OUTDOOR SOCCER RULES

Participation: All participants must have a valid Phoenix Card and be eligible for participation as listed in the Elon University Intramural Sports Participant Guide.

Game time is forfeit time.

Unless otherwise noted below, all NFSHA Soccer Rules apply.

1. Game and Equipment

   Game
   1.1. A team consists of seven players (six players on the field plus one goalie). A game may start with 6 players.
   1.1.1. Co-ed: Acceptable ratios are (4M/3F, 3M/4F, or 3M/3F)
   1.1.2. No more than four members of the Elon Men’s/Women’s Club Soccer Teams may be on one roster.
   1.2. A player may substitute only during a stoppage in the play after being summoned by the referee.
   1.2.1. Players can only substitute when their team has possession, or if the team with possession is also substituting.
   1.2.2. When substituting for a goalie, players also must inform the referee.
   1.3. Games will consist of two twenty minute halves with a running clock.
   1.3.1. Time will not stop except for a player’s injury.
   1.3.2. Mercy Rule: If, in the last five (5) minutes of play a team is up by four (4) or more goals, the game will be called.
   1.4. A shot must cross the goal line before time ends at the end of a half or overtime to be counted as a scored goal (ball must be across goal line before 0.0 seconds on clock).
   1.5. There will be no overtime during the regular season.
   1.6. During the post season tournament there will be a 10 minute “golden goal” overtime.
   1.6.1. If the score is still tied after the single overtime session, the game will be decided by penalty kick shootout.
   1.7. Penalty Kick Shootout: Each team selects five players who were on the field at the end of overtime. These five participants will take one shot on goal (totaling five) and will continue until a winner is determined.
   1.7.1. The order of the shooters must stay the same as the original order if extra kicks are required.
   1.8. Campus Recreation will provide all necessary equipment, unless agreed upon by both Team Captains.

2. Penalties
   2.1. THERE IS NO OFFSIDES.

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2.2. NO SLIDE TACKLING.
   2.2.1. If a participant attempts to slide tackle, it may result in a yellow or red card.

2.3. All fouls that are committed outside the penalty box will result in a DIRECT KICK. The following may be called:
   2.3.1. A goalkeeper picking up a ball played back to him/her directly from the feet of a teammate.
   2.3.2. The goalkeeper delays releasing the ball.
   2.3.3. Unsportsmanlike character.
   2.3.4. Dangerous play.
   2.3.5. Interfering with the goalkeeper.
   2.3.6. Obstruction
   2.3.7. Handling the ball.
   2.3.8. Holding an opponent.
   2.3.9. Pushing an opponent.
   2.3.10. Striking or attempting to strike an opponent.
   2.3.11. Kicking or attempting to kick an opponent.
   2.3.12. Tripping an opponent.
   2.3.13. Kneeing an opponent.
   2.3.14. Charging an opponent violently or dangerously.
   2.3.15. Illegally charging the goalkeeper.
   2.3.16. Goalkeeper intentionally striking an opponent with the ball.

2.4. If, in the opinion of the referee, it is to the advantage of the player fouled not to call the penalty, then he/she shall not call the penalty.

3. Additional Policies
   3.1. All participants must wear athletic footwear. No boots, hard sole shoes, or metal cleats.
   3.1.1. During play, shin guards are highly recommended.

   3.2. Each team shall designate a captain to act as team spokesperson and make decisions.
       Only the captain may talk to officials.
   3.2.1. The Team Captain is responsible for the conduct of his/her teammates, spectators, and managers/coaches. Team representatives are subject to sanctions as listed in the Elon Intramural Sports Participant Guide.
   3.2.2. A player may be warned and/or may be ejected from the game for unsportsmanlike conduct.
   3.2.2.1. After receiving two (2) yellow cards or one (1) red card, the participant will be ejected from the game.

4. Co-Ed Rules
   4.1. Acceptable ratios are (4M/3F, 3M/4F, or 3M/3F)
   4.2. During the post season: In the event of a penalty kick shootout situation, at least 2M and 2F must attempt kicks during the shootout.
   4.2.1. Team selects five players who were on the field at the end of overtime and will continue until a winner is determined if still tied after five attempts. The order of the shooters must stay the same as the original order (five original shooters) if extra kicks are required.