MIT INTRAMURALS
OUTDOOR SOCCER RULES

Eligibility
All team members must be either:
- An undergrad or grad student who is registered for the semester
- A member of the Faculty, Instructors, Lecturers or Post Docs
- A cross-registered undergraduate student at Wellesley
- A member of MIT Alumni Club of Boston (MITCOB) who is registered with DAPER
- A member of the MIT staff who has a DAPER membership and is a member of their department's IM team or a member of one all staff team per league
- A spouse of any eligible player who has an active DAPER membership

Members of MIT club or varsity teams may not compete in IM leagues (in the same sport) for one calendar year from their last official practice or match.

IM participants may only compete on one team in each league per sport

Sportsmanship
- Proper sportsmanship is expected of all teams at all times.
- Most MIT intramural leagues are not refereed. The captains are expected to control the behavior of their team members.
- The sport manager reserves the right to remove any player or team from the league without prior warning if there are any incidents of unacceptable sportsmanship.
- Any complaints should be reported to the manager immediately.

Reporting Scores
- It is the responsibility of the WINNING team's captain to record the score on IMLeagues.com. It will be assumed that there was a double forfeit if no score is recorded 24 hours after the game was played.

Forfeits
- A team that doesn’t have the minimum number of players at the start of the game will be forced to forfeit. This will result in a forfeit fine.

- Please ensure you have enough players for each game. It’s no fun if the other team shows up and your team doesn’t have enough to play!

Number of Players
All MIT intramural teams are open to men and women. However, there are no male-to-female ratios that need to be adhered to.

- All players must register on IMLeagues.com before playing in a game.

- Each team on the field shall consist of 11 players. A team must have a minimum of 8 players to start a game.

Start of Play
- Before the match, a coin toss between both captains will determine kick-off and side of play. The winner decides which goal to defend, and the other team takes the kick-off at the start of the match. After halftime, teams switch ends, and the team who won the coin toss takes the kick-off at the start of the second half.

Duration of Games
- Games will last for approximately one hour and will consist of two 25 minute halves, running clock, with a five minute half time.
Regular season games may end in a tie.

In the case of a tie during the playoffs, the game will be determined by a shootout. The shootout will consist of 5 shooters.

**Equipment**
- Teams are encouraged to bring their own ball. If no one has a ball, one can be borrowed from the Z Center Vassar Desk in exchange for an ID card.

- Shin guards must be worn at all times.

- Close toed shoes must be worn at all times.

- Metal cleats are not permitted.

**Ball In and Out of Play**
- If a ball travels beyond the sidelines it is deemed out of bound and shall be put back into to play with a throw in.

- Corner kicks will be used when the ball travels beyond the goal line and was last touched by a defensive player.

- A goal kick will be used when the ball travels beyond the goal line and was last touched by an offensive player.

- Substitutions can only be made on dead ball situations (either a goal or out of bounds). There is no limit on the number of substitutions that can be made. Players may reenter the game after they have subbed out.

**Throw Ins**
- When a ball goes out of play on the sidelines, the opponent of the player who last touched the ball will take a throw in. The player taking the throw in must keep his/her feet outside the side line, with both feet on the ground and the throw must be executed with the ball over the thrower’s head with two hands.

**Methods of Scoring**
- A goal may be scored while in play and as long as there are no infringements of any soccer rules.

- A goal is considered when the ball crosses the goal line with its entire circumference.

**Fouls and Misconduct**
- Safety and fun are the primary concerns of all MIT intramural leagues. Players must play under control at all times.

- Most games are self-officiated by the players on the field, so use good sportsmanship at all times.

- Fouls (handball, kicks, pushes, trips, etc) outside of the goal box will result in an indirect kick. Indirect kicks must be touched by an additional player besides the kick-taker before entering the goal. Defensive players must be 10 feet from the point of the free kick.

- Fouls (handball, kicks, pushes, trips, etc) inside of the goal box will result in a penalty kick. During a penalty kick the only two players inside the penalty box are the penalty taker and the goalkeeper. All other players must remain outside the goal box until the ball is struck. If the penalty shot does not result in a goal, the ball is then live. Penalty shots are be taken at the 16 yard maker.

**Sliding**
- No sliding tackles are permitted. Sliding is defined as showing no attempt to stay on your feet. Sliding of any sort results in an indirect free kick to be taken by the opposing team, taken from where the offense occurred.

- You may not play the ball while on the ground.
Goalkeeper
- Goalkeepers have 10 seconds to put the ball back into play after gaining control.

- A goalie may only touch the ball with their hands within the box. If the ball is intentionally passed back to the goalie from a teammate's feet, the goalie may NOT use their hands. The goalie may use their hands on intentional passes back from other body parts (head, chest, thigh, etc.) On a pass back, the goalie can play the ball without restriction, as at this point, they are just another player.

- Goal kicks must leave the goalie box before being touched by a teammate.

Offsides
- A player is in an “offside position” when they are ahead of the ball and closer to the goal line than the last defender. A player is penalized for being in an “offside position” only if they are interfering with play or an opponent, or seeking to gain advantage at the moment the ball is played by a teammate. An indirect kick is awarded for an offside penalty, at the spot of infraction. There are no off sides on a throw in or on a goal kick.