

Battle of the SYANDS Soccer Tournament Rules

PLAYERS

1. Each team shall consist of seven players, one of whom shall be the goalkeeper. Teams must have at least four players at the designated time of the contest, or the game will be forfeited. Teams must have at least four players to continue. A team may play with any combination of players if there is not more than two more member of either gender, i.e. 3 men 2 women is OK. A team that does not field four eligible players at the designated starting time will forfeit the game.
2. There is no limit on the number of substitutes. Either team may substitute during a stoppage of play in the game on a goal kick, throw in, after a score, when a player is cautioned, when a player is injured, or when a player is disqualified.
3. Officials must be notified of a substitution before it is made.
4. A goalkeeper may be changed during a stoppage of play. The referee must be notified prior to the change.
5. If a player enters the field of play without notifying the referee, an indirect kick will be taken at the point where the ball lies at that time, and a yellow card will be issued to that player.
6. Teams that do not have seven eligible players ten minutes after the designated start time will forfeit the game, resulting in a 3-0 loss.

EQUIPMENT

1. A player shall not wear anything that is dangerous to another player on the field (i.e. loose chains, rings, watches, headwear that contains any hard, stiff material including billed hats or items containing exposed knots). **ALL JEWELRY MUST BE REMOVED.** Participants wearing illegal equipment will be required to sub off (whether a sub is available or not) until the next substitution opportunity after the jewelry is removed. **THIS INCLUDES ALL EARRINGS.** If you are wearing any type of cast you will not be allowed to play. Braces must be covered and padded. All shin guards made of hard substances (plastic etc.) must be covered entirely by stockings.
 - i. Players must wear athletic type shoes that cover the foot completely. Sandals, boots, and open toe shoes are **NOT** allowed.
 1. Cleats are limited to studs or projections that do not exceed ½ inch in length and are made with nonabrasive rubber or rubber-type synthetic material that does not chip or develop a cutting edge. Metal cleats are not allowed. The Intramural Sport Supervisor will have final judgment on legal footwear and is not protestable.

THE GAME

1. The game shall consist of two equal periods of 10 minutes each; with a five minute half-time. The clock will only be stopped if the referee has to discontinue the game or if a player is injured. **THERE ARE NO TIME OUTS.** Half-time - the teams switch ends.

2. The choice of ends or possession of ball is determined by a coin flip (or odds and evens/rock, paper, and scissors).
3. On the kick-off each team shall be in their own field of play.
 - a. The team that is not kicking off shall be 7 yards away from the ball.
 - b. Can go any direction
 - c. No slide-tackling or playing from the ground is allowed. Players may not leave their feet or slide when executing a tackle. Any infraction without contact of this rule will result in an indirect free kick for the opposing team. Any infraction with contact of this rule will result in an automatic yellow card (dangerous play) and a direct free kick for the opposing team.
 - i. Continued slide tackling even without contact can still result in a yellow or straight red
 - ii. It is not an infraction for the goalie to dive or slide to make a save or for a player to slide in the act of shooting provided they are not putting another player in danger when doing so.
 - d. A drop ball shall be used to start the game in case of an injury, an outside agent stopping the game, or a mistaken call by the referee, unless there was clear possession established by either team; in which case possession will stay with that team. The ball must touch the ground before a player may touch it.
 - e. The goalkeeper can either throw or kick the ball. Drop kicks are not allowed. The goalkeeper must put the ball into play on his or her own half of the field only (the ball must either be touched by a player or touch the ground on the goalkeeper's half). Violation will result in an indirect kick for the opposing team at the spot where the ball crossed the half.
 - f. The goalkeeper may not hold the ball for more than six (6) seconds. During that interval, the goalkeeper may hold the ball, bounce it, or throw it in the air and catch it. Failure to relinquish the ball will result in an indirect kick for the opponent from the penalty kick line nearest the violation
 - g. In case of a tie score at the end of regulation play during playoffs, two (2) five (5) minute sudden death periods will be played with teams changing ends after each period. If no one scores, each team will take five (5) penalty shots from the ten (10) yard penalty mark spot, using only players on the field of play at the end of regulation play (goalie also stays the same). If the game is still tied, sets of penalty shots are taken until a winner is determined and teams may change goalies if they choose.
 - h. Mercy Rule: If one team is ahead by ten (10) goals at half-time or anytime in the second half, the game is over.
 - i. On any occasion when a player deliberately kicks the ball to her/his own goalkeeper, the goalkeeper is not permitted to touch it with her/his hands.
 - j. Any player who is bleeding must be substituted for until the bleeding stops. An intramural supervisor or game official has the authority to remove the player. If by removing the player who is bleeding, the team falls below the minimum number necessary to play (4), the following will apply: The game clock will stop and a

maximum of five (5) minutes will be allowed for the player to stop the bleeding. Either an intramural staff member or game official must approve the player to re-enter. If the bleeding is not stopped within the allotted five (5) minutes the team will forfeit the game. THE TIME ALLOWANCE IS ONLY FOR PLAYERS WHO ARE BLEEDING, AND THE TEAM CANNOT CONTINUE TO PLAY WITHOUT THEM.

- A. The Championship game shall consist of two equal periods of 15 minutes each; with a five minute half-time.

BALL IN AND OUT OF PLAY

1. The ball is out of play a. When it completely crosses a goal line or touchline, whether on the ground or in the air.
 - a. When the referee has stopped the game.
 - b. The ball is in play at all other times including
 - i. When it rebounds from a cross-bar, post, or cone.
 - ii. If it rebounds off the referee who is in the field of play

OFF-SIDE

1. THERE IS NO OFF-SIDE IN INTRAMURAL 7 ON 7 SOCCER

THROW-IN

1. Is awarded to a team when the opposing team last touches or plays the ball before the entire ball passes beyond the touchline. The ball may be thrown any direction from the point where it crossed the touchline by a player who is facing the field of play and has both feet on the ground on or behind the touchline. The thrower shall use both hands and shall deliver the ball from behind and over the head in one motion.
2. If the ball does not enter the field of play, a throw in will be awarded to the opponent.

FREE KICKS

1. When a player is taking a direct or indirect kick,
 - a. Opposing players must be 7 yards from the ball until it is kicked, unless standing on their own goal line between the goal posts.
 - b. The ball will be in play as soon as it travels in any direction. Players who persistently encroach will be issued a yellow card.
 - c. The ball must be stationary at the time it is kicked.
 - d. The kicker may not play the ball a second time until it has been touched by another player.
2. When a player is taking a direct or indirect free-kick inside his/her own penalty area.
 - a. Ball must travel outside of the penalty area before it is in play.
 - b. The kick may be taken from any point within the goal-area in which the free kick has been awarded.
 - c. Opponents must be outside of the penalty area and 7 yards from the ball and must remain outside the penalty area until the ball clears the area.

DIRECT FREE KICK

1. A direct free kick shall be awarded to the opposing team when a player commits any of the following offenses:
 - a. Intentionally spits at, kicks, strikes, attempts to kick or strike, or jumps at an opponent.
 - b. Trips and/or attempts to trip an opponent.
 - c. Goalkeeper intentionally attempts to strike, strikes, or pushes an opponent with the ball.
 - d. Charges an opponent in a violent or dangerous manner.
 - e. Intentionally pushes an opponent with the hand(s) or arm(s) extended from the body.
 - f. Intentionally holds an opponent or places a hand(s) on an opponent in an effort to reach the ball.
 - g. Intentionally charges into an opponent while the opponent, in the act of playing the ball, has both feet off the ground.
 - h. Intentionally charges into the goalkeeper
 - i. If a player, other than the goalkeeper in his/her own penalty area, deliberately handles the ball.
 - j. Handling the ball/a hand ball is when the ball contacts a player's arm at any time other than when that player is stationary.
2. If a player of the defending team commits one of the above ten offenses within their penalty area, a penalty kick shall be awarded.

INDIRECT FREE KICK

1. A goal can be scored after it has been touched or played by a player (including goalie) other than the kicker before passing through the goal.
2. Indirect free kicks are awarded and taken from the point of the infraction:
 - a. If the ball is played next by the kicker following a kickoff, a free kick, a penalty kick, a goal kick, a corner kick, or by the player taking the throw-in.
 - b. If a player fairly charges into an opponent when neither is within playing distance of the ball.
 - c. If a player who is not in possession of the ball intentionally obstructs an opponent who is attempting to play the ball.
 - d. If a player kicks or attempts to kick the ball while it is in the possession of the goalkeeper. e. For dangerous play (for example a high kick).
 - e. If the goalkeeper illegally handles the ball while in his/her own penalty area after once relinquishing possession of the ball.
 - f. If the goalkeeper delays in relinquishing possession of the ball (more than 6 seconds).
 - g. On any occasion when a player deliberately kicks the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands.

- h. If the game is stopped for misconduct of a player and no other restart takes precedence.
3. Any indirect free-kick awarded to the attacking team within its opponent's goal area shall be taken from the part of the goal-area line which runs parallel to the goal-line, at the point nearest where the offense was committed.

PENALTY KICK

1. A penalty kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick or a goal scoring opportunity, is sabotaged inside the defending team's penalty area.
2. All players except the kicker and the opposing goalkeeper shall be within the field of play but outside the penalty area and at least 7 yards from the penalty kick line.
3. The opposing goalkeeper shall stand with his/her feet on the goal line, between the goal posts, until the ball is kicked. Lateral movement is allowed, but the goalkeeper must keep at least one foot on the line until the ball is in play.
 - a. Encroachment by the defending team is ignored if the goal is scored but is REKICKED if the goal is missed.
 - b. Infringement by the attacking team results in a REKICK if scored but is an INDIRECT FREE KICK at the spot of the infraction if the goal is missed.
 - c. If both teams commit infringements, the ball is REKICKED regardless of the outcome.
4. The kicker may not play the ball a second time until it has been touched or played by another player. An indirect free kick will be awarded to the opponents at the spot of the infraction.
5. If the ball touches the goalkeeper before passing between the goal posts when a penalty kick is taken at or after the expiration of time, it does not nullify the goal. If necessary, time may be extended so that the penalty kick may be taken. If a penalty kick is taken after the expiration of time, only the kicker may play the ball once with the goalkeeper in place.

GOAL KICK

1. A goal kick shall be awarded to the defending team when the entire ball crosses the goal line, excluding that portion between the goal posts and under the crossbar, either in the air or on the ground, having last been touched or played by the attacking team.
2. Players opposing the kicker shall remain outside the penalty area until the ball has cleared the penalty area.
3. Once spotted, the ball shall be kicked from the ground from any point within the goal area by a player of the defending team. A goal kick shall clear the penalty area and enter the field of play. If the ball is not kicked beyond the penalty area, the goal kick shall be repeated.
4. After the goal kick leaves the penalty area, the ball may be played by any player except the one who executes the goal kick. The kicker may not play the ball until it has been touched by another player.

5. The goalkeeper shall not pick up the ball to put into play.
6. The ball must touch a player or the ground on the side of the field it was kicked from before crossing the half line. A violation of this will result in an indirect free kick being awarded to the opposing team at the point where the ball crossed the half line.

CORNER KICK

SECTION ONE: DEFINITION

- a. A corner kick is a method of restarting play. A goal may be scored directly from a corner kick, but only against the opposing team.
- b. A corner kick is awarded when the whole of the ball, having last touched a player of the defending team, passes over the goal line, either on the ground or in the air, and a goal is not scored.

SECTION TWO: PROCEDURE

- a. The ball is placed inside the nearest corner arc
- b. Opponents remain at least (5 yds) from the ball until it is in play
- c. The ball is kicked by a player of the attacking team
- d. The ball is in play when it is kicked and moves
- e. The kicker does not play the ball a second time until it has touched another player