

REC

CALIFORNIA
S T A T E
UNIVERSITY
SAN MARCOS

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.
- REGISTRATION
 - Players must have successfully registered and paid using IMLeagues.com and be on their team's roster before the 2nd day of the season.
 - Any player attempting to participate illegally will cause their team to forfeit the game, and player(s) will be suspended.

Team Roster:

Co-Rec

- Each team will consist of a maximum of 7 and a minimum of 5 players on the field. You must have at least 5 players to start the game.
 - Minimum # of females on field is 3 (7v7), 3 (6v6), 2 (5v5)
 - Minimum # of males on field is 1
 - If teams only have 6 players, 4 males and 2 females, they must play a player down: 3 males and 2 females
- Each team may carry a maximum roster of 14 eligible players.
- 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.

7v7		6v6		5V5	
Females	Males	Females	Males	Females	Males
6(max)	1(min)	5(max)	1(Min)	4(Max)	1 (Min)
5	2	4	2	3	2
4	3	3 (Min)	3	2 (Min)	3 (Max)
3(min)	4(max)				

Open

- Any combination of males & females can play on a team

➤ **Pregame:**

REC

CALIFORNIA
S T A T E
UNIVERSITY
SAN MARCOS

- All players must check-in with their CSUSM student ID cards at the OPS table before entering the game.
 - Any individual without a CSUSM ID will NOT be eligible to participate in the game. Any other forms of identification are not accepted.
- Please arrive 10-15 minutes before the start of the game to ensure all participants are checked-in and ready to play.
- Late arriving players must check in with the scorekeeper before entering the field.

➤ Forfeits:

- **The forfeiting team will be charged a \$50 forfeit fee and will receive a sportsmanship score of 3. Unless a 48-hour notice is given, the fee will be waived, but a sportsmanship score of 3 will remain.**

*** Ways to forfeit a game: ***

- Failure to field minimum number of eligible players required by 10 minutes after game time.
- Double Forfeit: both playing teams are not ready by 10 minutes after game time.
- All forfeit fee payments must be received by Campus Recreation prior to the next regularly scheduled game. Failure to pay the fee will result in the team forfeiting the next game and may be subject to an additional forfeit fee.

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.
- **ALL goals count as 1.**
- Mercy Rule will take effect immediately when there is a 5-goal differential between the two teams. The earliest the game will be called with a 5+ differential is with 5:00 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 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.
- LATE PENALTY:
 - 2 minutes- 1 goal
 - 4 minutes- 2 goals
 - 6 minutes- 3 goals
 - 8 minutes- 4 goals
 - 10 minutes- Forfeit

REC

CALIFORNIA
STATE
UNIVERSITY
SAN MARCOS

Tie-breakers (tied on points in 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 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 goalie may pick up a ball passed indirectly to the goalie-via a header, chest, knee pass, etc.
 - A goalie may slide within their box to grab the ball
 - A missed slide tackle may result in a PK.
- A ball kicked out of play on the touchline will be restarted with a throw-in.
 - Both feet must remain on, or behind, the sideline on the ground (no part of the feet should be on the field of play)
- 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. (A goal cannot be scored from a kickoff. Kickoff is a designated indirect kick)
- If a team has clear possession of the ball when play is stopped, 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 foul's spot.

- Kicks or attempts to kick the opponent.

REC

CALIFORNIA
S T A T E
UNIVERSITY
SAN MARCOS

- Trips an opponent.
- Charges an opponent in a violent or dangerous manner.
- Strikes or attempts to strike an opponent.
- Slide tackling.
 - NOTE: Goalie is exempt if 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.
- Dangerous Play:
 - The High Kick (raising the foot above the waist level)
 - Is another act that may, or may not, be dangerous play.
Determination must be made as to the proximity and danger to an opponent or any player.
 - A Plunger Tackle
 - Where the player jumps onto the ball with two feet together, it could cause injury to a nearby opponent.
 - Scissors or bicycle kicks
 - Are not permitted in the game

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

- Obstruction- intentionally obstructing the player while not playing the ball.
- Dangerous Play
 - Ex: playing with the ball on the ground, high kicks, etc.
 - Unintentionally Lying on Top of The Ball
 - (By a field player) should not be penalized until an opponent is near and prevented from playing the ball in fear of injuring the player lying on top of it.
 - Low Header
 - Situation when a defender dives with their head in a low position to contact the ball but is close to an opponent who may be trying to kick the ball. This is clearly dangerous play, but the Referee should allow an exception for the goalkeeper who is attempting to dive on the ball.
 - 50/50 Balls in the Air
 - If 2 players are trying to get a ball in the air, both must remain in their own vertical plane with their hands down or at their sides.

REC

CALIFORNIA
S T A T E
UNIVERSITY
SAN MARCOS

- In an event that a player jumps for the ball with their hands/elbows out in attempts to guard off an opponent and comes into contact with an opposing player, the play will result in an indirect kick.
- 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

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****

REC

CALIFORNIA
S T A T E
UNIVERSITY
SAN MARCOS

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. 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 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.

2

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

1

- An ejection of any kind.

0

- 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 Assistant Director of Campus Recreation and a possible suspension or expulsion from the league.