Boston College Intramural Sports
OUTDOOR 11 v 11 RULES

Eligibility: All members of the Boston College community 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: The team captain prior to the start of the game must give all BC IDs to the officials or on site Monitor. Players arriving late are eligible to enter the game and must 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.

Club Sports: Only three (3) Club Soccer participants are permitted to play on any team.

Facility: Alumni Stadium (Varsity Football Field), Freshman League will play on the Newton Field Hockey Field on the Newton Campus.

Dimensions: Goals are placed on the football ‘goal line’ for a total length of 100 yards. Width will be the normal football field width (53 yards). 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 5-7 games - subject to change depending on facility availability. Please see the Intramural Handbook on the Campus Recreation website for further details regarding scheduling as well as our rainout policy.

Playoff Format: Playoffs will be single elimination. League standings and therefore playoffs will be based on the following points system:
- 3 Points for any win
- 1 Point for a tie
- 0 Points for a loss

Please refer to the Intramural Handbook for details on the tie breaker system. In leagues/tournaments with a large amount of teams, those eligible for the playoffs that have the same record will be randomly seeded.

Roster Management: Rosters will be limited to 18 spots. This includes any coaches that a team may have. Only 18 pinnies/uniforms will be provided at each game. Only 18 shirts and mugs are available for the eventual champions.

Minimum Player: Games will consist of eleven (11) vs eleven (11). Teams must have a minimum of eight (8) players to start a game. If for any reason the number drops below this, the team will be forced to forfeit.

Game Time: Game time is forfeit time. If a team is not checked in, has the minimum amount of players present, and ready to play by game time, a forfeit will be declared by the official. Exception: A team may waive the right to win by forfeit and wait for the opposing team. The game clock will start at the scheduled game time regardless of any situation. If after 10 minutes the team still does not have the minimum amount of players, the present team must accept the forfeit win. If a team waives the right to win by forfeit and the game begins, that team cannot rescind their decision and take the 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. Officials will hold a post-game meeting with the two team Captains to review the contest.

**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 discourage having non-roster personnel on the bench/sideline. All non-roster personnel located around the team bench/sideline will be seen as part of the team and will be subject to the rules. To prevent any confusion, we encourage teams to allow only those on the roster around the team bench.

**CLOCK MANAGEMENT:** Each game will consist of two 20 minute halves. The clock will run continuously and there will be no ‘stoppage’ time as in normal soccer.

OVERTIME: No overtime during regular season games (games result in a tie). In playoffs, overtime will consist of two (2) - five (5) minute halves of ‘golden goal’ (sudden death) soccer, followed by a tradition 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.

**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.

No metal cleats 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.

**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.

**Substitutions:** Allowed at referee’s discretion and will be made at midfield to a side referee. Teams may make unlimited substitutions.

**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.

**Minor Infractions - Resulting in Indirect Free Kick:**
- Offside
- Ball played next by kicker following kickoff, free kick, penalty kick, goal kick, corner kick, or by the thrower following a throw-in.
- 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 ten (10) 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.

**Major Infractions - Resulting in Direct Free Kick:**
- Dangerous play - spits, kicks, strikes (or attempts to), jumps, etc at an opponent.
- Player pushes opponent with the hand(s) or arm(s) extended from the body.
- Player holds an opponent.
- Player charges an opponent in a dangerous or reckless manner, or using excessive force.
- Player trips or attempts to trip an opponent.
- Goalkeeper attempts to strike, strikes, or pushes an opponent with the ball.
- Player, other than goalkeeper deliberately handles ball in his/her penalty box.

**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 of 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 and for his/her next schedule game.
- If a player is ejected during a game, he/she cannot be replaced by a substitute player.
- Any player who receives a yellow card in three separate games in one season will be suspended.
- All players ejected from a game must meet with the Manager of Intramural Sports before being reinstated.

**Expectations When Using Boston College Facilities:**
- Intramural participants using the facilities are obligated to clean up after any activity. Assist the Intramural Staff and Referees to ensure that we leave the facility in better condition than we found it.
- Only Intramural activities are permitted during Intramural scheduled time. Individuals that are not scheduled to participate that day are not permitted to use the facility.
- Limit activity (warm up etc.) before and after your assigned game as the bubble can get overly crowded.
- The Intramural Staff has the authority to remove any person abusing the facility.