



## **7X7 Outdoor Soccer Rules**

*(Updated August 1, 2008)*

Regulations published in the Texas A&M International University Intramural Handbook will be the governing policies for all intramural sports. Team captains are responsible for possessing a thorough understanding of these regulations and their implications.

### **Team**

1. The game is played with two teams of seven players each (one goalie and six other players). Four players must be present in order for a team to be eligible to start and continue a game.
2. **ROSTER LIMIT:** 12 player's maximum per team (All divisions). A player must properly check-in before participation in any Intramural contest. Proper identification must be shown at this time, which is a **TAMIU ID** card. Failure to do so will prevent an individual from participating in any scheduled Intramural contest.
3. **Eligibility:** All Intramural leagues are open to **ALL** paying memberships of the Recreational Center.

The following **EXCEPTIONS** are considered illegal:

- a. Alumni and Open Community memberships.
- b. Varsity athletes – This consists of any varsity athlete who practices, competes, or was listed in a media guide prior to the current season **MUST** sit out one full academic year prior to participating in an intramural event related to the sport they played.

Captains are responsible for knowing their team members' eligibility. If a team(s) is/are found to be using illegal player, the team will be dropped from the league and or tournament.

### **Equipment**

1. Recreational Sports will provide game ball.
2. Teams are required to wear the same color jersey (t-shirt with number, **NO TAPE**). If a team does not have team jerseys, the Recreational Sports department will provide pennies/jerseys to wear.
3. Each player must wear shoes. They must be made of a soft pliable upper material (canvas, leather, or synthetic) which *covers the whole foot* attached to a molded bottom, which may or may not have rubber cleats. **Any metal spikes are prohibited.**
4. Shin guards – For safety reasons, shin guards are highly recommended but not required.
5. **ALL** jewelry is **PROHIBITED** during any Intramural contest. The only exception is a

medical bracelet or necklace, in which case must be taped down.

### **Game Length/Time**

1. All games will consist of two (2) 20-minute periods, with a five-minute half time. The clock will run continuously. If an injury does occur, time will be added to end of the half, a MAXIMUM of two (2) minutes, at the discretion of the referee – **NO EXCEPTIONS.**
2. **Game Time is FORFEIT TIME.** Therefore, if a team is considered “Ready to Play”, they may claim a win by forfeit.
3. **Ready to Play:** "Ready to play" means that a team must be on the playing area, ready to play, with the minimum number of players as listed in the sport rules. The line-up must be recorded on the official scorecard. The team must be able to respond immediately to the begin play order of the official.
4. If a team forfeits twice (2) during league play, they will be automatically dropped from schedule and not make playoffs.

### **The Game**

1. A coin toss will decide the kick off and which goal each team is to defend.
2. The ball is **put in play** by a place kick taken from the center of the field by a player, other than the goalie. This holds for the start of the game, a half, and after each goal.
3. After a goal is scored, the team scored against shall **put the ball in play**. Opposing players must stand at least 5 yards away at the time off the kick.
4. During the regular season, games may end a TIE.
5. However, during playoffs, ALL games will be played until a winner is determined. If game is tied at the end of regulation, then the two teams shall play one-five minute overtime. If the game is still tied after the first overtime period, then the two teams will play a second five-minute overtime period. **ALL** overtime games shall be decided by the **GOLDEN GOAL.**
  - a. If the game is still tied after two overtimes, then penalty kicks will determine the winner.
  - b. 1<sup>st</sup> Round - Each team will be given THREE (3) penalty kicks per team. Each kick must be taken by a different player of the kicking team=s choice; however, the players must be on the field when the game comes to an end. If score is tied after both teams have attempted all awarded penalty kicks, another tiebreaker round shall be played.
  - c. 2<sup>nd</sup> Round and thereafter – Each team will be given ONE (1) penalty kick per team. Each kick will alternate between each team until a winner is determined.

### **General Game Rules**

1. A goal **CAN** be scored directly from a kick-off.
2. At the start of the game, the kicker cannot play the ball again until it has been played or touched by another player.
3. Ends will change after each half and the team that received the kick-off in the first half shall kick-off to start the second half.

4. Direct kicks shall resume play at the area closest to where ball was ruled out of bounds. Direct kicks will also resume play at the point of origin where fouls are committed. These kicks shall be given to the offended teams.
5. **SLIDING** for any purpose is **not allowed**. This is considered an automatic **YELLOW CARD** infraction.
6. There are **NO** substitution restrictions; however, substitutions may be done during all dead ball situations. All substitutes will need to be motioned into the game by the **OFFICIAL, NO EXCEPTIONS**. If a player enters the game without being motioned by an official, then that player will receive a **YELLOW CARD** infraction.
7. **ALL** penalty kicks shall be taken from the top of the goalie box. The goalie cannot move until the ball is kicked by the player taking the penalty kick.
8. There will be no time outs for either team.
9. **Delay of Game**: The referee has to consider that the goalkeeper is wasting time and therefore will award an indirect free kick against him if he holds the ball for longer than six seconds.
10. **Blood Rule** - Players who sustain injury causing an open wound will be required to leave the game. A player may not re-enter the game until the flow of bodily fluids is stopped and the wound covered.
11. There are no offside violations in intramural soccer.
12. Sportsmanship is of the utmost importance; therefore, any **SWEARING** will not be tolerated. If a player(s) is/are caught swearing, they will be issued an automatic **YELLOW CARD, NO EXCEPTIONS**.
13. **Mercy Rule**: If any team is up by more than 5 goals, game will be called at the 5 minute warning. If any team is up by more than 8 goals, game will be called immediately.

## **Fouls**

Examples of fouls that will be called: illegal touching or handball, rough play, poor sportsmanship, and sliding.

Yellow Card: Examples are but not limited to: sliding, swearing, warning to player for unsportsmanlike behavior, or play. Two yellow cards equal ejection from the game.

Red Card: Examples are but not limited to: fighting, excessive rough play, and arguing of calls with officials. One red card equals ejection from the game.

One head official and two line judges will be provided per game. Official's judgement is final. Any arguing of decisions made by officials or abuse of officials is automatic cause for ejection from the game. **A player ejected from any intramural contest shall not be allowed to participate in any further TAMIU intramural contests until they meet with the Assistant Director of Intramurals**

## Co-Recreational Rules

*The following rules stated above shall be enforced including the following listed below:*

1. The game is played with two teams of eight (8) players each (one goalie and seven other players). Four (4) players must be present in order for a team to be eligible to start and continue a game (2 male and 2 female).
  - a. **Co-Rec GAMES: At a minimum, there needs to be two (2) members of the opposite sex, which is not the goal keeper, on the field. The maximum of any one sex on the field will be four (4) players.**
2. **Scoring**
  - If a male scores a goal, it counts as one point.
  - If a female scores a goal, it is two points.
  - In order for a goal to count as two points, a female must be the LAST person to have touched the ball.
  - If there is any question of who was the last person to touch the ball, it will be one point. This is an **official's judgment call**.
  - If a penalty kick occurs, a person of the same sex as the fouled player must take the kick. A female who scores a penalty kick will count as two points.
3. **Female Possession**
  - EVERY time a team crosses midfield on an offensive possession, a female must touch the ball before a goal can be scored.
  - A **NEW** possession starts and another girl touch is required if the following occurs:
    - A goal kick
    - A foul on the offense
    - A throw-in for the defense
    - The balls goes across midfield
    - A female touch can occur on a throw-in, corner kick, or possession during a live ball.
    - If a team scores before a female touch occurs, a goal kick will be awarded to the defense.
4. **Mercy Rule**: If any team is up by more than 7 goals, game will be called at the 5 minute warning. If any team is up by more than 10 goals, game will be called immediately.