

INTRAMURAL 3v3 SOCCER PLAYING RULES

General Information

The team captain and all players are responsible for all information contained in the Playing Rules, Intramural Eligibility, Policies, and Guidelines webpage, and the 3v3 Soccer Event webpage.

Participants must have a valid photo ID with them at all times.

Players should have checked in, shown ID, warmed up, and be ready to play prior to the scheduled game time.

Each team shall designate to the Referee the team captain or captains for the contest. The captain is required to sign scorecard at the end of each game to verify the final score and that all participating players have been checked in.

Players

All players are required to bring a valid photo ID to all Intramural 3v3 Soccer games.

The maximum number of players on any roster is 8.

All Men's, Women's and Coed divisions play 3 v 3 soccer. There are no goalkeepers in 3v3 soccer.

- a) If injuries reduce a team to 2 players or less, the game may continue at the referees' discretion.
- b) A team reduced to 2 players or less via player ejections will automatically forfeit.

See attached coed modifications for coed player policies.

Show

If a team is not present and ready to play by the **scheduled game time** (scorecard completed, legal equipment, pro colors, minimum number of players on the field), the team ready for play will receive a 2-0 victory.

Any team with a no show will be removed from the tournament.

Equipment and Uniforms

Teams are required to wear matching color jerseys or T-shirts. The HOME team must wear White, and the VISIT team must wear dark. Jerseys will NOT be available at the field. Jerseys may not be tied in a manner that creates a bow tie type of knot.

Teams must supply their own game ball. Teams may bring their own ball or checkout balls from the Control Building at Clark Field.

Only athletic type soccer, running, court, or turf shoes with or without molded plastic or rubber cleats are allowed. Cleats must be less than ½ inch. All players must wear athletic shoes. Sandals, boots, five fingered footwear, and bare feet are prohibited.

All players must be dressed in appropriate athletic apparel – shorts, sweats, t-shirts, with no exposed metal.

Baseball style hats, bandannas, and sunglasses are not permitted. No other headwear with knots or dangerous material is allowed.

- a) **Religious Headwear** – In the event a participant may not expose his/her uncovered head, the Intramural Coordinator may approve a covering or wrap which is not abrasive, hard or dangerous to any other player and which is attached in such a way it is highly unlikely to come off during play. Hard items, including, but not limited to, beads, barrettes and bobby pins are prohibited. Participants must receive approval for headwear from the Intramural Coordinator **prior** to participating.

Players **may not** wear casts/splints under any circumstances, and all pads/braces must be below the waist. Players wearing a knee brace with exposed metal or metal hinges are required to cover it.

Players may wear covered knee braces, kneepads, gloves, headbands, and knit caps.

Players **may not** wear any exposed jewelry of any type.

- a) **Medical Alert and Medical Treatment Religious Medals** – Medical-alert and medical treatment religious medals are not considered jewelry. Religious medals must be taped and worn under the uniform. Medical alert medals must be taped and may be visible. The wearing of a religious medal must be approved by the Intramural Coordinator **prior** to participating in any contest.
- b) **Special Event Wristbands** – If participating in a special event that requires a participant to wear a wristband (ex. OU or ACL wristbands), it is the PLAYER'S responsibility to provide an acceptable method to cover the wristband. Acceptable methods are limited ONLY to the following: sweat bands or athletic tape, which **NOT** be provided by RecSports.

The game will begin with a kick off. At the moment of the kick off, all players must be in their own half of the field, and defenders must be at least 5 yards from the ball.

The kick off may be taken in any direction.

After the ball is kicked, the kicker may not play the ball again until it is touched by another player.

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Games shall consist of two 12-minute halves with a 2-minute halftime, OR the game shall end when a team reaches a 10-goal lead.

The officials will be in charge of keeping time.

There will be no team time outs during the game.

A game shall be considered "official" if after halftime the game is stopped for inclement weather.

Game time is the scheduled league time, unless the previous game goes over the allotted time.

At the end of the game, team captains are required to verify all information by signing the scorecard.

Pool play games that end in a tie will not play an overtime procedure.

oring

The ball must be 100% over the line to count as a goal.

The ball must be played from the offensive half of the field to count as a goal.

A goal may be scored directly from a corner kick.

A goal may NOT be scored directly from an indirect kick, goal kick, kick in, or a free kick into a team's own goal.

In Coed games, female goals count 2 points, male goals 1 point, and own goals 1 point.

There is no offside in 3v3 soccer.

stitutions

Substitutes for either team may enter the game at any time during a live or dead ball.

All substitutions will take place at the centerline.

The substitute may not play the ball until the player they are replacing is completely off the field.

ll in and out of play

The ball is OUT of play when it has completely crossed a goal line or touchline either on the ground or in the air.

The ball is IN play at all other times including: when it rebounds from a goal post, cross bar, or corner flag; when it touches an official in the field of play; until the whistle sounds; after a free kick or kick-off; when a drop ball touches ground. NOTE: A player may be out of bounds and legally play the ball.

al Box

The goal box, ten feet wide by eight feet long, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or player's body on the line is considered to be in the goal box; the player is an extension of the box. An INFRACTION occurs if a defender touches the ball in the goal box and a penalty kick is awarded to the offensive team. If an offensive player touches the ball within the goal box, a goal kick is awarded to the defensive team. Habitual touches in the goal box MAY result in a Yellow Card given to the offending party. If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

ie Kick

All dead ball kicks (kick-ins, free kicks, kick-offs) are indirect with the exception of corner and penalty kicks.

All indirect kicks are taken from the spot of the foul.

In all dead ball situations, defending players must stand at least five yards away from the ball. If the defensive player's goal area is closer than five yards, the ball shall be placed five yards from the goal area in line with the place of the foul.

Free kicks are awarded for the following offenses:

- a) Spitting, kicking, striking, attempting to kick or strike, or jumping at an opponent.
- b) Tripping or attempting to trip an opponent.
- c) Slide-tackling
- d) Intentionally handling the ball.

Penalty Kick

A penalty kick shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the center circle on the offensive side of the midfield line.

The ball must be in play for a penalty kick to be awarded.

All players except the kicker shall be behind the midfield line. If a goal is not scored, the defense obtains possession via a goal kick. Penalty kicks are **not** live balls.

Goal Kick

A goal kick is awarded to the defending team when the entire ball crosses the goal line after the attacking team last played or touched the ball.

Players opposing the kicker shall remain 5 yards away from the ball until it is kicked.

The ball shall be kicked from the ground at any point on the end line, and not in the goal box area.

After the ball is kicked, any player, except the one who takes the goal kick, may play the ball. The kicker may not play the ball until another player has touched it.

Corner Kick

A corner kick shall be awarded to the attacking team when the entire ball passes beyond the goal line after the defending team last played or touched the ball.

Defending team players shall be at least 5 yards from the ball until it has been kicked.

The ball shall be kicked from the ground on the corner closest to where the ball left the field of play. It is in play when the ball moves.

After the ball is kicked, any player, except the one who takes the corner kick, may play the ball. The kicker may not play the ball until another player has touched it.

Kick-In

A kick-in shall be awarded to a team when the opposing team last plays or touches the ball before the entire ball passes beyond the touchline (sideline).

The ball shall be placed on the line. All defenders must be at least 5 yards from the ball until it is kicked.

If the ball fails to enter the field of play, it shall be re-kicked.

The kicker shall not play the ball before it has been touched by any other player.

Illegal Tackles

Slide tackles are **illegal** in Intramural 3v3 Soccer.

Good sportsmanship must be exhibited, and contact must be kept to a minimum.

Playoffs Tie Breaker Procedure

In pool play, ties between two or more teams will be broken by: 1) head to head results between tied teams; 2) goal difference in pool play (maximum of 5 goals per game); 3) fewest goals against in pool play; 4) playoff team shootout vs tied teams' entire rosters.

PLAYOFF OVERTIME

TEAMS WILL HAVE A 3 MINUTE "GOLDEN GOAL" OVERTIME PERIOD. If the score is still tied, the winner shall be decided by shootout with the 3 players on the field at end of the golden goal period.

INTRAMURAL 3v3 SOCCER COED MODIFICATIONS

Coed 3v3 Player Restrictions

Coed teams will consist of 2 males and 1 female or 1 male and 2 females. At no time can the number of males or females on the field be 3.

Scoring

A goal by a male counts as 1 point

A goal by a female counts as 2 points.

Own goals by either sex are 1 point.

Protection

Women may use their hands and arms to protect themselves above the waist and below the neck, provided their arms and hands are "glued" to the body; that is, the arms and hands are merged as closely as possible with the part of the body they are protecting.

Men may also protect themselves below the waist provided their hands are next to their body.

Penalty Kicks

All penalty kicks will be counted as 1 point.