

NEW MEXICO STATE UNIVERSITY

Recreational Sports

Outdoor Soccer Rules

*Note- The Rec-Sports Assistant Director may make changes to any rules he deems necessary.

PLAYER ELIGIBILITY

1. Participation is limited to full-time enrolled NMSU students on main campus, Aggie Fit members, faculty members, and full-time staff. NMSU branch students, NMSU alumni, and members of the community are **NOT ELIGIBLE** without the purchase of an Aggie Fit pass. All areas of eligibility are covered in the Rec-Sports Intramural Policies and Procedures.
2. In order to participate in an Intramural contest each player must present their validated NMSU ID.
3. Participants must be able to access the Rec-Sports facilities. A valid NMSU ID is required to enter the facility.

The Game

1. The current National Federation Soccer Rules will govern play except for the NMSU modifications.
2. Prior to the game, a coin toss will determine the end to defend or the kickoff.
3. If the official stops the play for an injury or unusual delay, the ball shall be put back into play by a drop ball from where it was when play was stopped. If the team has clear possession of the ball when play was stopped, that team shall put the ball into play by an indirect free kick.

The Players and Equipment

1. The player eligibility rules stated in the New Mexico State Intramural Policies and Procedures will be utilized. NOTE: An open division has been created to provide additional games for teams, which will not count against their record. Players may play in a Men's or Women's division as well as Open and Co-Rec. There are no eligibility rules for the Open League pertaining to varsity or club sport athletics.

2. The game shall be played between two teams of no more than eight players each. A minimum of six players is required in all divisions to play. In Co-Rec., there must be 4 males and 4 females if eight are present. 4 males and 3 females or 4 females and 3 males if only seven are present. 3 males and 3 females if six are present.
3. Offside penalties have been eliminated.
4. **THERE IS NO SLIDE TACKLING!!!** The minimum penalty for sliding is a yellow card.
5. Each team must wear uniformly colored jerseys with numbers. The jersey of the goalkeeper shall be distinctly different from that of any teammate or opponent. Jerseys may be checked out if needed.
6. **Shin guards are highly recommended but not required. Shin guards should meet National Federation guidelines.**
7. Shoes must be soft-soled soccer/football type cleats or cross-country, tennis or astro-turf shoes. Cleats must be made of nonabrasive rubber or rubber-type synthetic material that does not chip or develop a cutting edge.
8. No jewelry is allowed.
9. The playing area shall be 80 yards by 40 yards.

Definitions

1. Handball – All players, except the goalie, shall be penalized for deliberately handling, carrying, striking, or propelling the ball with their hands or arms. **Penalty: Direct Free Kick.**
2. Yellow card – This is a warning device for poor sportsmanship and or repeated use of physical tactics. Once receiving a yellow, he or she will be removed from the game for a period of two minutes, and that team will play short handed for this time. If the two minutes are not up at the end of a half, they will be able to return to the game at the beginning of the next half or overtime period. If a player is given two yellow cards, they will be ejected from the game.
3. Red card – Flagrant fouls or extreme game misconduct. This is the immediate ejection of a player.

4. Ejected Player – All ejected players will be required to meet with the Assistant Director of Rec Sports before participating in Intramurals again.

Time

1. There will be two 20-minute halves and a five-minute intermission.
2. The clock shall run continually except for a penalty kick, caution, disqualifications, a score of a goal, and when the official orders time-out.
3. Each team is entitled to two one-minute time outs per half.

Substitutions

1. Either team may make substitutions: between periods, on a goal kick, when a goal is scored, an injury, when a player is cautioned, or player is disqualified (except for unsportsmanlike conduct penalties).
2. The team in possession of the ball may substitute: on a throw-in or a corner kick.

Playing the Ball

1. On the kickoff, all players shall be in their team's half of the field. Players opposing the kicker shall be at least 10-yards from the ball until it is kicked.
2. The ball is out-of-bounds when it has completely crossed a goal line or touchline, whether on the ground or in the air.
3. Special situations:
 - a. Drop ball – Occurs when the ball is caused to go out-of-bounds by two opponents simultaneously, following a temporary suspension of play for an injury or unusual situation and no team has clear possession of the ball, or when a simultaneous foul of the same degree occurs by opponents.
 - b. Indirect free kick – Cannot score directly without first being touched by another player. Opponents must remain at least 10-yards from ball until ball is put in play.
 - c. Direct free kick – Can score directly from anywhere on the field. Opponents must remain at least 10-yards from the ball until ball is

put in play.

- d. Goal kick – Awarded to the defensive team if the offensive team is the last to touch a ball or is ruled out-of-bounds over the end line. A goal may be scored directly from a goal kick. The ball shall be kicked from the ground from any point within the goal area by a player of the defending team. 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.
- e. Corner kick – Direct free kicks. Opponents must remain at least 10-yards from the ball until ball is put in play. The ball shall be kicked from the ground within the quarter circle, including on the lines, nearest where the ball left the field of play. The ball is in play when it is kicked and moves. Failure to kick the ball as specified shall result in a re-kick. The ball may be played by any player except the one who executed the corner kick, who shall not play the ball until it has been touched or played by another player.
- f. Throw-in – Awarded when the opposing team last touches or plays the ball before the entire ball passes beyond the touchline either in the air or on the ground. The throw-in must enter the field of play or the ball is awarded to the opponent. The thrower must face the field of play and must have both feet on the ground on or behind the touchline. The thrower shall use both hands with equal force and shall deliver the ball from behind and over the head in one continuous movement.
- g. Penalty kick – Awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team's penalty area. The goalie must stand on the goal line, between the goal posts, until the ball is kick. Lateral movement is allowed, but the goalkeeper is not permitted to come off the line by stepping or lunging forward until the ball is in play. Once the kicker starts his/her approach toward the ball, he/she may not interrupt his/her movement. **Penalty: Ignore the foul if scored or retry if not scored.** Other players must be at least 10-yards behind the penalty kick location until the ball is put in play. After the penalty kick is properly taken, any player, except the one who executed the penalty kick, may play the ball. Once another player touches the ball, the kicker may then play the ball. **Penalty: Indirect free kick.**

Scoring

1. One point will be awarded for goals scored.
2. **The game may end in a tie in the regular season.** At the end of regulation time **during the play-offs**, if the game is tied, each team will have five penalty kicks for one round. If the game is still tied, one on one sudden death penalty kicks will occur; however, each individual on the score sheet must kick until players can be repeated.

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