

2017 I-Week Soccer Tournament Rules

April 1, 2017; 10:00am-6:00pm

Campus Recreation Fields Complex (CRFC)

1100 Allan Saxe Parkway (between W. Park Row Dr. and W. Mitchell St. off of Fielder Rd.)

Time/Periods

1. Teams must report to the Game Coordinator/On-Field Officers a minimum of **15 minutes prior** to their scheduled game.
2. Each game will be 30 minutes with two 15 minute halves and a 3 minute half-time.
3. The tournament is single elimination.
4. Teams are not allotted any time-outs. The referee may, however, suspend time for an injury, etc., if he/she deems it necessary.

Players/Substitutes

1. Each team may have up to 10 players, with **6 players on the field at a time**.
 - A team may begin and/or end play with a minimum of four players.
2. **At least one female** must be on the field for each team at all times. If there is no female on the field, the team must play with only 5 players, instead of 6 on the field.
3. All substitutes must report to and be recognized by the referee before entering the game. Unlimited substitutions are allowed during the following times:
 - Goal Kicks
 - Substituting team's throw-in
 - When a goal is scored
 - When an injured player is being attended to on the field
 - When a player is cautioned or disqualified
 - A team **MUST** substitute for a player who is bleeding.
4. Substitutes cannot take penalty kicks.
5. The goalkeeper can switch positions with a player on the field at any time a substitute is allowed, provided the referee is informed before the change is made.

Scoring/Ties

1. A goal is scored when the whole of the ball has passed over the goal-line, between the goal posts and under the cross-bar, provided it has not been thrown, carried or intentionally propelled by hand or arm, by a player of the attacking team, except in the case of a goalkeeper, who is within his own penalty area.
2. Each goal is one point.
3. A goal may be scored during play directly from a:
 - Direct free kick
 - Penalty kick
 - Drop ball
4. A goal may not be scored during play directly from a:
 - Kicker of a kickoff
 - Indirect free kick

- Goal kick
 - Throw-in
 - Free kick into a team's own goal
 - Goalkeeper's throw, put, or dropkick
5. **A game ending in a tie will be decided by an overtime shootout/penalty kicks.** Each team alternates kicks, with five players from each team making attempts. If the score is still tied, five new players will attempt to score with a penalty kick. Every player on a team must attempt a penalty kick before any player can shoot a second time. Goalkeepers may shoot penalty kicks.
 6. Once a player who is taking a **penalty kick** begins his/her approach to the ball, they may not interrupt their movement by faking a kick, stopping or hesitating, then proceeding to kick the ball. Failure to kick the ball as stated in this rule results in no goal and no retry. All players other than the goalkeeper and the kicker must be at least 10 yards from and behind the penalty kick line until the ball is kicked. Once kicked, it may be played by anyone other than the kicker. It must be touched by someone else before being played again by the penalty kicker. Substitutes cannot take penalty kicks.
 7. Good sportsmanship is required.
 - No cursing by players or spectators.
 - Opposing teams will shake hands at the end of each game.

Equipment

1. No boots screw-in cleats, steel-cleated or hard-toed shoes are allowed. Tennis shoes, turf shoes or soccer cleats are recommended.
2. No jewelry is allowed (watches, earrings, necklaces, etc.).
3. Sweatbands on head or wrist are allowed-elastic type. No hats, bandanas, or other headwear is allowed. Nothing is allowed which has a knot.
4. Injured players are allowed to wear braces, soft casts and protective coverings provided they are covered with 1/2 inch high density padding or wrapped with a similar material with the same minimum thickness. However, the referee shall not allow a player to wear anything which he/she deems dangerous (i.e. hard casts and splints are not allowed or anything the supervisor deems as unyielding material/no give).
5. Balls will be provided by ISO. No other balls will be allowed to be used in games.

Starting the Game: After Goal/After Half-time

1. A coin toss shall occur before the game. The team winning the toss shall have the option to choose the kick-off or defend a goal.
2. The game shall be started by a player taking a place-kick (i.e., a kick at the ball while it is stationary on the ground in the center of the field of play) into his opponents half of the field of play. The ball must travel one revolution forward before it can be played by another player.
3. Every player shall be in his own half of the field and every player of the team opposing that of the kicker shall remain not less than 10 yards from the ball until it is kicked off.
4. The kicker shall not play the ball a second time until it has been touched or played by another player.
5. A goal shall not be scored directly from a kick-off.
6. After a goal is scored, the game shall be restarted in a like manner by a player of the team losing the goal.

7. When restarting after halftime, ends shall be changed and the kick-off shall be taken by a player of the team that did not kick off to start the game.
8. When restarting the game after a temporary suspension of play from any cause not mentioned elsewhere: the team with possession of the ball at the time the suspension of play was called shall be awarded an indirect kick at the point of possession, provided that immediately prior to the suspension the ball had not passed over the touch or goal lines. If neither team had possession of the ball, the referee shall perform a drop ball at the location of the ball when the suspension was called.
9. When any kick is used to begin play, opposing players must stand at least 10 yards from the ball. During a goal kick the ball is not regarded as in play until it leaves the penalty area.

Ball In/Out of Play

1. The ball is out of play:
 - When it has wholly crossed the goal line or touch-line (sideline), whether on the ground or in the air.
 - When the game has been stopped by the referee.
2. The ball is in play at all other times from the start of the match to the finish including if it rebounds from a goalpost or crossbar into the field of play.
3. The lines belong to the areas of which they are boundaries. The touch-lines (side lines) and goal-lines, therefore, belong to the field of play.
4. When the ball passes over the touchline (sideline), the team that didn't touch it last will be awarded a throw-in at the spot the ball went out of bounds. The ball is put into play by using both hands simultaneously and with equal force. The ball shall be delivered from behind and over his/her head, while keeping both feet on or behind the touchline and in contact with the ground.
5. A free kick awarded to the defending team within its goal area may now be taken from any point within the goal area. This also applies to goal kicks.
6. **Off-sides:** There are no off-sides

FOULS / MISCONDUCT

Penalties

1. A **direct free kick** shall be awarded to the offended team from the spot closest to the infraction for the following offenses:
 - Deliberately kicking or attempting to kick an opponent.
 - Deliberately tripping an opponent.
 - Deliberately jumping at an opponent.
 - Deliberately charging an opponent in a violent or dangerous manner.
 - Deliberately charging an opponent from behind.
 - Deliberately striking, attempting to strike, or spitting at an opponent.
 - Holding an opponent.
 - Pushing an opponent.
 - Deliberately handling the ball with hand or arm other than the goalkeeper within his/her own penalty area.
 - Charging the goalkeeper inside the penalty area unless the goalkeeper is obstructing the opponent or dribbling the ball with the feet. Outside the penalty area, the goalkeeper has no more privileges than any other player.

- Slide tackling. (The first player per team to slide tackle will be cautioned, any additional players will be disqualified.)

Direct kick penalties called against the defensive team inside their own penalty box will result in a penalty kick.

2. **An indirect free kick** shall be awarded to the offended team from the spot nearest the infraction for the following offenses:

- Playing in a manner considered dangerous by the referee, i.e. "dangerous play." (High kicks, playing the ball while prone on the ground).
- When not playing the ball, intentionally obstructing an opponent, i.e. "obstruction."
- Interfering with or impeding the progress of goalkeeper in possession of the ball. This includes the act of bouncing the ball or dropping the ball for a kick or attempting to throw the ball or tossing the ball in the air to re-catch.
- When playing as goalkeeper, taking more than 4 steps while holding, bouncing, or throwing the ball in the air and catching it again without releasing it so that it is played or touched by another player of the same team outside of the penalty area or by a player of the opposing team either inside or outside of the penalty area.
- A goalkeeper shall not intentionally parry the ball (a catch or controlled touch which is deflected down to the feet) and then touch it again with his/her hands before it has been played or touched by another player of the same team outside of the penalty area or by a player of the opposing team either inside or outside of the penalty area. 4-step rule in effect as above.
- Indulging in tactics, which, in the opinion of the referee, are designed merely to hold up the game and thus waste time and so give an unfair advantage to a player's own team.
- As the kicker on a kick-off, free kick, or goal kick, playing the ball again before it has been touched or played by another player.
- In case of body contact in the goal area between an attacking player and the opposing goalkeeper not in possession of the ball, the referee, as judge of intention, shall stop the game if, in his or her opinion, the action of the attacking player was intentional.
- Intentionally obstructing the opposing goalkeeper in an attempt to prevent him/her from putting the ball into play.
- Any infringement by the attacking team during a penalty kick.
- If during a throw-in, the thrower plays the ball a second time before it has been touched or played by another player.
- Goalkeeper touches the ball with his/her hands if it has been deliberately kicked to him/her by a teammate.
- Goalkeeper touches the ball with his/her hands if it has been "passed to" the goalkeeper by a teammate using trickery (i.e. played from the feet to the head and then headed back to the goalkeeper).
- Delay tactics by the goalkeeper-in the referee's opinion, the goal-keeper in possession of the ball with hands or feet must not use delay tactics (waste time) and must play the ball within a reasonable time.

3. **A player shall be cautioned (yellow card)** for the following offenses:

- Leaving or entering the field of play without first getting the signal from the referee.
- Persistently infringing the rules of the game.
- Showing by word or action dissent from any decision given by the referee.
- Being guilty of unsportsmanlike conduct (i.e. unnecessary delay of game, holding a shirt or shorts, intentional handball to stop an attack).

- During a free kick, dancing or making gestures in a way to distract an opponent.

PENALTY: A cautioned player shall be substituted for immediately and not return until the next legal substitution opportunity. The restart after a card has been issued shall be an "indirect free kick" awarded to the non-offending team from the spot of the ball when the referee stopped play, unless the game had been stopped for some other reason calling for a different restart.

4. **A player shall be ejected (red card) for the following infractions:**

- Being guilty of violent or serious foul play.
- Using foul or abusive language.
- Being guilty of misconduct after having received a caution (referee shall show both a yellow and a red card).
- A player anywhere on the field (other than a goalkeeper within his/her own penalty area) intentionally handling a ball to prevent it from going into the goal.
- An intentional foul by a player against an opponent who is moving toward his/her offensive goal with an obvious opportunity to score.
- Sliding tackling from behind.
- Conduct which warrants ejection in the judgment of the referee.

PENALTY: A disqualified/ejected player (on the field/in the game) cannot be replaced (no substitution and team must play short for the remainder of the game). Ejected bench personnel or an ejected coach does not reduce the number of players on the field.

The restart after a card has been issued shall be an "indirect free kick" awarded to the non-offending team from the spot of the ball when the referee stopped play, unless the game had been stopped for some other reason calling for a different restart.

5. **Advantage clause:** The referee shall refrain from penalizing when it would be an advantage to the offending team. The referee will give the proper signal and give a verbal indication of "advantage, play on".
6. **Participants who are bleeding must be removed from a game immediately and may not return until the bleeding has stopped and the wound is properly covered. All soiled clothing must be sprayed with a bleach disinfectant before being worn again in the game.**

A Match

A match shall be won by the team scoring more goals.