

# Boston College Intramural Sports

## OUTDOOR 11 v 11 RULES



**ELIGIBILITY:** All members of the Flynn Recreation Complex are eligible to play with the exceptions listed on the Code of Conduct. Please check this form prior to placing players on the team roster.

**CHECK-IN:** Prior to the start of each and every intramural game each participant must present their BC Student ID to the intramural staff member overseeing their game. Players arriving late are eligible to enter the game, but must first present their ID to an official for attendance and eligibility purposes. It is the responsibility of the team to ensure that they have been checked off for attending. Those not properly checked in could cause their team to forfeit and/or be suspended from further intramural play. Please bring your BC Student ID to every game.

**CLUB SPORTS:** Three (3) Club Soccer participants are permitted to play on any team.

**FACILITIES:** Alumni Stadium (Varsity Football Field). The Newton Field Hockey Field on the Newton Campus will be used for the freshman league.

**DIMENSIONS:** Goals are placed on the football 'goal line' for a total length of 100 yards. The field will be 53 yards wide, the width of a football field. Penalty box will be marked by 2 single cones located 18 yards away from the goal line and on the football field numbers. No goal box will be marked.

**SCHEDULING:** Each team will play roughly 3-4 games during the season - subject to change depending on facility availability. Regular season games will be played once a week. Teams may have to play 2-3 games in a week during the playoffs. In the case of rain we will work with teams to attempt to find a reschedule date, but based on field availability these games may be cancelled.

**PLAYOFF FORMAT:** Playoffs will consist of a single elimination bracket. All teams who have not forfeited and have no sportsmanship incidents will qualify for the playoffs granted there is enough facility space to accommodate every team. Playoff ranking will be based on record, head-to-head, and sportsmanship rating (where a tie may exist). Should there not be enough space in the bracket the first teams dropped will be those with sportsmanship incidents, followed by the teams with the lowest winning percentage. Any team with a forfeit will not qualify for the playoffs. Intramural office reserves the right to adjust the playoff seedings to meet team availability, avoid overly repetitive matches, or for any other reason.

**ROSTER MANAGEMENT:** Rosters may consist of as many players as a team desires, however the championship team will only be awarded sixteen (16) mugs and championship t-shirts. No player may participate who is not on the team roster. No player is allowed on two (2) soccer team rosters at the same time. Rosters may be modified, players add and dropped throughout the entirety of the regular season. However at the conclusion of the last regular season game the team's roster will freeze and that roster is set for the playoffs.

**MINIMUM PLAYER:** Games will consist of eleven (11) vs eleven (11). Teams must have a minimum of eight (8) players to start a game.

**GAME TIME:** Game time is forfeit time. However the goal of the intramural department is to play intramural games. If the intramural staff deems it reasonable to wait for team members to arrive and it will not affect other games or

run past the time intramurals has reserved for the field we will make efforts to wait in the interest of playing the game. However a team not checked in and ready to play by game time, puts themselves at risk to forfeit.

**MEETINGS:** Officials will hold a pre-game meeting with the two team captains. This meeting will discuss rules of emphasis and game management items. Captains may voice their concerns/protests at the meeting. It is the responsibility of the team captain to relay any information in this meeting to their team.

**TEAM BENCHES/SIDELINES:** There will be a designated area for each team 'bench'. Teams will be responsible for everyone that is on the bench/sideline. We encourage fans to attend games, however non-roster personnel on a team's sideline are the responsibility of the team and they are subject to the rules and sportsmanship guidelines.

**CLOCK MANAGEMENT:** Each game will consist of two twenty (20) minute halves. The clock will run continuously and there will be no 'stoppage' time. Half time will be two (2) minutes in duration. Teams will have one (1) timeout per match. Timeouts may only be taken in dead ball situations.

**OVERTIME:** Regular season game will not have any overtime period and games tied at the end of regulation will be a tie. In playoffs, overtime will consist of two (2) - five (5) minute halves of 'golden goal' (sudden death) soccer, followed by a traditional shootout if necessary.

**SHOOTOUT:** Taken from 12 yards out. First 5 kickers must be selected from the players who finished the game and presented to the officials. Teams alternate taking 5 kicks each at the same goal. Teams cannot change goal keeper in between kicks, though the keeper may be a kicker. If still tied after 5 kicks, each team will rotate kickers until a winner is determined.

**UNIFORM:** Each team MUST have coordinating colored shirts for every player. It is strongly recommended that teams provide their own shirts. Pinnies will be provided if a team is unable to provide their own uniform. Teams may have to wear pinnies worn in a previous game. If the entire team does not have the same color shirt, the whole team will be required to wear pinnies.

No metal cleats are allowed. No individual will be allowed to participate in street clothes. This includes jeans, belts, brimmed hats or other "non-gym" clothing. Players will not be permitted to wear jewelry or anything deemed dangerous to other players.

All players are required to wear shin guards.

## **GAME RULES**

**Governing Rules:** NFHS rules shall govern all play with the exceptions listed on this rule sheet. Final interpretations and modifications shall be determined by the Manager, Intramural Sports.

**Offsides:** Will be called.

**Out of bounds:** Only when the ball crosses completely over a touchline will it be consider out of bounds.

**Slide Tackling:** Is allowed.

**Substitutions:** Substitutions will be made at midfield to a side referee. Teams may make unlimited substitutions. Referee will beckon in substitutes, substitutions are allowed in the following circumstances:

- On throw ins (If the team throwing in substitutes the opponent may also bring in subs)
- On corner kicks (If the team with the corner kick substitutes the opponent may also bring in subs)

- On any goal or goal kick
- For an injured player (both teams may bring in subs at this point)
- During a time out

Indirect Kicks: Require ball to be touched by at least two (2) players before legally entering an opponents' goal. Players opposing kicker shall be 10 yards from the ball, unless they are standing on their own goal line between the goal posts.

Direct Kicks: May go directly into an opponents' goal. Players opposing kicker shall be 10 yards from the ball, unless they are standing on their own goal line between the goal posts.

Infractions Resulting in Indirect Free Kick:

- Offside
- Ball played a second time by kicker following kickoff, free kick, penalty kick, goal kick, corner kick, or by the thrower following a throw-in prior to another player making a touch.
- Player fairly charges into an opponent when neither is within playing distance.
- Player not in possession of ball obstructs opponent attempting to play ball.
- Goalkeeper takes more than six (6) seconds before releasing the ball for play.
- Goalkeeper touches ball again with his/her hands before it has been touched by another player.
- Goalkeeper touches ball with his/her hands after it is deliberately kicked by a player to his/her own goalkeeper (or when receiving directly from throw-in).
- Player kicks or attempts to kick the ball while it is in possession of goalkeeper.
- Use of foul or abusive language directed towards a player or official (most likely a card)

Infractions Resulting in Direct Free Kick:

- Dangerous play as determined by the official.
- Player places hands or arms on an opponent in an effort to reach the ball, or to hold an opponent.
- Player charges an opponent in a dangerous or reckless manner, or using excessive force.
- Player charges an opponent from behind.
- Player strikes, trips, kicks, spits, jumps at, pushes, knees or attempts to do one of these to an opponent.
- Goalkeeper attempts to strike, strikes, or pushes an opponent with the ball.
- Player, other than goalkeeper deliberately handles ball.

Penalty Kicks: Awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team's penalty box.

Penalties:

- Two (2) yellow cards equal one (1) red card.
- A player receiving a yellow card must be substituted for and can not return until the next legal substitution.
- If a defender deliberately takes down an offensive player during a goal scoring opportunity, a direct kick will be awarded and a red card will be issued.
- If a defender deliberately stops or deflects the ball with his/her hands or arms to stop a goal, a penalty kick will be awarded and a red card will be issued.
- Any player who unnecessarily delays the game will be given a yellow card. (This includes but is not limited to: inappropriately contacting the ball after the whistle, failure to follow referee instructions, or goalkeepers who take an excessive amount time to play the ball.)
- Two yellow cards (in one game) or one red card given to any player will disqualify him/her for the remainder of any game in progress.

- If a player is ejected during a game, he/she cannot be replaced by a substitute player.
- All players ejected from a game must meet with the Assistant Director of Intramural Sports before being reinstated.