

# Florida Gateway College

## Soccer

"I am a member of a team, and I rely on the team, I defer to it and sacrifice for it, because the team, not the individual, is the ultimate champion." a quote taken from Brinna Scurry.

### **First and foremost:**

Sportsmanship is a very important part of intramural sports at FGC. Any player not showing sportsmanship can be dismissed from the game. Some examples of behavior that could get you dismissed from the game include (but are not limited to): using foul language, violently protesting a call, cursing an intramural staff member, etc. Anyone acting inappropriately will be removed from the game and will also be suspended from his/her team's next game. In addition, he/she must meet with the Coordinator of Intramural Sports during office hours (Monday through Friday, 9:00 a.m. to 4:00 p.m.) before he/she is allowed to participate again. Excessive dismissals can result in overall suspension from Intramural Sports for one calendar year. Any player who touches an official or staff member will be placed on suspension from all Intramural activities for a minimum period of one calendar year from the time of the incident.

### **Players:**

Seven is the maximum number of players on a team: four field players and three substitutes. Four players are on the field at a time. Minimum number of players on the field is three. There are no goalkeepers.

### **Game Play:**

- Games will consist of (2) fifteen minute halves with a 5 minute half time - exchange goals at half.
- Game time is forfeit time, as kept by the official's watch. Four rostered players shall constitute a full team.
- A goal may be scored from anywhere on the field. The ball changes possession after a goal is scored.
- Time does not stop for any reason except injuries.
- A player shall be penalized if he/she intentionally kicks, strikes, or jumps at an opponent, or attempts any such action. **PENALTY - Direct Free Kick** (see more details below)

**Kick-Off:**

Each half begins with a kick-off. There is also a kick-off after a goal by the team not scoring. The team that is not kicking-off must remain outside the center circle. The kicker must move the ball forward (even slightly), and then may not touch the ball again until someone else has touched it.

**Cards:**

Red/Yellow: Cards will be issued as in regulation soccer. Yellow cards are given as warnings, 2 yellow cards are equivalent to a red (ejection) card. Anyone receiving 2 red cards in a season will be suspended for the remainder of the season.

One red card results in ejection from the present game and suspension from the next scheduled game.

**Direct Free Kick (DFK):**

Awarded to the other team when a penal (major) foul is committed. The ball is spotted where the offense occurred and the defenders must remain at least 10 yards from the ball until it is first touched. The ball can be struck directly in to the goal, but often the kicking team uses a set play to get the ball to a player in better scoring position. Anyone on the team (not just the fouled player) may take the DFK.

**Indirect Free Kick (IFK):**

An IFK is awarded when a non-penal (minor) foul is committed. The IFK must be touched by another player before it enters the goal.

**Actions that can get you removed from the game:****8 Major Fouls**

1. Kicking at an opponent, not the ball. Contact does not have to be made.
2. Tripping an opponent. The player does not have to fall down.
3. Jumping at an opponent. Contact does not have to be made.
4. Charging an opponent violently or from behind.
5. Striking (hitting) or attempting to strike an opponent.
6. Pushing an opponent.
7. Holding an opponent.
8. Spitting at an opponent (red card offense).

**Special note:** These rules are strictly designed for both the intramural player that may have never played the sport and those with a significant amount of experience. Therefore, anyone seen **deliberately slide tackling or leaving their feet will be expelled from the game.**

**Encouraged clothing:**

Matching color shirts for your team which are free of hard, unyielding items. Appropriate playing shoes, which consists only of athletic shoes. Non metal cleats are allowed. No, boots, high heels, etc.