

CU • STUDENT REC CENTER INTRAMURALS
3v3 SOCCER • RULES
Office Line: 303-492-2893 • Email: imsports@colorado.edu
Website: www.colorado.edu/rec-center/intramurals

ROSTER SIZE IS LIMITED TO 8 PLAYERS

Games will be governed by the current rules of the National Federation of State High School Associations (NFHS), with the following points of emphasis and modifications:

GENERAL

- Participants should have adequate health insurance to cover any injury which may occur.
- Alcoholic beverages and drugs are prohibited in the Student Recreation Center, on any Recreation Center Property and at all Intramural sanctioned events. Participation while under the influence of these substances is also prohibited these areas. Violations will be grounds for immediate ejection, forfeiture and possible season suspension.
- NO JEWELRY is allowed in any Intramural Competition.
- **Game time is forfeit time! Players should check in with the Intramural Supervisor at least 15 minutes before their scheduled game time. If you do not have enough players to field a team at your game time, your team will receive a Forfeit. NO EXCEPTIONS!**
- **No Buff OneCard = No Play! All Intramural Participants are required to have either their Buff OneCard or Recreation Center Membership card with them at EVERY Intramural Event. Failure to do so will result in ineligibility. NO EXCEPTIONS!**

ELIGIBILITY

- Every eligible Intramural Participant must be a full fee paying CU Student or Recreation Center Member.
- Every eligible Intramural Participant must present their “Buff OneCard” or Recreation Center Membership Card in order to check in before every game. If a player fails to have one of these two proofs of identification, they will not be allowed to participate. NO EXCEPTIONS!
- Players may play on only one team per sport per session (with the exception of being allowed to play on a Co-Rec team and a team of their own gender in the same sport)..
- **Intercollegiate Athletes:** Current intercollegiate athletes are not eligible to participate in their sport or any related sport. An intercollegiate athlete is any individual participating in intercollegiate contests attending regular practice, whose name appears on the official squad list, or who has won a letter at a recognized senior college. Varsity, red shirts, junior varsity players and freshman are all considered intercollegiate athletes. You are considered an intercollegiate athlete for one entire academic year unless you have been dropped from the squad before the first intercollegiate contest and no longer playing or practicing with the team.
- **Club Players:** A member of a club sport is defined as a student who participated or practiced with the club during the current academic year. Intramural teams are limited to 3 club players per team in their specific sport or any related sport and they must play in the most competitive league.

TEAMS/ SUBSTITUTIONS

- A team of three players is allowed on the field at a time. Teams must have at least two players on the field by game time to be eligible to start the game.
- An Honest Effort Forfeit (HEF) will be given to teams that have only one player at game time. Teams with any less than this will be given a standard Forfeit. Any team receiving an HEF will be given 3.0 points towards their sportsmanship rating.
- One player may finish the game if the team has a reasonable chance of winning (as deemed by the Intramural Staff).

- Intramural 3v3 Soccer is an Equal Opportunity (EO) Intramural Sport and therefore may be played with any combination of players, regardless of gender.
- There are no goalkeepers in Intramural 3v3 Soccer.
- Substitutions may be made during dead-ball situations, regardless of possession.

UNIFORM/EQUIPMENT

- Teams are required to wear shirts of the same color. Team color must be the color chosen by their captain at the time of registration.
- If both teams are wearing the same color jersey, scrimmage vests will be given to the away team.
- Players must wear appropriate athletic-style clothing to all Intramural Events. Some examples of inappropriate clothing would be such items as jeans, button-down shirts, sandals, dress shoes, boots, etc. The Intramural Staff has the final decision on what is deemed appropriate and inappropriate.
- Players may not wear hats, watches, or any sort of jewelry.

THE GAME

Intramural 3v3 Soccer is self-officiated

LENGTH OF GAME

- The game shall consist of two 12-minute halves separated by a two minute halftime period OR the first team to reach 12 goals, whichever comes first.
- The Game Clock does not stop (except for injuries as determined by the Sports Supervisor)
- The Supervisor has the official time on the field and holds the right to take necessary action if he/she feels that a team is delaying the game.

TIMEOUTS

- There are no timeouts in Intramural 3v3 Soccer.

CAPTAIN'S MEETING

- At the beginning of each game there will be a captain's meeting. Supervisors will go over any questions or rule changes with captains at this time.

STARTING THE GAME

- A coin toss will determine direction and possession before the start of the game. .

SCORING

- A goal may only be scored from a touch (offensive or defensive) within the team's offensive half on the field. The ball must be completely on the offensive half of the field, and cannot be touching the mid-line (Example: kick-off).
- If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded.
- If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.

MERCY RULE

- There is no Mercy Rule in Intramural 3v3 Soccer.

OVERTIME

- There is no overtime in the round robin games. Overtime only occurs in the playoffs.
- Playoff overtime shall consist of a three minute "golden goal" overtime period with a coin toss to decide kick-off/direction.
- The first team to score in overtime is the winner.
- If no team has scored in the 3-minute overtime, the winner shall be decided in a shootout with a coin toss to decide team kicking order.
- The three players from each team remaining on the field at the end of the overtime period will be the only players to kick for their team. The remaining three field players after overtime regulation will rotate, alternating teams with each kick. The first round of penalty kicks the 3 players on the field from each team will alternate in a sudden death penalty kick format until one team scores

unanswered. If one team has received a red card during the game and finishes with 2 players on the field, a remaining roster player (other than the red carded player) must be chosen to kick in the rotation of penalty kicks. If the red-carded player is the last remaining roster player, one of the two field players must kick twice.

FOULS/PENALTIES

- **Cautioned Players (Yellow Card):** Players that receive two yellow cards in one game will result in a red card. (Please see red card rule). Any player accumulating three yellow cards during a tournament will automatically be suspended for their next game (no exceptions).
- **Player Ejection (Red Card):** Intramural Supervisors have the right to eject a player, coach or spectator from the game for continual disobedience or as a result of an incident that warrants sending off. The team may then continue with their players. However, if the player receiving the red card was on the field of play, the team must complete the entire game a player short. The player receiving the red card will automatically be suspended for their next game (no exceptions). Players or coaches that are red carded must leave the immediate playing area, including the fan and team areas. If the player delays or refuses to leave, the game will be forfeited in favor of opposing team (regardless of the score at the time of the incident).

****If players are red carded for fighting, they will be ejected from the tournament and are subject to removal from the facility for the duration of the event.**

GOAL BOX

- There is no ball contact allowed within the goal box, however, all players may pass through the goal box as long as they do not touch the ball while in the box.
- If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last.
- Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such.
- If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team.
- If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. The plane of the goal box extends upward.

RULE CLARIFICATIONS

DELAY OF GAME

- Any player may be cautioned with a yellow card if it is deemed by the supervisor that the player is intentionally wasting time .e.g.: if a player intentionally kicks the ball long distances away from the playing field in order to waste time.

OFFSIDES

- There is no offsides in 3v3 Soccer.

SLIDE TACKLING

- There is no slide tackling in 3v3 Soccer.
- If a player is sliding, no contact is allowed. If a player slides and contact is initiated, a free kick shall be awarded. This does not prevent players from sliding to stop/intercept a ball where contact is not initiated during the slide. Example: a player may slide to save a ball from going out-of-bounds.

HAND BALL

- Deliberate handling of the ball that denies a team of an obvious goal-scoring opportunity will result in one of the following:
 - A penalty kick (at the discretion of the supervisor)
 - A yellow or red card given to the player committing the hand ball (at the discretion of the supervisor).

KICK OFF

- The kick off may be taken in any direction. You cannot score directly from a kick off (ball must be 100% over the mid-line to be considered on the offensive half of the field).

KICK INS

- The ball shall be kicked into play from the sideline instead of thrown in. The ball is considered in play when the ball is touched and moves one full rotation.

FIVE YARD RULE

- In all dead-ball situations, defending players must stand at least five yards away from the ball.
- If the defensive player's goal is closer than five yards, the ball shall be played five yards from the goal box in line with the direction of play prior to the penalty.

DIRECT & INDIRECT KICKS

- All dead-ball kicks (kick-ins, kick-offs, free kicks) are indirect with the exception of corner/penalty kicks.

GOAL KICKS

- Goal kicks may be taken from any point of the end line.

PENALTY KICKS

- Penalty kicks shall be awarded if, in the supervisor's opinion, a scoring opportunity was nullified by an infraction (the infraction does not automatically result in a red card).
- Penalty kicks are direct kicks taken from the center of the mid-line with all players (on both teams) behind the mid-line.
- Penalty kicks are dead ball infractions.
- If a goal is not scored, the defense obtains possession with a goal kick.

CONDUCT/SPORTSMANSHIP

- Fighting and unsportsmanlike conduct will not be tolerated and are grounds for the entire team and all its members being dropped from the league and/or Intramural Program. Any team whose members leave the bench will result in the entire team being suspended for at least the semester.
- Any abusive language, physical gestures and untimely or inappropriate questioning of calls directed at any Intramural Staff, Participant or Spectator is grounds for ejection. Bench technicals may be called; therefore team captains are responsible for controlling their respective benches.
- Pre and post-game: harassing of any Intramural Staff, Participant or Spectator, any unsportsmanlike conduct or lack of cooperation, is subject to penalty from a mild warning to complete expulsion from the program.
- The Intramural Supervisor has the ability to award penalties and/or ejections to any Intramural Participant or Spectator at any point in time.
- Only Captains may address the Intramural Staff on matters of interpretation and discussion.
- Teams are required to clean up after themselves and keep the Intramural playing area clean. Failure to do so can impact your sportsmanship rating.