

# University of Washington Bothell

## Intramural Sports

### 4v4 Soccer Rules

#### **1. EQUIPMENT**

- 1.1. Each team is required to wear pennies of the same color or provide their own shirts.
- 1.2. All players must wear athletic shoes. Cleats are permitted so long as they do not have metal spikes or tips.
- 1.3. Equipment which may be dangerous to another player (such as hats and bandanas) is not allowed. The supervisor/referee will determine if an article is dangerous and will ask the player to remove the article. If the player refuses, they will be asked to leave.
- 1.4. Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least ½ inch of slow recovery rubber or similar material will be allowed.
- 1.5. Headphones Jewelry, rubber bands, chains, rings and/or earrings may not be worn. Medical alert bracelets may be taped to the body.
- 1.6. Shin guards are not required but are encouraged. If shin guards are worn they must be covered by socks at all times.

#### **2. PLAYERS AND SUBSTITUTIONS**

- 2.1. Team shall consist of 4 players (except in the case of a disqualification) with unlimited substitutions allowed. Teams must start and finish with a minimum of 3 players. Teams do not play with a designated goalkeeper.
- 2.2. Maximum roster size is 7
- 2.3. Substitutions: Must be announced to the referee. No player may come onto the field without permission of the referee. Subs can enter the game on any dead ball.

#### **3. THE GAME**

- 3.1. Each game will consist of two 10-minute halves with a 3-minute half-time.
- 3.2. A coin toss will determine possession of the ball or choice of ends. The winner of the coin toss decides whether they want kickoff or choice of side to defend. At the beginning of the second half the team that did not kickoff will then do so.
- 3.3. There are no time-outs and the clock will only stop at the referee's discretion.
- 3.4. No injury time will be added at the end, and the game is over when the clock expires.
- 3.5. Starting Play: Play starts when the referee signals with a whistle. The ball may be projected forwards or backwards.
- 3.6. Overtime: One three minute sudden death period will be used. First team to score wins. Sides and ball will be determined by a coin flip or other method. If a winner as not been determined after one period, a penalty shootout will occur.
  - 3.6.1. Penalty shootouts will consist of a series of 1v1 penalty kicks between teams. Each team will be given 3 attempts. Add additional rounds if needed. The first team to win a round will be the winner.
- 3.7. Mercy Rule: If a team is up by 10 or more goals by halftime the game will end. If a team is up by more than 5 goals within last 3 minutes, the game will end

#### **4. Goalie Play**

Any rule not mentioned in the following will be governed by National Federation of State High School Association rules.

- 4.1. Teams will not play with a designated goalkeeper. Teams can choose to place a defender in the goal position, but this player will be restrained to the same rules as a normal field player.

## **5. Penalty Kicks**

- 5.1. A penalty kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team's goal box.
  - 5.1.1. Penalty kicks will be taken from the center line, with no defense or goalkeeper. The kicker has one attempt to shoot from the center line. This is not a live ball. Upon a score, the defense will kickoff. Upon a miss, the defense will take a goal kick.

## **6. Throw in**

- 6.1. All throw-ins will be in the form of a kick.

## **7. Free Kicks**

- 7.1. All free kicks, drop balls, indirect/direct kicks, shall be awarded in the same fashion as Outdoor Soccer.

## **8. Slide Tackles**

- 8.1. Slide tackles are illegal in Intramural Soccer.
- 8.2. Slide tackles are left up to the official's discretion as to whether or not the tackle will warrant a yellow card, red card, free kick, or no call. Example: If there is no one around and the player is making a play for the ball it could be considered a no call. If contact is made or a near miss occurs (official's discretion), it will be considered a slide tackle with the possibility of yellow or red card without warning.

## **9. Cards**

- 9.1. Yellow and red cards will be administered with the same regulations as Outdoor Soccer.

## **10. Player/Manager/Coach/Spectators Conduct**

- 10.1. Anyone on site may be assessed unsportsmanlike penalties based off their actions or behavior by an official or supervisor before, during, and after a game.
- 10.2. Any attempt to strike, punch, or kick another player is considered fighting and will result in the ejection of the player, even if the attempt is not successful.
- 10.3. Bench personnel who leave the bench area during an altercation will be ejected from the game.
- 10.4. Teams may designate a coach who is responsible for communicating with the officials. Only the manager is allowed to address the officials during play.
- 10.5. The referee's decision will be final. Continued complaining, cursing, and arguing will not be tolerated.
- 10.6. Any individual having been assessed two yellow cards as a result of unsportsmanlike action will be ejected from the game
- 10.7. Any team receiving 3 yellow cards on 3 different players, or two red cards/ejections as a result of unsportsmanlike action will immediately forfeit their game and the team will be suspended from further play until they meet with the Program Manager.
- 10.8. Once an individual is ejected, they must leave the facility immediately.