

Department of Recreational Sports | Intramural Sports 2024-25

9v9 Soccer Information Sheet

Rules of the Game

1. Players & Substitutes
 - a. A team consists of 9 players on the field.
 - b. There must be at least 6 players to start a game.
 - i. If ejections or injuries cause one team to drop below 6 players, the game may continue as long as it remains competitive.
 - c. All jewelry must be completely covered and secured. Safety is still our top priority. Any jewelry that remains a risk to any participant (even if covered) will not be permitted.
 - d. For CoRec games, the following gender restrictions apply:
 - i. 9 players → gender max 5
 - ii. 8 players → gender max 5
 - iii. 7 players → gender max 5
 - iv. 6 players → gender max 5
 - e. Only two Sport Club or Registered Student Organization team members may be on a team roster in their sport or allied sport.
 - f. Both teams may substitute on goal kicks, kickoffs, injuries, yellow cards, or red cards.
 - g. On throw-ins and corner kicks, the defensive team may only substitute if the offensive team substitutes.
 - h. Players wishing to substitute must get the official's attention and be beckoned onto the field by the center official.
2. The Game
 - a. Play may be stopped at the discretion of the intramural staff at any time.
 - b. Games consist of two 20-minute halves and a 5-minute half time. Officials will keep time on the field.
3. Grace Period
 - a. If a team does not have the required minimum number of players checked in at the scheduled game time, a 10-minute period is given.
 - i. If a team (or teams) doesn't have the required number of players by the end of the 10-minute grace period, the game is recorded as a forfeit.
 - ii. If one team is present at the start of the grace period (scheduled game time), that team has the option to start up by the mercy rule (3 goals) when their opponent arrives during the grace period. However, the present team may also elect to decline the penalty and start the game with a score of 0-0.
 - iii. The time of the first half may be reduced if a team is not ready at game time.
4. Kickoffs
 - a. The team that loses the coin toss will start the game with a kickoff.
 - b. For a legal kickoff, the ball does not need to move forward.
 - c. Kickoffs are direct (a goal may be scored on a kickoff).
 - d. Players opposing the kicker must be at least 10 yards away from the ball until it is kicked.
 - e. The kicker may not play the ball again until it has been played by another player on either team.
5. Out of Bounds/Throw-Ins
 - a. The ball must completely cross the goal line/touchline - whether on the ground or in the air - to be considered out of bounds.
 - b. The side of the goal frame is out of bounds.
 - c. The thrower must have both feet on the ground on or behind the touchline; the thrower must also use both hands, throwing the ball from behind and over the head in one continuous motion.
 - d. The thrower may not play the ball until it has been touched or played by another player.
 - e. A team cannot score on a throw-in unless the ball is touched or played by another player.
 - f. If a throw-in does not enter the field of play, the ball is awarded to the opposing team at the spot of the throw.
 - g. A player attempting to interfere with a throw-in in any way will be issued a yellow card for unsportsmanlike conduct.
6. The Goalie

- a. The goalie may use their hands to control the ball within the penalty box.
- b. A goalie has 6 seconds from when they control the ball with their hands to put the ball back into play.
- c. A goalie may not touch the ball with their hands when a player on their team deliberately kicks the ball to them, or when receiving a ball directly from a throw-in by a teammate.
- d. A goalie may touch the ball with their hands when deliberately passed from their own teammate by the head, chest, or knee. A player may not use trickery to circumvent this rule.

7. Goals

- a. The entire ball must be over the goal line to be considered a goal.
- b. All goals count as one (1) – penalty kicks included.

8. Penalty Kicks

- a. Except for the kicker and opposing goalie, all players must be outside the penalty box and at least 10 yards from the penalty mark until the ball is kicked.
- b. The ball must roll forward.
- c. Once the kicker starts their approach toward the ball, they may not interrupt their movement.
- d. Once the kicker plays the ball, they cannot play the ball again until the ball is touched or played by a player from either team, including the goalie.
- e. The goalie must have both feet in contact with the goal line or the goal line's vertical plane until the ball is kicked.
 - i. Goalies may move laterally.
 - ii. Goalies may use their hands on penalty kicks.
- f. Both the kicker and goalie must be on the field at the time of infraction.
- g. A penalty kick may be awarded even if time has expired.

9. Direct Kicks

- a. Direct kicks include corner kicks, kickoffs, and goal kicks.
- b. Direct kicks result from handballs, tripping, pushing, and any illegal physical contact.
- c. Goals can be scored on direct kicks without the ball being touched or played by a player of either team.
- d. All defensive players must be at least 10 yards away from an offensive player taking a direct or indirect kick and at the start of play.
- e. The ball can be played in any direction.

10. Indirect Kicks

- a. Indirect kicks result from dangerous play, obstruction, offside, or illegal handling of the ball by the keeper inside the box.
- b. Goals cannot be scored on indirect kicks until the ball is touched or played by a player of either team.
- c. All defensive players must be at least 10 yards away from an offensive player taking a direct or indirect kick, and at the start of play.
- d. The ball can be played in any direction.

11. Handling

- a. The goalie may use their hands in the penalty box. If a goalie uses their hands outside the penalty box, it is handling.
- b. A pass back or throw in to the goalkeeper who uses their hands in the penalty box to receive the ball results in an indirect kick for the opposing team. Using the head, chest, or shoulder to direct the ball to the goalie is not considered a pass back.
- c. Handling within the penalty box by the defensive team, other than the goalie, results in a penalty kick.
- d. Handling in the field of play by any player results in a direct kick from the spot of the infraction.

12. Offside

- a. A player is in an offside position when nearer to the opponent's goal line than the ball (unless in their defensive half of the field or has at least two opponents between them and the opponent's goal line).
- b. A player is not penalized for being in an offside position if the ball is received directly from a goal kick, corner kick, or throw-in.
- c. It is not an offense to be in an offside position. A player is only penalized for being in an offside position if, at the moment the ball touches or is played by a teammate, that player is involved in active play (e.g., interfering with play or with an opponent, or gaining an advantage by being in that position).

13. Yellow/Red Cards

- a. Cards are given for improper conduct as deemed appropriate by an official. The following are listed as guidelines for card administration:

- i. Yellow Card: excessive verbal abuse, intentional delays of game, minor fouls, etc.
- ii. Red Card: blatant or major fouls meriting ejection (e.g., swinging or kicking at an opponent, regardless of contact), excessive roughing the goalie, taunting , excessive celebration, etc. An obvious handball by the defense in the penalty box to prevent a goal is an automatic red card. Teams must play a player down following a red card. In CoRec, a team can have only one more player of a particular gender at any time.
- iii. A player receiving a yellow card must leave the field of play, and may not reenter until the next legal substitution opportunity for their team.
- iv. Slide tackles from behind (outside a player's peripheral vision) are illegal and will be penalized with an automatic yellow card. Note: A slide tackle from behind could still be penalized with a red card if excessive force is used.
- v. Unsporting behavior will not be tolerated. Players and teams may be suspended from the league. The use of foul language - toward an official or not - will not be tolerated.
- vi. Intramural Staff reserves the right to impose disciplinary action on players, teams, or fans if warranted.

14. Overtime Procedure (Playoffs Only)

- a. If the game is tied at the end of regulation, kicks from the penalty mark will be used to determine a winner.
 - i. Kicks will be 1 for 1, meaning each team will get to take 1 kick.
 - ii. If both teams score or both teams miss, a second round of 1 for 1 kicks will be taken.
 - iii. This will continue to occur until 1 team scores and the other team misses, at which point the game is over.
 - iv. No player on a team may take a second kick until all players of the team have taken a first kick.
 - v. Any players may be chosen to be goalie or take a kick regardless of who was on the field at the end of regulation.

15. Mercy Rule

- a. If a team is ahead by 3 goals with 2 minutes remaining in the second half, the game is over.
- b. If a team scores during the last 2 minutes of the game and that score creates a 3 goal difference, the game is over.

Rules not outlined in this sheet will follow the National Federation of State High School Association (NFHS) Rules