or her own penalty area, he or she can take no more than 6 seconds. If the goalkeeper releases control of the ball, he or she may not play the ball with his or her hands again until it has been touched or played by a teammate outside of the penalty area or by the opposing team either inside or outside of the penalty area. Any violations of this rule will result in an indirect free kick from the point of the infraction.
6. Offside: There is no offside rule in speed soccer

Resolution of Ties:
1. Ties will be allowed during league play.
2. During playoffs, an overtime method of tie breaking will be employed.
3. The overtime period will begin immediately with a new coin toss. In this overtime period the teams will alternate taking five penalty kicks with the players who were on the field at the end of regulation. Goalkeeper stays the same from the end of regulation. If the game remains tied, the teams will then alternate taking one penalty kick until a winner is determined.

**FOULS: The following is a list of fouls that will result in direct or indirect kicks:**

**DIRECT KICKS (Goal can be scored directly by the kicker) – All Kicks are Direct**
1. Kick or attempting to kick an opponent (also ejection from the game).
2. Tripping an opponent.
3. Jumping at an opponent.
4. Violent charge.
5. Charging from behind.
6. Striking or attempting to strike an opponent (also ejection from the game).
7. Holding an opponent.
8. Pushing an opponent.
9. "Intentional" handling of the ball.

**PENALTY KICKS**
Penalty kicks will be taken when a direct free kick is awarded to offense within the defenses penalty area. The kick shall be taken from the first stripe in front of the goal. The Goalkeeper is the only defender. All other players will remain outside the penalty box until the ball is kicked.

**SPECIAL POINTS OF EMPHASIS:**
1. A "charge" is defined as shoulder to shoulder with at least one foot on the ground, attempting to knock a player with ball off balance in order to steal the ball. This charge becomes illegal when the ball is not within playing distance, when the charge comes from behind a player, or when the charge is done violently.
2. Free kicks - all players of the opposing team will be 8 yards away from the ball until the ball is kicked. Any disobedience of this rule can result in a yellow card.

**YELLOW CARDS WILL BE ISSUED FOR THE FOLLOWING:**
1. Entering or leaving the field without permission of the referee.
2. Persistently committing fouls.
3. Showing dissent from a decision of the referee.
4. Unsportsmanlike conduct.
5. An intentional hand ball inside the box.
6. A player receiving a yellow card must sub off the field.

**RED CARDS WILL BE ISSUED FOR THE FOLLOWING:**
1. Violent conduct or serious foul play.
2. Any player given a red card must leave the game immediately and may not be replaced by a substitute.
3. Using foul or abusive language to either another player or the referee.
4. A second yellow card offense. This is considered a “soft red,” and therefore a substitute is allowed to enter the game.
5. **NO SUBSTITUTE MAY ENTER FOR AN INDIVIDUAL RECEIVING A RED CARD.**