

Stony Brook University  
Department of Campus Recreation  
**OUTDOOR SOCCER**

**DEADLINE:** The deadline for rosters is 9/11/12 in the Campus Recreation office room G-7 by 5:00pm.

**All Managers** must attend the MANDATORY MANAGERS MEETING @ 6:30pm on 9/11/12 in **SAC 302**.

**FEES:** All teams must have a \$40.00 Forfeit Fee on file with the Intramural Office. If the team does not have a Forfeit Fee on file they must provide one at the time of registration. Absolutely No Exceptions!!

**There is a \$10 participation fee for Faculty/Staff and Grad Students for the outdoor intramural sport program (Fall Season 1 and Spring Season 2).** Additionally, you must purchase a valid Campus Recreation Center Membership to participate in the indoor intramural sport program. The Campus Recreation Center Membership will entitle you to participation in both the indoor/outdoor intramural sport program. Please be sure to visit our website at [www.recreation.sunysb.edu](http://www.recreation.sunysb.edu) for prices and more information.

**SCHEDULE:** Intramural schedules will be posted on our website by September 14<sup>th</sup>. It is the Manager's responsibility to record the schedule and distribute to members of your team. Games will be scheduled Monday - Thursday 6:00pm to 10:00pm on the Outdoor Intramural Sports Complex. Please indicate on the roster form the Days and Times your team is not available to play. Every effort will be taken to schedule according to request. PLEASE NOTE, for the playoffs your team may be scheduled to play any time Monday - Thursday 6:00pm to 10:00pm (preference will not be given for the playoffs)

**There are 20 time slots per week; your team must be able to accommodate at least 11 times.**

Time Slots					
<b>Monday</b>	6:00 – 6:45	6:45 – 7:30	7:30 – 8:15	8:15 – 9:00	9:00 – 9:45
<b>Tuesday</b>	6:00 – 6:45	6:45 – 7:30	7:30 – 8:15	8:15 – 9:00	9:00 – 9:45
<b>Wednesday</b>	6:00 – 6:45	6:45 – 7:30	7:30 – 8:15	8:15 – 9:00	9:00 – 9:45
<b>Thursday</b>	6:00 – 6:45	6:45 – 7:30	7:30 – 8:15	8:15 – 9:00	9:00 – 9:45

**FORFEITS/DEFAULTS:** Teams are required to follow the schedule that is provided for their team. If your team is unable to attend a contest, it is the manager's responsibility to notify the Department of Campus Recreation @ 632-7168 prior to 4:00 P.M. on the scheduled day. This will be recorded as a default. Failure to notify the office by 4:00 P.M. or if no members of the team show up, the contest will result in a FORFEIT and loss of the \$40.00 forfeit fee.

**UNIVERSITY I.D.:** All participants must present the Intramural Supervisor with Stony Brook University I.D. to participate in the games. Also, faculty/staff and graduate participants must obtain an intramural participant card for the 2012-2013 academic year (cost is \$25.00). Individuals not possessing a SBU I.D. card and/or an Intramural Participant Card will not be permitted to participate. **ABSOLUTELY NO EXCEPTIONS!!**

**THE RULES:** Please check them out on our website at [www.recreation.sunysb.edu](http://www.recreation.sunysb.edu)

**ABSOLUTELY No Alcoholic Beverages are allowed at the Intramural Games!!!! Persons abusing this rule will be banned from the Intramural program permanently.**

# INTRAMURAL SOCCER RULES

## ALL THE BASIC RULES FOR INTERCOLLEGIATE SOCCER EXCEPT FOR THE FOLLOWING:

1. There are eight (8) players to a team (including the goalie). You must have five (5) players to start the game. If a team does not have five (5) players by the start of the game, but at least two (2) players from the team are present, then a default will be declared. If no players arrive or less than two (2), a forfeit will be declared.

Rosters are final at the completion of the second game in the regular season. Participants may only play on one team per division and league (A player on a men's competitive team may not play on a men's recreational team and a player on a coed competitive team may not play on a coed recreational team)

2. A five (5) minute grace period will be given for the minimum number of players to arrive for each team.
3. **Dress Attire:**

<u>Acceptable</u>	<u>Unacceptable</u>
Rubber Cleats	Metal Spiked Shoes/Cleats
Athletic Shorts/Pants	Jeans, Pants/Shorts with Cargo Pockets
Sweat Bands	Jewelry/Livestrong Bracelets
Headbands/Skull Caps	Brimmed Hats
Sneakers	Open Toed Shoes

4. No jewelry is permitted! NO EXCEPTIONS! This includes rubber wrist (Livestrong) bands.
5. Captains are the only people permitted to talk to the referees at any time.
6. There will be 2-17 minute halves of continuous running time (NO injury time). Teams will switch ends of the field after the first half ends. There will be a two (2) minute rest period between halves. If a team is ahead by more than three (3) goals at any time during the last three (3) minutes of the 2<sup>nd</sup> half, the game will end.
7. **ABSOLUTELY NO SLIDE TACKLING!!!!** An automatic yellow card will be awarded to that player and the opposing team will be given possession of the ball.  
**Violation: A Direct Kick**
8. There are **NO TIME OUTS!!!!**
9. There is **NO OFFSIDES!!!!**
10. Substitutions may be made on any dead ball and for an injured player. No other substitutions will be allowed at any time.  
**Violation: Illegal Substitutions will result in a yellow card**
11. The offensive team has 10 seconds to put the ball in play outside the center circle on the kickoff. Failure to comply with this rule shall result in an indirect free kick taken from the center circle by the defensive team.  
**Violation: An Indirect Kick**
12. Only six (6) seconds will be permitted for the goalie to release the ball from hand possession.  
**Violation: An Indirect Kick from where the goalie was standing**

13. Only six (6) seconds will be permitted for any player to put the ball back into play (corner kicks, throw-ins, etc.).

**Violation: Opposing team gains possession**

14. All players must be outside the 18yd box, except for the kicker, on a goal kick. NO players are permitted to touch the ball until the ball has exited the 18 yd box.

**Violation: An Indirect Kick**

15. Goal kicks will be permitted to be taken from either corner of the goal box regardless of which side the ball goes out.

16. Goalkeepers may not pick up the ball on a pass back from their own team, unless the ball is volleyed from the head.

**Violation: An Indirect Kick**

17. Goalkeepers may not pick up the ball again with his/her hands after it has been released from his/her possession and has not touched another player.

**Violation: An Indirect Kick**

18. ENCROACHMENT: On direct and indirect free kicks, opposing players must remain ten (10) yards away from the ball in all directions. Players will receive one warning for encroaching after which the referee has the right to give a yellow card.

**19. DIRECT KICKS ARE AWARDED FOR THE FOLLOWING:**

- ⚽ ALL hand balls
- ⚽ Tripping
- ⚽ Jumping at or on a player
- ⚽ Holding/Pushing
- ⚽ Charging
- ⚽ Slide Tackling (Automatic Yellow Card)

**20. INDIRECT FREE KICKS ARE AWARDED FOR THE FOLLOWING:**

- ⚽ Dangerous Play (i.e. high kick)
- ⚽ Player leaves the field of play
- ⚽ Kicking the ball while in possession of goal keeper
- ⚽ Delay of Game
- ⚽ Charging opponent not within playing distance of ball
- ⚽ Goalkeeper delays clearing the ball
- ⚽ Misconduct

**21. Cautionable Offences (YELLOW CARD)**

- ⚽ Unsporting Behavior
- ⚽ Shows dissent by word or action
- ⚽ Persistently infringes the Laws of the Game
- ⚽ Delays the restart of play
- ⚽ Fails to respect the required distance when play is restarted with a corner kick or free kick
- ⚽ Enters or re-enters the field of play without the referee's permission
- ⚽ Deliberately leaves the field of play without the referee's permission

**22. Sending-Off Offences (RED CARD)**

- ⚽ Serious Foul Play
- ⚽ Violent Conduct
- ⚽ Spits at an opponent or any other person
- ⚽ Denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (excludes goalkeeper in own penalty area)
- ⚽ Denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offence punishable by a free kick or a penalty kick
- ⚽ Uses offensive, insulting or abusive language and/or gestures
- ⚽ Receives a second caution in the same match (two yellow cards=one red card)

**Co-Rec Rules:**

In the Co-Rec division, there must be a minimum and maximum of three (3) female **field players** (i.e. excludes goalie) at all times if there is a total of eight (8) players for that team. Goalie can be either gender.

In a situation where less than eight (8) players are present, in order to begin or continue a soccer game, two (2) female field players (i.e. excludes goalie) **MUST** be on the field at **ALL TIMES** for that team (min and max). Goalie can be either gender.

A male will not be allowed to take the ball from a female player who has possession (including marking, containing or intimidating), unless she is within the opponent's 18yd box. Possession will be considered having control over the ball and is to the official's discretion (not to include passes, volleys, or long kick dribbles). When a female has possession of the ball on the field, it is a female's responsibility on the opposing team to attack the female with the ball, in order to gain possession. Females will be allowed to mark anyone (male or female),

**BREAKING TIE GAMES ONLY DURING PLAYOFFS: PK Shoot Out**

1. Each team can use only the players on the field when time expired.
2. Goalie who finishes the game must remain as goalie for all penalty kicks unless he/she has sustained an injury.
3. A coin toss decides which team kicks first
4. Teams will switch after each kick.
5. Each player will take one penalty kick, alternating from one team to the other.
6. Once the official has put the ball into position, the kicker must kick within ten (10) seconds or lose his/her chance.
7. One point goes to the team scoring the most penalty kicks.
8. In case the game is still tied at the conclusion of the first round of penalty kicks, teams will start with shooter #1 and go into sudden death. If it is still tied shooter #2 will go into sudden death and so on.

**PLAYING CONDUCT**

The referees are in complete charge of the game. Abusive language and/or conduct will not be tolerated. Officials are instructed to eject players and to call the game if language and/or conduct get out of order. No warning is necessary. Players that are ejected from a game for any reason must leave the playing facility and will be suspended from the teams' next contest. Any individual who is ejected must make an appointment with the Intramural Director before he/she is reinstated to play again. A second ejection warrants termination from the league.

**THIRD PARTY AND BENCH CLEARING WILL NOT BE TOLERATED!**

Any third party member that participates in a fight will be asked to leave the contest site along with members involved in the initial fight and will be suspended from the team's next scheduled contest. If at any time a team leaves the bench for a confrontation with another player, team or official, the intramural contest will be suspended and all team members will be asked to leave the premises. The team is automatically ineligible until reinstated by the Director of Intramurals.

# Soccer Defined

## Free Kicks

For both Direct and Indirect free kicks, the ball must be stationary when the kick is taken and the kicker does not touch the ball a second time until it has touched another player.

### The Direct Free Kick

- ⚽ If a direct free kick is kicked directly into the opponents' goal, a goal is awarded.
- ⚽ If a direct free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team.

### The Indirect Free Kick

- ⚽ A goal can be scored only if the ball subsequently touches another player before it enters the goal.
- ⚽ If an indirect free kick is kicked directly into the opponents' goal, a goal kick is awarded
- ⚽ If an indirect free kick is kicked directly into the team's own goal, a corner kick is awarded to the opposing team

## Throw-Ins

A throw in is a method of restarting play.

A goal CANNOT be scored directly from a throw-in.

### A throw-in is awarded:

- ⚽ When the WHOLE ball passes over the touch line, either on the ground or in the air
- ⚽ From the point where it crossed the touch line
- ⚽ To the opponents of the player who last touched the ball

### Procedure

At the moment of delivering the ball, the thrower:

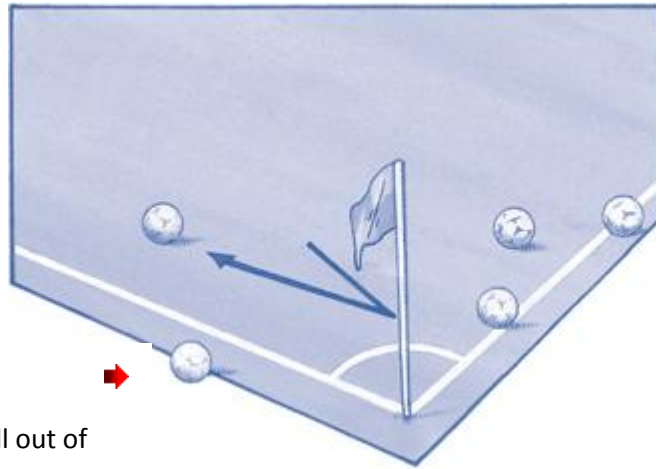
- ⚽ Faces the field of play
- ⚽ Has part of each foot on the touch line or on the ground outside the touch line
- ⚽ Uses both hands
- ⚽ Delivers the ball from behind and over his/her head

The thrower may not touch the ball again until it has touched another player.

All opponents must stand no less than two (2) meters from the point at which the throw-in is taken.

The ball is in play immediately after it enters the field of play.

**Is the ball in or out?** (Courtesy of FIFA Law of the game 2006)



This ball is the only ball out of play in this image. The rest are still considered to be in play.

**Goal or No Goal?** (Courtesy of FIFA Law of the game 2006)



← This is the only ball that would be considered a goal in this image.

**Correct Throw-In** (Courtesy of FIFA Law of the game 2006)



← Both hands are being used and coming from completely behind the head.

← Both feet are planted on the ground.

## Hand Gestures Referee's Might Use:

Points to Corner of Field=	Corner Kick
Points to Penalty Spot=	Penalty Kick
Points to Goal Area=	Goal Kick
Points to Goal Line with One Arm=	Direct Free Kick
Points to Goal Line with One Arm, W/ Other Arm Pointing Up=	Indirect Free Kick
Points to Center of the Field=	Goal/Kickoff

**Direct Free Kick**



**Indirect Free Kick**



**Goal Kick**



**Corner Kick**



**Penalty Kick**

