Intramural Outdoor Soccer Rules

All MSU School Policies are in effect, including Student Code of Conduct.
All MSU Campus Recreation “Intramurals 101” policies are in effect.

ALL GAMES ARE TO BE PLAYED ON DIOGUARDI FIELD

ELIGIBILITY:

- All team sports are broken down into 4 different leagues, which include: Men’s, Women’s, Organization, and Open. The Organization league is open to all MSU-affiliated Clubs and Organizations who register using the $60 team fee. There will be two specific divisions for Greek Fraternities and Sororities. The Open League is a league without restriction placed on gender, gender identity, or gender expression. Each player can only join one team per league (i.e. A player is allowed to play in one Open league and one Women’s/Men’s league). In leagues with multiple divisions, such as basketball, players are permitted to play in Men’s A or Men’s B only. All individual/doubles sports will feature Men’s/Women’s/Open Singles and Doubles.

- Team Sports: A team’s roster is formed throughout the regular season. All players participating in a game must be listed on that game’s scoresheet. The players who are listed will be entered onto that team’s roster. Names of individuals can be added to the original roster, prior to the new team member playing, by listing that player’s name as well as his/her ID number on the scoresheet. A player must play in at least one regular season game to be eligible to participate in the playoffs. Rosters can have a maximum of 16 players.

- Assumption of Risk, Waiver and Release from Liability Form: This must be signed and filled out by all players participating in the activity, in the main office at the time of payment, prior to the start. The waiver only needs to be completed once for the season, if players are added to the roster at any point during the season, that player(s) must fill out the waiver before participating.

- Checking ID’s: Before a contest, event, or activity, all members of a team shall present to the scorekeeper their pictured Montclair State University ID card. The scorekeeper shall then verify the participant’s identity and so note on the scoresheet. Those players listed on the scoresheet and verified by a scorekeeper are considered to have participated in that contest. Should a participant arrive at the contest after it has started, the participant assumes the responsibility to have his/her identity verified by the scorekeeper. Should a player not be verified by a scorekeeper, that individual shall be considered an ineligible player.

- Forgotten ID Policy: If a player forgets his or her ID, that player is ineligible to participate in the SRC activity.

- The captain is the representative of his/her team and may address an official and/or director on matters of interpretation or to obtain essential information, if it is done in a courteous manner.

- A player must play in at least one regular season game in order to be eligible to participate in playoff games.
PLAYERS:

- A team can be comprised of a maximum of 16 players. Each team will have six (6) players on the field at a time, five (5) field players and a keeper.
- A minimum of five (5) players, four fielders and one keeper, is required to start the game.
- Players are not permitted to wear jewelry of any kind.
- The official is considered part of the field, so if the ball hits off of the official the play continues.
- The field will be noted by the painted lines and will encompass one (1) whole side of the field.

GOALIE PLAY/GOALIE BOX

- The keeper’s box will be identified by cones.
- The goalkeeper is only permitted to use the designated goalie box.
- Goalkeeper cannot punt the ball at any time. If the goalkeeper throws the ball it cannot go past half court.
- A goal can be scored from anywhere on the field, including inside the goalie box.
- The goalkeeper may play the ball past midfield with their feet at any time.
- Goalkeepers may NEVER slide feet first at an opponent, they may ONLY dive laterally (side-to-side) for the ball.
- After making a save the keeper may only hold the ball for six (6) seconds before distributing the ball back into play.

TIME:

- The game will consist of two 20-minute halves with running clock.
- There will be a 2-minute halftime.
- There are to be no timeouts at any point in the game (unless at the discretion of the Director).
- A restart at midfield will happen after every goal and at the start of the game and second half.
- Goals can only be scored from the restart after the ball has been touched by another player.

FORFEITS:

- A team will have the first ten (10) minutes of the game to arrive with the proper number of players. For every two (2) minutes that they are not there one (1) goal will be added to the other team’s score. After those ten minutes the game is forfeited.
- In order to be credited for the forfeit “win,” the team receiving the forfeit “win” for the contest must have the minimum number of required players to start a game.
- If at game time neither team has the minimum number of participants required to play, the IM Sports Director will call the game a double forfeit.
- Any team that forfeits a total of TWO games within the season will be ineligible for the playoffs and will be removed from the league. Captains are responsible for entering time preferences and availability information for their team on IMLeagues, at the time of registration.

PENALTY PLAY
● All free kicks will be INDIRECT and must touch another player other than the kicker prior to crossing the goal line to be considered a goal.
● Players on the opposing team must be at least 5 yards away from the ball during a free kick until the ball is touched by the attacking team.
● If the defending player fouls the attacking player, but the attacking player retains possession it is considered advantage and they play on until the play ends. Only then will the foul be called.
● Excessive pushing or shoving, whether playing the ball or not, will result in a free kick and possible penalty/ejection.
● Anyone receiving a yellow must sit out for a 2-minute penalty. The attacking team will then play down for the duration or until a goal is scored. Penalties do not overlap. A team can only be one player down. The ensuing penalty will begin when the first penalty ends.
● Two yellow cards given to the same player in a game will result in a red card. If a player is given two yellow cards or one straight red card in a game, their team must play the remainder of the game down one player. A player who has been red carded will face a disciplinary hearing prior to their next scheduled game.
● If a player receives more than one yellow card throughout the course of the season, they will be ineligible to play in their team’s next game.
● Sliding is NEVER permitted.
● A penalty kick can be awarded to an attacking team IF AND ONLY IF: 1.) A defender other than the goalkeeper commits a handball within the semicircle. 2.) An attacker is denied an obvious scoring opportunity (i.e. fouled on a breakaway or inside the semicircle).

TIEBREAKER/PLAYOFFS

● In the case of a tie, there is no overtime in the regular season. During playoffs there is a 5-minute sudden death overtime followed by a 5-kick penalty shootout. If it is still tied at that point, there is a 1-kick penalty shootout until a winner has been decided. Who goes first will be determined by a coin toss and then alternate.

PENALTIES- Severity of the infraction will determine penalty (kick or card)

● Charging an opponent violently or dangerously.
● Charging an opponent from behind.
● Handling the ball.
● Holding an opponent.
● Striking or attempting to strike an opponent.
● Pushing an opponent.
● Tripping an opponent.
● Kicking or attempting to kick an opponent.
● Jumping at an opponent.
● Any sort of sliding or diving (other than the goalkeeper).

All rules are subject to change at a moment’s notice, and are at the discretion of the sports director. If any participant argues with an official or Director, they may be ejected from the game and/or the field space. If any issues occur, Campus Police maybe called.