Western Washington University Intramural Game Rules
6 v 6 Soccer

All participants must read the Intramural Handbook and sign a Holds Harmless Agreement before participating. Both of these can be found on our website: www.wwu.edu/campusrec.

NO ID, NO PLAY, NO EXCEPTIONS!

I. GAME, FIELD, PLAYERS, AND EQUIPMENT
   A. The Playing area
      1. 6 v 6 soccer is played on the turf field at the Wade King Student Recreation Center.
      2. The field of play is the 40 to the 0 width, with the football white end lines as the length. The goalie box is from the 10yd to the 30yd line and the orange lines are the limit.
   B. Equipment
      1. A regulation ball shall be used as provided by the Campus Recreation Office or another ball may be used if mutually agreed upon by both teams, and the referee. The referee shall approve the game ball(s).
      2. Shin guards are highly recommended.
      3. Equipment representing possible hazards to participants will not be permitted. No hats, jewelry, exposed metal or hard unyielding plastic on braces, casts, etc. will be allowed. THIS INCLUDES ALL EARRINGS.
      4. Players must wear athletic type shoes that cover the foot completely. Sandals, boots, and open toe shoes are NOT allowed. The officials and supervisors on duty have the authority to disallow any shoe, which they feel would endanger the person wearing the shoe or his/her opponents. No protest regarding shoes will be accepted by the Intramural Staff.
   C. Players/Game
      1. A full team shall consist of six players (5 field, 1 goalie) and substitutes. A team must start and finish the game with at least four players.
      2. If a team does not have the minimum number of players to start a contest at the scheduled time, they will be given 10 minutes to secure the correct number before the game is declared a forfeit.
      3. Play consists of two twenty minute halves with a five minute half time. The clock will only stop for timeouts, injuries, or at the discretion of the official.
      4. Games that end in a tie during the regular season will be scored as a tie. During playoffs a tie game will result in five minute sudden death period. If the game is still tied, each team will take four alternating penalty shots, using the offensive players and goalie on the floor at the end of regulation play. If it is still tied penalty shots will continue. At this point the penalty shots will be sudden death (if one team makes their shot and the other misses, that team is the winner).
      5. Mercy Rule: If one team is ahead by 7 goals at half time or anytime in the second half, the game will be called and that team declared the winner.
      6. Varsity/Club Sport Players: Only one (1) ex-Varsity and one (1) Sport Club member (current or former) can be on a team’s roster. Varsity players must sit one full calendar year from the last time they were listed on the team’s roster before they are eligible to participate in Intramural Sports.
      7. Any player visibly bleeding must leave the field and may return with the referee’s permission after the wound is cleaned and bandaged; clothing must be changed if blood is visible/present before player may reenter the match. If the game is still tied, each team will take four alternating penalty shots, using the offensive players and goalie on the floor at the end of regulation play.
   D. The Game Procedures
      1. Kickoffs/start of play
         (a) For a legal kickoff, the ball may be kicked in any direction
         (b) Kickoffs are direct (a goal can be scored from a kickoff)
         (c) All players must be on their half of the field at kickoff at a minimum of 10 feet from the ball until it is kicked.
The kicker may not play the ball again until it has been played by another player on either team.

The offside violation will not be in effect for 6 v 6 soccer.

2. Substitutions
   (a) Substitutions may be made at any time on an unlimited basis during the game, provided the player substituted for does not interfere with play at the time the replacing player enters the field of play.

3. Direct Kicks
   (a) All fouls in 6v6 soccer are direct.
   (b) Direct free kicks occur when an opponent attempts to or kicks, trips, jumps, charges, strikes, holds, pushes, or intentionally handles a ball.
   (c) A goal can be scored from a direct free kick.
   (d) Opposing players will quickly yield 10 feet from the ball. Dissent upon a request from the official will result in a yellow card.
   (e) If a player taking the kick delays longer than five (5) seconds after having been signaled to do so by the official, the ball will be turned over to the opposing team to take the restart.

4. Indirect Kicks
   a. All fouls in 6v6 soccer are direct.

5. Penalty Kicks
   (a) Penalty kicks will be taken from the top of the penalty box.
   (b) Once the ball is spotted the player kicking the penalty has five (5) seconds to play the ball.
   (c) A penalty kick may be awarded even if time has expired.

6. Fouls
   (a) A player who commits any of the following offenses will be penalized by the official awarding a free kick to be taken by the opposing team from the point of infraction, at the official discretion. There will be no whistle to restart play. All calls are at the officials’ discretion.
   (b) Inadvertently kicking or attempting to kick an opponent while attempting to strike the ball.
   (c) Inadvertently tripping an opponent while attempting to play the ball.
   (d) Inadvertently charging an opponent from behind while attempting to play the ball.
   (e) When not playing the ball, intentionally obstructing an opponent: standing between the opponent and the ball to form an obstacle. Obstruction is not called when a player has the ball and is shielding to prevent an opposing player(s) from stealing the ball or if the ball is kicked down field and a player attempts to run through an opponent who has established position.
   (f) Pushing a player in an attempt to prevent them from getting to the ball.
   (g) Playing in such a manner as to be out of control.
   (h) NO SLIDE TACKLING!
   (i) Playing the ball while lying on the ground or having a hand/knee on the ground.
   (j) Intentionally playing the ball with hands.
   (k) If a player holds an opponent in an effort to prevent them from going to the ball.

7. Out of Bounds/Throw-In
   (a) The ball is out of bounds when it has wholly crossed the goal line or touch line whether on the ground or in the air.
   (b) The Thrower must have both feet on the ground on or behind the touchline; the thrower must use both hands, throw the ball from behind and over the head in one continuous motion.
   (c) A goal cannot be scored directly from a throw-in.
   (d) All players must be at least 2yds away from the point of the throw in.
   (e) The thrower may not play the ball again until it has been played by another player on either team.

8. Goal Kick/Corners Kick
   (a) If the attacking team causes the ball to go out on the goal line a goal kick will be awarded.
   (b) If the defensive team causes the ball to go out on the goal line a corner kick will be awarded.
   (c) A goal can be scored directly from a corner kick.

9. The Goalie
   (a) The goalie may use their hands to control the ball within the goal box.
The goalie must release the ball within six seconds of controlling the ball. The 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, will result in indirect free kick for opposing team. The goalie may touch the ball with their hands when deliberately passed from their teammates head, chest, or knee.

10. Scoring
(a) A goal is awarded when the whole of the ball completely crosses the goal line.

11. Co-Rec Modifications
(a) There cannot be more than a 1 player difference between males and females on a team at any time on the floor.
(b) If there are only 4 players on the floor (excluding the goalie) it has to be 2 males and 2 females.

12. Yellow Cards/Cautions
(a) A yellow card will be shown for the following offenses: unsporting behavior, dissent by word or action, persistent infringement, delaying the game, failure to maintain 10 feet on direct or indirect free kicks, and any other minor fouls deemed necessary by the referee.
(b) All cautioned players must leave the game, and cannot return until after 2 minutes has passed.
(c) All cautioned players may be substituted.

13. Red Cards/Send offs
(c) A red card will be shown for the following offenses: serious foul play, violent conduct, spitting at someone, denying the opposing team an obvious goal scoring opportunity, using offensive, abusive or insulting language, and receiving a second caution in the same match.
(d) Any player receiving a red card or second yellow card must immediately leave the field of play, and cannot be substituted.
(e) Any ejected player must meet with the Intramural Coordinator before that person can participate in any future intramural event/sport.

14. Sportsmanship Rating
(d) Teams receiving two (2) unacceptable sportsmanship ratings during the season will automatically be dropped from any further competition.
(e) Any team that receives an unacceptable rating is suspended from any further games until they have met with the intramural coordinator.
(f) Any ejected player must meet with the Intramural Coordinator before that person can participate in any future intramural event/sport.
(g) If an ejected participant or suspended team plays in any future intramural event/sport before meeting with Intramural Coordinator that game will result in an automatic forfeit.

15. It is the individual or captain’s responsibility to make contact with the intramural coordinator within 14 days of ejection or unacceptable sportsmanship rating, to have continued participation in intramural events/sports. Intramural Office: 360-650-7261, intramurals@wwu.edu

16. Playoffs
(a) To compete in playoffs, an individual must be on the roster (via IMLeagues) the day before playoffs is scheduled to start.
(b) Participants must be at championship game to receive the intramural championship tee.
(c) Playoff brackets will be posted on our website (www.imleagues.com/wwu) following the end of regular season play.
(d) During playoffs, a team that receives an unacceptable sportsmanship rating will be suspended and removed from the tournament/playoffs.

*Rules not outlined in this sheet will follow the National Federation of State High School Association Rules
**For other policies regarding sportsmanship ratings, forfeits, protests, eligibility, inclement weather, defaults, etc., please review the intramural handbook which can be found online at (www.wwu.edu/campusrec)