

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

- 1) Have a registered [RSconnect.recsports.ufl.edu](https://rsconnect.recsports.ufl.edu) profile and be part of the team's roster. The participant must verify his/her UF Gator 1 status OR show a government-issued photo ID to be eligible to participate.**

NO EXCEPTIONS!

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 Health Care Center before participating in Intramural Sports.

Game time is forfeit time.

A team forfeits when they fail to have any players legally signed in and properly attired to play at the scheduled game time. If a team has less than the minimum number of players, but at least one person legally signed in and properly attired to play, a team will be given ten minutes from scheduled game time to reach the minimum number of players needed to begin a contest. Participants will not be given warm-up time for showing up after scheduled game time. Please refer to the Participants Guide for more information.

SHIN GUARDS ARE REQUIRED!

Teams are responsible for keeping their spectators under control. Misconduct of spectators, players or coaches can result in assessment of a penalty, 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. The officials are in absolute control of the game.

The 2020-2021 National Federation of State High School Association soccer rules will govern all play for any rule not covered in the following Intramural Sports rules:

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.
 - 1.1.1** In the event that both teams fail to bring enough alternate white jerseys, the result of the match will be a double forfeit.
- 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 any 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** Exposed 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 completely 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 intramural supervisor.

2. Players and Substitution

- 2.1** A regulation single-gender team consists of three (3) players. A team must have a minimum of two (2) players to play.
- 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** A team must notify the referee on all substitutions. No player may come onto the field without permission of the referee.
- 2.4** The following conditions apply to substitutions:
 - 2.4.1** Either team may substitute on any goal kick or kick-off.
 - 2.4.2** The team in possession may substitute on their kick-in or corner kick.
 - 2.4.3** The team NOT in possession may substitute an unlimited number of players on an opponent's kick-in or corner kick if the possessing team substitutes.
 - 2.4.4** Either team may substitute if a player has been injured.
 - 2.4.5** Either team may substitute once if a player has been cautioned (yellow). The cautioned player MUST leave the field and can return at the next substitution opportunity.
- 2.5** A team may not play with less than two players once the game has started regardless if, during the course of the game, a player must leave due to injury, illness, or disqualification. A team must have at least 2 players to continue a game.

3. The Game

- 3.1** Each half will be 12 minutes in length with a continuous running clock. However, the clock will stop with each whistle within the last two (2) minutes of the second half. Half-time will not exceed five (5) 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** Possession and side will be determined before the start of the game. At the beginning of the second half the team that did not kickoff in the first half will then do so.
- 3.4** 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 10 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). On the initial kick, the ball is in play when it is kicked and moves.
- 3.5** All kickoffs are DIRECT.
- 3.6** A goal may be scored during play, directly from a direct free kick, penalty kick, corner kick, goal kick, or drop ball. A goal may not be scored directly from an indirect free kick or kick-in. 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. To score a goal the ball must be kicked from the offensive half.
 - 3.6.1** Any ball that goes in that is not scored from the offensive half will automatically be a goal kick for the opposing team.
- 3.7** Teams will change ends at half time. The team that did not kick off the first half will kick off the second half.
- 3.8** The ball is out of play when it completely crosses the touchlines or goal lines.
- 3.9** The referee blowing his/her whistle warrants a dead ball (even if inadvertent).
- 3.10** To restart play, the following methods are used:
 - 3.10.1** Kick-in: When the ball crosses the touchlines. Possession is given to the team the referees deemed did not touch the ball last.
 - 3.10.2** Goal kick: When the ball crosses a goal line, last touched by the offense.
 - 3.10.3** Corner kick: When the ball crosses a goal line, last touched by the defense.
 - 3.10.4** Direct/Indirect Free Kick: When an on-field infraction has occurred.
 - 3.10.5** Drop Ball: (See rule 3.12)
- 3.11** Ball in play: The ball is still in play if it stays inbounds after rebounding off the goal, referee, or corner flags and remains in the field of play.
- 3.12** 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.
- 3.13** Mercy Rule: For single gender (Men's, Women's, Sorority, Fraternity & Open) teams by halftime, or anytime thereafter, if a team is ahead by 10 or more goals, the game will end. In addition, a 5 goal lead within the last 5 minutes will end the game. For Co-Rec teams by halftime,

or anytime thereafter, if a team is ahead by 20 or more goals, the game will end. In addition, a 14 goal lead within the last 5 minutes will end the game. At the same time, if a team is ahead by one less goal than the mercy rule, and is deemed to be stalling, the officials have the option of ending the game.

3.14 During the regular season, tie games will stand. During playoffs (or tournaments), ties will be broken using the following rules: Two 5-minute, consecutive sudden death overtime periods will be played. Possession and side will be determined before the first overtime period. The first team to score is the winner. If there is no score in the first overtime, play is stopped, teams switch ends of the field, and possession changes as if starting a new half. There will be no intermissions, either between the end of the second half and the first overtime, or the first and second overtime periods.

3.15 Regular season games cancelled (prior to game time) due to weather or field conditions will be considered a 'no result' for both teams. If inclement weather causes a started game to end early:

3.15.1 The game is a 'no result' if it has not reached halftime.

3.15.2 The game (and score) is final if the game has reached halftime before cancellation.

3.16 Playoff games cancelled due to weather or field conditions will be rescheduled if the game has not yet reached halftime.

3.16.1 If a game has not reached halftime, the game will be restarted from beginning, regardless of score at time of cancellation.

3.16.2 If a game has reached halftime at time of cancellation, the game (and score) is final

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 goalie or official. Excessive delay may result in a yellow card.

5. Offside

5.1 No offside in 3v3 Outdoor Soccer.

6. Fouls and Misconduct

6.1 Kicking-Striking-Tripping-Jumping

6.1.1 A player shall not intentionally attempt to kick, strike or jump at an opponent.

6.1.2 A goalkeeper may not intentionally strike or attempt to strike an opponent by throwing the ball at the opponent.

6.1.3 A player shall not intentionally trip an opponent.

6.1.4 A player shall not hold, push or impede an opponent with hands or arms extended from the body.

Penalty: Direct Free Kick

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.

Penalty: Direct Free Kick

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, or 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.

6.3.3 A player shall not charge into the goalkeeper in the penalty area.

6.3.4 An official shall disqualify any player who flagrantly fouls the goalkeeper in possession of the ball.

6.3.5 Possession or control of the ball is when the goalkeeper has the ball trapped by either or both hands or when bouncing it to the ground or when releasing the ball into play.

6.3.6 Outside the penalty area, the goalkeeper has no more privileges than any other

player. Note: When goalkeepers put the ball on the ground, they relinquish their rights as goalkeepers.

Penalty: Direct Free Kick

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.

Penalty: Indirect Free Kick

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.

6.5.2 The goalkeeper in possession of the ball shall not be interfered with or impeded in any manner by an opponent. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball. This obstruction results in an automatic yellow card for unsportsmanlike conduct.

Penalty: Indirect Free Kick

6.6 Goalkeeper Release

6.6.1 No goalkeeper in 3v3 Outdoor Soccer

6.7 Back Pass Rule

6.7.1 No goalkeeper in 3v3 Outdoor Soccer

6.8 Misconduct

6.8.1 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.

6.8.2 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.

6.8.3 Yellow Cards- any player warranting a yellow card (rough play, verbal abuse, physical abuse, etc.) will be required to leave the field of play until the next substitution opportunity. If the goalie is the recipient of the yellow card, the team will be permitted to make a goalie change.

6.8.4 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 Free kicks shall be classified as "direct," from which a goal may be scored, or "indirect," from which a goal cannot be scored unless the ball is played by at least one other player from either team before entering the goal.

7.2 All free kicks may be taken in any direction and by any player of the offended team.

7.3 Direct Kick Offenses:

7.3.1 Kicking or attempting to kick an opponent

7.3.2 Tripping or attempting to trip an opponent

7.3.3 Jumping at an opponent

7.3.4 Charging an opponent

7.3.5 Striking or attempting to strike an opponent

7.3.6 Pushing an opponent

7.3.7 Tackling an opponent to gain possession of the ball, making contact with the opponent before touching the ball

7.3.8 Holding an opponent

7.3.9 Spitting at an opponent

7.3.10 Handling the ball deliberately (except for the goalkeeper within his/her own penalty area)

7.3.11 Sliding in a manner that the official deems a foul, yellow card, or red card.

7.4 Indirect Kick Offenses:

7.4.1 "Double touch" on any restart

- 7.4.2** Offside
- 7.4.3** Obstruction
- 7.4.4** Dangerous play

7.4 During a free kick restart, opposing players must be at least 10 yards from the ball until it is kicked, with exception of any player standing on their own goal line. If the kick is by a team in its own penalty area, defenders must also be out of the penalty area until the ball clears the penalty area. The ball must be stationary prior to the kick. The ball is in play when it is touched and moved. After the kick, the ball may next be played by any player except the kicker. A kick in a team's own penalty area must leave the penalty area before another player may play the ball.

7.5 Penalty Kick: When Taken

A penalty kick is awarded for any direct free kick offense committed inside the defensive penalty box. A goal may be scored directly from a penalty kick.

7.6 Penalty Kick: How Taken

The penalty kick is taken from the penalty mark which is 20 yards from the center of the goal line. When it is being taken, all players (except for the kicker and the opposing goalkeeper) shall be within the field of play but outside the penalty area and behind the line designated by the officials. The player taking the kick must kick the ball forward in order for it to be in play. If the ball is not put into play properly, the kick must be retaken. If the ball hits the goalpost or the crossbar and returns to play, the kicker may not play the ball until it has been touched by another player. The kicker must wait for the official to start the play.

7.7 Penalty Kick: Infringements

7.7.1

<i>Result of PK</i>	<i>No Violation</i>	<i>Violation by Attacking Team Only</i>	<i>Violation by Defense Only</i>	<i>Violation by Both Teams</i>
Enters Goal	Goal	Retake	Goal	Retake
Goes Directly Out-of-Bounds	Goal kick	Goal kick	Retake	Retake
Rebounds into Play from Goal/Goalkeeper	Play Continues	Indirect FK	Retake	Retake
Saved and Held by Goalkeeper	Play Continues	Play Continues	Retake	Retake
Deflected Out-of-Bounds by Goalkeeper	Corner Kick	Indirect FK	Retake	Retake

7.7.2 On a penalty kick, for any infringement by the player taking the kick, a goal cannot be scored and a player of the opposite team shall take an indirect free kick from the point of infraction.

7.8 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. If a penalty kick is taken after the expiration of time, only the kicker may play the ball.

7.9 Kick-in: How Taken

The kicker, at the moment of delivering the ball, must face the field of play with both feet behind or on the line and both feet on the ground. The ball shall be in play when it enters the field of play. If the ball never enters the field of play, the same team will retake the kick-in. A goal may not be scored by the kick-in. If the ball is improperly kicked in, a member of the opposing team shall take the kick-in. The kicker cannot play the ball until someone else has touched it.

8. Kicks from the Penalty Mark

8.1 Not applicable for 3v3 Outdoor Soccer

9. Slide Tackles

9.1 Slide tackles are illegal in intramural 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 3-4 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. Open Soccer

10.1 Any gender combination may be used so long as the minimum of **two (2)** players is met to start and complete the game.

11. Goalkeepers & Goal Box Restrictions

11.1 There are no goalkeepers for 3v3 Outdoor Soccer

11.2 No player may touch the ball within the goal box. However, any player may move through the goal box. Any part of the ball or player's body on the line is considered in the goal box for the purposes of this rule. Once a player has entered the goal box (such as when legally moving through the box), that player must establish him/herself outside the goal box (both feet outside the box) prior to touching the ball.

11.3 If a defender touches the ball in the goal box, the offensive team is awarded a penalty kick from the half-field line.

11.4 If an offensive player touches the ball in the goal box, the defensive team is awarded a goal kick. A goal kick is taken from any position along the goal line (not the goal box).

11.5 If the ball comes to a complete stop in the goal box, regardless of which team touched it last, a goal kick is awarded to the defensive team.

12. Field Dimensions

