

The Complete FSU Recreational Soccer Rulebook is Available Online at fsu.campusrec.com/im

No Pets, No Alcohol, & No Tobacco Products are permitted at the Rec SportsPlex. Violators will be ejected.

PLAYER ELIGIBILITY & TEAM COMPOSITION

Players MUST be current, fee-paying Florida State University students, faculty or full-time staff. FAMU and TCC students are NOT eligible for FSU IM sports and events. All players MUST show their valid FSUCard prior to each match in order to participate.

Men's and women's matches are 7-on-7, a minimum of 5 players is required to start a match. Co-rec matches are 8-on-8, a minimum of 6 players, 3 of each gender, is required to start a co-rec match. The only legal combinations are 4 males & 4 females, 4 males & 3 females, and 3 males & 4 females. Team rosters may include an unlimited number of players.

Unlimited substitutions are permitted. Substitutions may occur on a goal kick, after a goal, at halftime, after an injury, after a caution, and during your own corner kick or throw-in. Any player ejected from the match may not be replaced.

FIELD DIMENSIONS & PLAYER EQUIPMENT

The 7-on-7 recreational soccer field shall be 80 yards long by 50 yards wide. The penalty box extends 14 yards from the end line and is 33 yards wide. The goal box extends 5 yards from the end line and is 15 yards wide. The goals remain the standard size.

Shin guards are strongly recommended, but not required. Players must wear shoes. Metal spikes and metal cleats are prohibited. Caps and bandanas with knots may not be worn during the match. Jewelry is NOT allowed to be worn by any participant during IM Soccer. This jewelry consists of any visible rings (including wedding rings), watches, necklaces, earrings, studs, bracelets and any other such similar jewelry. Only medical alert bracelets are permitted. Teams should wear similar colored jerseys and bring another colored jersey. The goalkeeper must wear a different color jersey than either team on the field. Pennies will be available at the match site.

MATCH TIMING, OVERTIME, & SHOOTOUTS

Matches consist of two 20-minute halves. The clock will run continuously. The referee will keep the match time. There are no timeouts. Regular season matches can end in a tie.

5 at 5 Mercy Rule: If a team is ahead by five or more goals with five minutes or less remaining in the second half, the match will end. If a team is ahead by four goals and is deemed to be stalling, the officials have the option to end the match.

All playoff matches that are tied at the end of regulation will enter a single 5-minute "golden goal" OT period. The first team to score a goal will win the match. The choice of ends and the kickoff will be decided by a coin toss.

If the match remains tied at the end of the overtime period, the match will proceed into a 3-person shootout. A coin toss will occur to determine which team shall kick first in the shootout. The winner of the coin toss shall have the option of shooting first or last. Each team captain shall designate three (3) players to shoot for his/her team. The designated players must have been on the field of play (in the match) at the end of the overtime period. The goalkeeper may be one of the shooters. Each team has a total of three (3) shots. Teams will alternate after each shot. In co-rec play, the order of the shooters for each team must alternate gender. Either a male or female may kick first.

If the score remains tied following the first three (3) shots by each team, a sudden victory shootout will occur in which the match is won if, after ANY equal number of shots, the tie is broken. During the sudden victory shootout, teams must supply shooters different from their first three shooters. All eligible players --those on the field at the end of the overtime period -- must be a shooter in the shootout before any player may shoot again. In co-rec play, the alternating of genders must continue with the 4th shooter being the same gender as the 2nd shooter, and so on. Teams will continue to alternate shots as initially determined.

GENERAL RULES

NFHS rules govern IM recreational soccer with the exceptions noted in the official FSU IM Recreational Soccer Rules available online at fsu.campusrec.com/im/rules/soccer.shtml. Additional information regarding goalkeeping, out of bounds and restarts, fouls and misconduct, free kicks, and shootouts can also be found in the online rules.

A two-referee system will be used with each referee having equal responsibility on ruling of play.

When a foul or misconduct has taken place the referee shall award the offended team a free kick that may be a direct or indirect kick. An indirect free kick is a free kick from which a goal may not be scored unless another player from either team touches the ball. A direct free kick is a free kick from which a goal may be scored against the offending team. When a free kick is awarded all opposing players must be at least ten yards away from the ball.

KEY RULE VARIATIONS

There is NO OFFSIDES in IM recreational soccer.

There is absolutely NO SLIDE TACKLING in IM recreational soccer. This rule applies to all players including the goalkeeper. In IM recreational soccer, a slide tackle occurs when a player leaves his/her feet and leads with his/her feet to play the ball while the ball is in the proximity of another player. A slide tackle does not require that any contact occur between players.

On the first offense, a slide tackle will result in a blue card for the offending player and a direct free kick awarded to the offended team. The offending player is immediately dismissed for the remainder of the match, but can be replaced by an eligible substitute. This is a disqualification not an ejection. A player's dismissal due to a blue card will not necessarily affect the team's sportsmanship rating.

On the second and subsequent offenses, a slide tackle will result in a red card for the offending player and a direct free kick awarded to the offended team. The offending player is immediately dismissed for the remainder of the match and is not permitted to be replaced by the team. This is deemed an ejection and further disciplinary action may be taken. A player's dismissal due to a red card may negatively affect the team's sportsmanship rating.

At any time, if the slide tackle is deemed malicious (playing the player and not the ball and/or from behind), a red card will be issued to the offending player and a direct free kick will be awarded to the offended team. A red card is deemed an ejection, no player replacement is permitted, and further disciplinary action may be taken. Additionally, malicious play may negatively affect a team's sportsmanship rating.

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