

REC

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CSUSM Campus Rec

IM Speed Soccer Rules

Eligibility:

- All participants must be:
 - A Full-time/Part-time Student at CSUSM during the current semester.
 - Faculty/Staff
 - A Graduate Student
- Any player attempting to participate illegally will cause their team to forfeit the game, and player(s) will be suspended.
- Only 2 collegiate soccer athletes (1 male & 1 female) may be on any one team's roster.

Team Roster:

- Each team will consist of a maximum of 7 and a minimum of 6 players on the field.
 - Minimum # of females is 3
 - Minimum # of males is 1
- Each team may carry a maximum roster of 14 eligible players.
- Rosters may be modified up until the second game of the regular season: **Friday 2/19**.
 - NOTE: Any additions will still need to pay the **\$15** registration fee at the REC info desk and any dropped players WILL NOT receive a refund.
- ALL players must be registered on IMleagues.com otherwise they will not be permitted to participate
- Players must play in at least one regular season game to be eligible for the playoffs.

Game Regulations:

- Games will be played with two (2) twenty (20) minute halves with running time. There will be a 3-minute halftime.
 - There are NO timeouts.
- Teams will receive 3 points for a win, 1 point for a tie, and 0 points for a loss.
- Female goals count as 2.
- Mercy rule will take effect when there is a 10 goal differential between the two teams. The earliest the game will be called with a 10+ differential is with 10:00 remaining in the second half
- No jewelry, no hats with bills, or any other materials deemed unsafe by the officials/staff.
- Overtime will only be played during playoff games. Overtime will consist of two (2) five (5) minute halves using the golden goal (next goal wins) format. If the

REC

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game is still tied after overtime then the game will be decided using an alternating best of five-penalty shootout format.

- Order will be as such: Female-male-female-male-female
- If still tied after 5 penalties, it will go to sudden death penalty kicks.

Tie-breakers (Regular Season):

- Forfeits
- Sportsmanship Rating
- Goal Differential
- Goals For
- Goals Against
- Head to Head

Game Play:

- Officials are part of the game/field.
- There will be no offsides.
- **NO SLIDE TACKLING!**
 - May result in a yellow.
- Winner of the coin toss will have the choice of selecting a side to defend or selecting to kickoff.
- Goalies can use their hands inside the goalie box.
 - If the goalie touches the ball with his/her hands in the penalty box after the ball has been deliberately kicked to him/her by a teammate, then an indirect kick will be given to the opponents where the goalie touched the ball.
- A ball kicked out of play on the touchline will be restarted with a throw-in.
- A ball kicked out of play on the goal line by the defending team will result in a corner kick for their opponents. A ball kicked out of play on the goal line by the attacking team will result in a goal kick.
- If a team has clear possession of the ball when play is stopped then they shall receive an indirect free kick.
- Substitutions can only be made on dead balls and only with the permission of the referee. There are unlimited substitutions.
- All participants must wear the same color jersey; if one member of a team does not have the same color jersey then the entire team must wear pennies that will be provided by Campus Recreation.

Fouls:

A player that commits any of the following offenses will result in a **direct free kick** being awarded to the opposing team at the spot of the foul.

- Kicks or attempts to kick the opponent.
- Trips an opponent.

REC

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SAN MARCOS

- Charges an opponent in a violent or dangerous manner.
- Strikes or attempts to strike an opponent.
- Slide tackling.
 - NOTE: Goalie is exempt as long as the slide begins within the penalty box.
- Holds or attempts to hold an opponent.
- Pushes an opponent.
- Plays in a manner considered by the referee to be dangerous.
- Charges unfairly (i.e. with the shoulder when the ball is not in playing distance.)
- Handling the ball
 - Exception: When the goalie picks up an intentional pass from their team. Result = Indirect Free Kick.

A player that commits any of the following offenses will result in an **indirect free kick** being awarded to the opposing team at the spot of the foul.

- Obstruction- intentionally obstructing the player while not playing the ball.
- Dangerous Play
 - Ex: playing with the ball on the ground, high kicks, etc.
- When goalies:
 - Holds the ball in their hands for an unreasonable amount of time, as deemed by the referee.
 - Pick up an intentional back pass from a teammate.

A participant shall be cautioned (**yellow card**) for:

- Entering or leaving the field without the permission of the referee.
- Persistent infringement of any of the rules of the game.
- Objecting by word of mouth or action to any decision given by an official (dissent).
- Any incidental use of vulgar or profane language.
- Unsporting conduct, including, but not limited to:
 - Unnecessary delay
 - Holding a shirt/shorts
 - Deliberate verbal tactics
 - Encroachment
 - Deliberate handball to stop an attack
 - Deliberate tactical foul
 - Faking an injury
 - Simulating a foul
 - Player who displays reckless play
 - Illegally equipped player

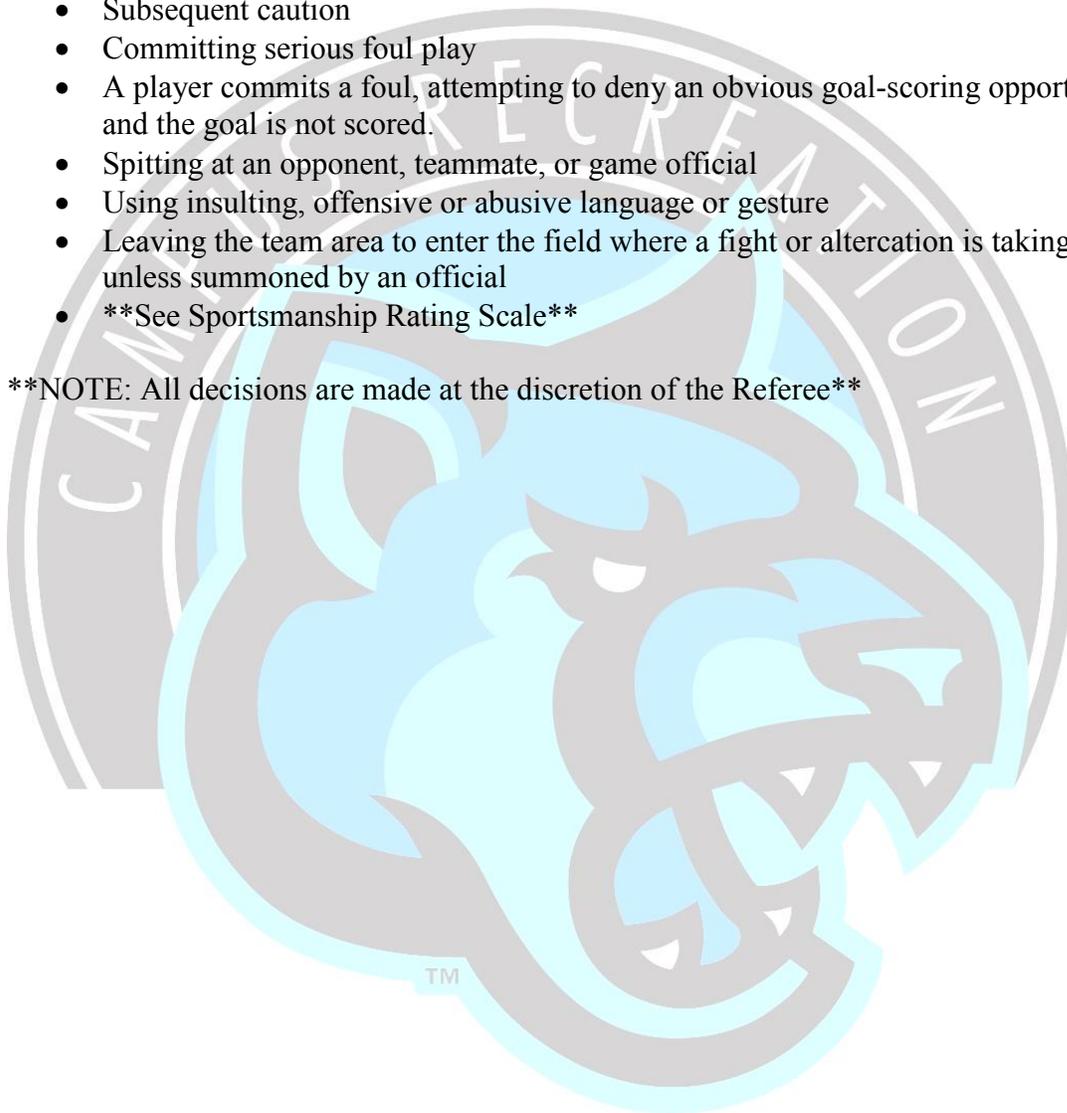
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A participant shall be disqualified (**red card**) for:

- Exhibiting violent conduct
- Taunting
- Subsequent caution
- Committing serious foul play
- A player commits a foul, attempting to deny an obvious goal-scoring opportunity, and the goal is not scored.
- Spitting at an opponent, teammate, or game official
- Using insulting, offensive or abusive language or gesture
- Leaving the team area to enter the field where a fight or altercation is taking place unless summoned by an official
- ****See Sportsmanship Rating Scale****

****NOTE: All decisions are made at the discretion of the Referee****



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Sportsmanship:

Following each game, officials and/or on-site supervisor will evaluate team behavior and award sportsmanship points to all teams. In order to be eligible for playoffs, a team must have an average regular season sportsmanship score of 4. Any team with an average regular season sportsmanship score less than 4 will forfeit their place in the playoffs. During playoffs, a minimum score of 4 will guarantee advancement for the winning team.

5

- Respect shown to the game and staff by the participants, coaches, and spectators. Participants speak to their peers and event staff appropriately at all times. Awarded to teams that show up prepared and are unable to play due to their opponents forfeiting.

4

- Participants display disagreement/frustration with decisions of staff/officials in an inappropriate manner. Minor incidents of unsportsmanlike behavior towards opponents, spectators, or staff. Examples include but are not limited to trash talk, cursing, publicly questioning an official's ability, mocking the opponent.

3

- Participants are not cooperative with staff. Captains displayed little to no control over their team. Repeated questioning of officiating abilities. Forfeiting a game.

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- Multiple unsportsmanlike penalties, the harassment of the officials, staff, or opponents by spectators.

1

- An ejection of any kind.

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- Fighting or any extenuating conduct as deemed by the officials; this includes threatening an employee. Any player on a team that receives a zero may be suspended indefinitely or subject to probation. Behaviors in violation of CSUSM standards for student conduct will be referred to the Dean of Students' Office.

**Any ejection or score of 2 or below may result in a meeting with the Team Sports Supervisor and a possible suspension or expulsion from the league.