Each player must meet one of the following conditions to sign-in:

1) Present their own, valid UF Gator 1 Card before each contest to be eligible to participate.

OR

2) Have a registered IMLeagues.com profile and be part of the team’s roster, in which case they may present EITHER their own, valid UF Gator 1 Card OR a government-issued photo ID to be eligible to participate.

All Intramural Sports participants are responsible for their own medical expenses. Any student unsure of their physical condition should check with their family physician or the Student Infirmary before participating in Intramural Sports.

Game time is forfeit time.

SHIN GUARDS ARE REQUIRED!

The officiating will be done by the referees and they are in absolute control of the game. Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of an indirect free kick, ejection, or forfeiture of the game. Spectators must also remain in the area designated by the officials. The officials shall have the power to make decisions on any matters or questions not specifically covered in the rules.

Adjustments made for 3-on-3 Soccer are in bold.

1. Equipment

1.1 Each team is required to wear a shirt with the same shade of the same color. Each team must bring an alternate white jersey to each game.

1.2 All players must wear athletic shoes. The shoes must have a rubber sole, and screw-in cleats will be allowed as long as the screw is part of the cleat. Metal spikes or cleats with metal tips are not allowed.

1.3 Equipment which may be dangerous to another player (such as hats and bandannas) is not allowed. The supervisor/official will determine if an article is dangerous and will ask the player to remove the article. If the player refuses he/she will be asked to leave.

1.4 Knee braces made of hard, unyielding substances covered on both sides with all edges overlapped and any other hard substances covered with at least ½ inch of slow recovery rubber or similar material will be allowed.

1.5 Jewelry, rubber bands, chains, rings, or earrings may not be worn. Medical alert bracelets may be taped to the body.

1.6 Shin guards must be worn and covered by socks at all times. Players without shin guards that are not covered will not be allowed to participate. Shin guards must be worn properly according to NFHS rules. Final judgment as to whether shin guards are worn legally is left to the discretion of the competitive sports supervisor.

2. Players and Substitution

2.1 A regulation team consists of three (3) players (no goalkeepers). The maximum roster size is six (6). A team may start the game with a minimum of two (2) players.

2.2 If a player has been disqualified (red card), or two (2) yellows resulting in a red card, he/she cannot be replaced in that game.

2.3 Substitutions are on the fly and must occur at the midfield boxes. The player on the field must be completely in the box before the player off the field enters at midfield (this will be further clarified at the captain’s meeting).

2.4 Yellow cards will result in a 30-sec penalty in which the team must play down a man. Time starts when the cautioned player leaves the field. The penalty ends if the opposing team scores.

2.5 A team who does not have the required number of players to start or continue a game will be forfeited (game not started) or defaulted (game started) (recorded as a loss).
3. The Game

3.1 The field will be 30 yd wide by 40 yard long with PUGG 6-footer Portable goals.
3.2 Each half will be 12 minutes in length with a continuous running clock. However, the clock will stop with each whistle within the last one (1) minute of the second half. Half-time will not exceed three (3) minutes. The clock will be stopped at the referee's discretion for injuries and excessive delays. No injury time will be added at the end of the game and the game is over when the clock expires.
3.2 Time-outs will not be allowed.
3.3 Goals can only be scored from the offensive half.
3.4 Each half has an 8’ x 10’ box in front of the goal. The ball cannot be played inside this box. A defensive touch in the box will result in a goal kick. If the ball rolls dead in the box it will result in a goal kick.
3.5 A coin toss will determine possession at the start of the game. The winner of the coin toss decides whether they want kickoff or choice of side to defend. At the beginning of the second half the team that did not kickoff will then do so.
3.6 The referee will whistle the ball into play. The kick off must be taken from the center of the field. Each team must be on its own half, and the defensive team must be at least 5 yards away until the ball is kicked. The player who initially kicked the ball may not touch the ball until another player has touched it (double touch results in indirect kick for opposing team). The initial kick is not required to go forward.
3.7 All kickoffs are INDIRECT.
3.8 All out-of-bounds restarts will be indirect kick-ins. Only corner kicks and penalty kicks are direct. Goal kicks can be taken from anywhere on the end line. A goal may not be scored directly from an indirect free kick. To score a goal, the ball must completely cross the goal line. After the goal, the ball is returned to the center of the field for another kickoff. The team that was scored upon will kickoff.
3.9 Teams will change ends at half time. The team that did not kick off the first half will kick off the second half.
3.10 The ball is out of play when it completely crosses the sidelines or end lines. The referee will blow his/her whistle to signify when the ball is out of play.
3.11 The referee blowing his/her whistle warrants a dead ball (even if inadvertent).
3.12 Ball in play: The ball is still in play if it stays in rebounds after rebounding off the goal, referee, or corner flags and remains in the field of play.
3.13 A drop ball will be called when play is stopped due to an injured player or an inadvertent whistle. A drop ball must touch the ground before either team makes contact with the ball to return it to play.
3.14 Mercy Rule: There is no game-ending mercy rule. If a team is leading by 4 or more goals then the clock will not stop in the last minute of the second half.
3.15 During group play there is no overtime. Tie games are final. Overtime in the knockout rounds will be a single three (3) minute sudden death overtime period. The first team to score wins. If the game remains tied, the three players on the field at the end of the overtime will participate in a shootout. See Shootout Rules section below for more details.

4. Rules Clarifications

4.1 Fans and coaches must stay off the field at all times. Fans and coaches may never stand between the two fields. Continued violations of this rule will result in a yellow card for the captain. If they continue to violate this rule, the captain will be ejected. Another captain will be appointed and the preceding rules will be applied.
4.2 The team which kicked the ball out of bounds is responsible for retrieving the ball and returning it to the opposing team or official. Excessive delay may result in a yellow card.

5. Offside

There is no offside in intramural 3 v 3 soccer.

6. Fouls and Misconduct

6.1 Kicking-Striking-Tripping-Jumping
5.1.1 A player shall not intentionally attempt to kick, strike or jump at an opponent.
5.1.2 A player shall not intentionally trip an opponent.
5.1.3 A player shall not hold, push or impede an opponent with hands or arms extended from the body.

6.2 Handling
6.2.1 A player shall be penalized for intentionally handling, carrying, striking or propelling the ball with a hand or arm. If a player handles the ball on an obvious (official’s judgment) goal-scoring play, the goal will count, and the player will be issued a yellow card.
6.2.2 Unintentional handling occurs when the ball strikes the hands or arms of a player who has not moved the hands or arms to play the ball. This will not be called ONLY if the player did not gain an advantage from handling the ball (intentional or not).

6.3 Charging
6.3.1 A player shall not intentionally charge an opponent unfairly. An unfair charge is one in which a player does not use shoulder-to-shoulder contact with an opponent, does not have arms and elbows close to the body, at least one foot on the ground and the ball within playing distance.
6.3.2 A player having one or both feet on the ground shall not charge into an opponent that has no feet on the ground.

6.4 Dangerous Play
6.4.1 In the opinion of the official, all high kicks above the waist in a dangerous manner will be prohibited. If a dangerous high kick is committed it is in the official's discretion whether to issue a yellow card, red card, or no card at all depending on the severity of the infraction.
6.4.2 A player can also be considered for a dangerous play if they lower their own head to a dangerous level.
6.4.3 Dangerous play will be called for players attempting to play the ball from the ground.

6.5 Obstruction
6.5.1 Obstruction is the intentional act by a player, not in possession of the ball or not attempting to play the ball, of running between an opponent and the ball or using the body as an obstacle.

6.6 Misconduct
6.6.1 A player or coach shall be cautioned for: Persistently infringing upon the rules of the game or acting in an unsportsmanlike manner and/or objecting by word of mouth or action to the decisions given by an official.
6.6.2 A player or coach will be disqualified for: Persistent misconduct or a second caution and/or exhibiting violent conduct or using violent or abusive language.
6.6.3 Yellow Cards- any player warranting a yellow card (rough play, verbal abuse, physical abuse, etc.) will be required to leave the field of play for a 30-second penalty. The penalty starts when the cautioned player leaves the field and will end if the opposing team scores a goal.
6.6.4 A player will be ejected if he/she receives a second yellow card, is guilty of serious foul play or violent conduct, spits at an opponent, or uses offensive/insulting language or is deemed to deserve the ejection at the official’s judgment.
6.8.5 Two ejected players on the same team will result in a default of the game.

7. Free Kicks
7.1 All free kicks are indirect.
7.2 All free kicks may be taken in any direction and by any player of the offended team.
7.3 During a free kick restart, opposing players must be at least 5 yards from the ball until it is kicked, with exception of any player standing on the edge of their own goal box. The ball must be stationary prior to the kick. The ball is in play when it is kicked and moved. After the kick, the ball may next be played by any player except the kicker.
7.4 Penalty Kick: When Taken
A penalty kick is awarded for any offense that, under the referee’s judgment, prevented a clear goal scoring opportunity (ie. Last ditch slide tackles, fouling on breakaways, etc.)
7.5 Penalty Kick: How Taken
The penalty kick is taken from the center of the midfield line. All other players must be
behind the shooter and at least 5 yd away from the ball. This is a dead ball play. If a goal is
not scored, the defending team will restart play with a goal kick.

7.6 End of time variations
The ball is dead at the moment the whistle sounds to end either half. A goal cannot be
scored if the ball was in the air when the whistle was blown; the ball must have completely
crossed the goal line. Time may be carried over only for a penalty kick.

8. Shootouts
8.1 The three players from each team on the field at the end of overtime will shoot.
8.2 Penalties will be taken as described in Rule 7.5.
8.3 A coin toss will decide which team shoots first. The winner of the toss has the option of
shooting first or second.
8.4 Each team has three penalty kicks and will alternate shots.
8.5 If the score is tied at the end of the three shots, the shootout will continue alternating
players until one team makes it and the other does not. No player may attempt a second
penalty kick until all players on his/her team for the shootout has attempted one. This
pattern will continue for future rounds as well.
8.6 The kicker must wait for the official to start the play on each kick, and then has five
seconds to shoot.

9. Slide Tackles
9.1 Slide tackles are illegal in intramural outdoor soccer.
9.2 Slide tackles are left up to the official's discretion as to whether or not the tackle will
warrant a yellow card, red card, free kick, or no call. Example: If there is no one around
and the player is making a play for the ball it could be considered a no call. If contact is
made or a near miss occurs (official's discretion), it will be considered a slide tackle with the
possibility of a yellow or red without warning. A red card will result in an ejection and a one
(1) in sportsmanship.
9.3 Two (2) ejections in the same game by a team for any reason will result in a default of
the game.

10. Group Play
10.1 Points are as follows: 3 points for a win, 1 point for a tie, 0 points for a loss.
10.2 Advancement to the knockout round is dependent upon the number of teams
participating.
10.3 Tiebreakers during group play will be determined by the following criteria:
   Seeding Tiebreaker:
   - Points
   - Sportsmanship
   - Head to Head
   - Goal Differential
   - Goals Allowed
   - Coin Toss
   Three Team Tiebreaker:
   - Goal Differential will eliminate one team
   - Remaining two teams will be seeded according to above tiebreakers