Players:
Outdoor soccer will be played with 7 players including the goalie. Each team must have a minimum of five (5) players to start the game.

NOTE: Team members must be listed on the team roster. Rosters are final as of the Friday before the scheduled game. Participants can only play on one team. Current Drew men’s and women’s soccer players are ineligible to play in the same academic year.

Equipment:
All players must wear soft-bottomed (or rubber-molded) shoes, but preferably cleats (no metal). Sandals and boots are prohibited.

Each team must wear common colored shirts. The team listed first on the schedule is the home team and will wear a white colored shirt. The second team listed is the away team and will wear a dark colored shirt.

Field:
The full (turf) field will be split in half, with the goals on each end line and back-to-back in the center of the field.

Forfeiting/Playoffs
After more than one forfeit, teams are ineligible to make the playoffs. Teams must average a 3.0 or better in the regular season to be eligible for playoffs and maintain at least a 3 in sportsmanship in each playoff game to continue to the next round. Teams may cancel games in advance to avoid forfeits. Canceled games may not be made up.

Game:
Two (2) 20-minute halves are played with a continuous clock. Half time will not exceed 5 minutes. (The Indoor Tournament will consist of two (2) 15-minute halves).

There will be no off sides (unless cherry-picking which is standing by the goal without being marked). Out of bounds is when the ball leaves field of play in which case the team that causes it to go out of play will lose possession and it will be turned over to the other team at the point of exit.

Unlimited substitutions may be made at any time including during a "live" ball situation. All substitutions must be made from the defensive end line.

If play is stopped by the official for an injury, or unusual delay the ball shall be put back into play by a drop ball. If a team has undisputable possession of the ball when play is stopped, they shall be awarded an indirect kick. In all cases, the ball is put back into play from where it was when play was stopped. However, the ball is not to be dropped inside the penalty area, but at the nearest spot outside the area.

In goal kick situations, the defensive team will be awarded an indirect free kick from within 6-ft. of the goal. The kick must clear the 18 year box area before another player may touch the ball.

On all free kicks, the kicker’s opponent must remain at least 10 yards from the ball until it is put into play.
Any motion toward the ball by a defender before the offense puts the ball into play is considered encroachment. Failure to heed an official's warning will result in a yellow card for Unsportsmanlike conduct.

No slide tackles! Any player using a slide tackle (in the judgment of the official) will receive a yellow card, and the fouled team will be awarded a direct kick at the spot of the foul.

Penalty shots are unobstructed direct free kicks taken from the penalty spot, 12 yards from the goal. All players other than the designated kicker must be behind the shooter. A missed penalty shot will be a dead ball and play is restarted from a goal kick taken by the defending team.

Penalty shots will be awarded when the referee determines that a foul prevents a direct scoring opportunity (ex. a defensive player entering the crease to block a shot, or fouling a player with an open or close shot on goal).

Yellow Card – A player receiving a yellow card must sit out for two minutes of playing time. The entire two minutes of playing time must be served regardless of the developments on the field. The player serving the penalty period cannot be substituted, therefore his/her team plays short handed. The official will note the time of the infraction and release the penalized player when the penalty period has expired.

Red Card – If a player is awarded a red card by the referee, that player must sit out the rest of that game and is subjected to sit out the entire next game with the possibility of being excused from the league. A red card will result in a bad sportsmanship rating for the team, possibly resulting in an automatic expulsion from the playoffs, so precautions should be taken. During playoffs a red card could result in the individual or team expulsion from playoffs and is at the discretion of the Intramural Office.

**Tie Games:**
Regular season games (and pool play) may end in a tie and will be recorded as such.

All tie playoff games will result in a "SUDDEN VICTORY" five minute overtime period. A coin toss will determine which team will kick off/defend goal of choice. If the game is still tied after one overtime period, a "shoot-out" will determine the winner. A coin toss will determine which team kicks first. Each team will receive 5 penalty shots to be taking alternately by those on the field at the end of the overtime. Ejected players or players out during penalty minutes are not eligible to participate in any portion of the "shoot-out". Teams will alternate shooters. If the first series of kicks does not determine a winner then other series will follow until there is a winner.

**NOTE:** Rules are subject to change without notice at the discretion of the Intramural Department.