



HOSTED BY CAL STATE FULLERTON

PACIFIC SOUTHWEST CONFERENCE 2020

SOCCER RULES



Soccer

Pacific Southwest Conference 2020

OBJECTIVE

To build and further enhance teamwork skills outside of an academic setting with some friendly competition.

EVENT DESCRIPTION

An outdoor soccer tournament where teams are randomly placed in an elimination bracket. The tournament will consist of a 9 vs. 9 full field game.

PARTICIPATION RULES

- Each school can only enter one team
- Each team must consist of at least 7 members
- Each team member must be a registered participant of PSWC 2020
- Each team must include 2 underclassmen
- Each team must always include 2 females on the field
- Each team must have a designated captain. Only captains may discuss the games with referees
- Failing to meet these requirements will result in disqualification

DRESS CODE

- All participants must wear closed-toed shoes and non-marking shoes must be worn. (Soccer cleats allowed)
- No hats, bandanas, do-rags etc. are to be worn during the games (except for religious purposes)
- No jewelry, watches, piercing, or any other accessories are to be worn during the game

GENERAL RULES

1. California State University Fullerton does not take responsibility for injuries that are related to the activities of this event.
2. All rules are to be respectfully followed. Rule interpretations will be left up to the officials and any disputes not explicitly stated in the rules will be up to the officials' discretion.
3. Only captains can discuss the game with the official. Team Captains are responsible for their team members and fans. Obscene and/ or abusive language will not be tolerated. Participants or spectators using obnoxious behavior or foul language will be penalized by having one less player for a period of 3 to 5 minutes or result in a penalty.
4. Each school may enter one team only.
5. Teams must start and end the game with at least 7 players (including the goalie)
6. The maximum number of players allowed on the field at any time is 9.



7. Each team member must be registered participant of the PSWC 2020
8. Teams must have at least two female players and two underclassmen students on their team before they can begin playing.
9. An underclassmen female engineering student will count towards both the underclassmen and female count on each team.
10. Two female students must always be in the game or the maximum number of players on the field will be limited to 8.
11. Team will randomly be assigned into an elimination bracket.

EQUIPMENT

1. Players must wear athletic type shorts/pants.
2. Each player must wear athletic shoes.
3. Players may not participate with equipment that the officials deem dangerous to participants. Hard cast, metal or plastic braces from previous injuries (excluding knee braces), hats, and jewelry of any type are examples of illegal equipment. All visible body piercing must be removed.
4. Players may wear cleats if they are not metal or screw in cleats of any kind.
5. It is highly recommended that players wear shin guards designed for soccer use.
6. Goalies' jersey must be distinct from teammates and opponents' jerseys.
7. No jerseys will be provided.

DELAY OF TIME AND FORFEITS

1. If a team does not have at least 7 players signed in at game time, that team will be given 5 minutes to have the remaining players sign in before the game is declared a forfeit. If neither team has 7 players signed in, both teams will have 5 minutes to have the remaining players sign in before the game is declared a double forfeit. If one team is signed in and ready to play, they will be awarded a goal every 2 minutes within the 5 minutes until the unprepared team shows up or until the 5 minutes are up and the unprepared team must forfeit. The prepared team will automatically win based on the amount of goals awarded during the 5-minute waiting period.
2. Any game forfeit for team misconduct will be scored as five goals or the current score total for the winning team and the losing team shall receive zero goals.
3. Any team receiving any number of yellow and/ or red cards resulting in 3 ejections will forfeit the game for lacking the minimum of 7 players.

GAMEPLAY

1. The game shall be played between two teams of at least 7 players each, one of whom must be the goalkeeper.
2. All teams are required to start with at least 7 players. Only 9 players may be allowed on the field
3. Substitutions may only be made during a team's own throw in, corner kick, or goal kick. Substitutions may be made during kickoffs or injury.
4. Goals will be recorded by the referee.



GAME TIMING

1. The game will be played in two halves; the length of each half will last for 15 minutes. The clock will stop for injuries recognized by the officials. A total of 5 minutes of stoppage time will be allowed for the overall game if the officials decide to. Meaning up to 2 minutes and 30 seconds extra time per half.
2. All teams are required to start with at least 7 players. Only 9 players may be allowed on the field
3. Substitutions may only be made during a team's own throw in, corner kick, or goal kick. Substitutions may be made during kickoffs or injury.
4. Goals will be recorded by the referee.

SCORING

1. A goal is scored when the entire ball passes over the goal line, between the goalposts and under the crossbar.
2. A ball may be kicked, headed, or deflected with any other part of the body other than the hands or arms through the opponent's goal.
3. Each goal counts as one point. Goals will be recorded by the referee.

CORNER KICK

1. When the ball goes out of bounds over the end line and is last touched by the defensive team, the offensive team is awarded a corner kick
2. The kick is taken from the corner of the end line and sideline.
3. The defensive team may protect the goal with as many players it considers necessary.
4. Opponents must be ten yards away from the ball when the kick is taken.

GOAL KICK

1. When the ball goes out of bounds over the end line and is last touched by the offensive team, a goal kick is awarded to the defensive team. Any player on the offensive team may make the kick.
2. The kick is taken from anywhere inside the six-yard box in front of the goal, or on the six-yard line.
3. The opposing players must be outside of the penalty box.
4. Penalty for Improper Goal Kick: The kick is retaken if the ball is not kicked beyond the penalty area.

DIRECT FREE KICK

1. The following offenses are penalized by a direct free kick at the point of the foul:
 - a. Touching the ball with hands or arms is not permitted unless you are the goalkeeper in the penalty area.
 - b. Hold, hitting, punching, pulling, kicking or tripping an opponent.
 - c. Placing hands and arms on an opponent from behind.
 - d. Slide tacking/Charging an opponent from behind.



- e. Flagrant/Dangerous plays such as high kicks and low headers.
2. The kick is taken from the location at which the violation occurred. All members of the opposing team must be at least 10 yards away from the ball. The ball may be kicked in any direction and a goal may be scored on this kick.

PENALTY KICK

1. A penalty kick results whenever a direct free kick is awarded to the offensive team inside the penalty area regardless of where the ball is in play. The kick is taken from the penalty mark, inside the penalty box.

INDIRECT FREE KICK

1. The following offenses are penalized as an indirect free kick: Playing the ball a second time before being touched by another player during any free kick.
 - a. Interfering with the goalkeeper when he is attempting to clear the ball.
 - b. Non-flagrant, dangerous play
 - c. The goalkeeper receiving in his/her hands a ball intentionally kicked or thrown by a teammate.
 - d. Obstruction
 - e. Any team member team may take the indirect free kick. The kick is taken from the location at which the violation occurred. A goal may not be scored on this kick unless the ball is touched or deflected by any player before going through the goal.

THROW IN

1. When the ball goes out of bound, the ball must be thrown in by the opposing team. Improperly throwing in the ball will result in the opposite team tacking possession of the ball and throwing it in

GOALKEEPER

1. Both hands must be holding the ball in order to be considered goalies ball.
2. Once the goalie has possession, the goalie has 7 seconds to release the ball into play. If the goalie fails to release the ball on time, it will result in an indirect free kick for the opposing team based on wherever the goalie is standing.
3. The goalie may not push opposing players or throw the ball at opposing players.



SLIDE TACKLING

1. For a slide tackle to be permissible, the foot or feet shall be on or near the ground, the tackle shall be for the ball and not the opponent, the ball shall be played first, and it shall be judged as not dangerous or violent. A slide tackle may never come from behind a player blindly; this is up for officials' interpretation and will result in a red card. A dangerous slide tackle will result in a yellow card.
2. No player shall, in any manner, charge into the goalkeeper in the penalty area. Any player in violation shall receive a warning (yellow card).
3. If the goalkeeper is in possession of the ball, the official shall disqualify (red card) without hesitation the offending player(s). However, outside the penalty area, the keeper only has the privileges of any other fielder.
4. Goalkeepers may slide toward the ball to protect the goal or win a challenge provided the slide is toward the ball. Dangerous play will be penalized as would be for any other player.
5. Slide tackles toward the goalie are not permitted even if the goalie does not have full possession of the ball
6. If one hand is holding the ball on the floor when a play is blocked, players can still take the ball away from the goalies' hands by kicking/tapping it out of their hand, since the goalie does not have full possession of the ball.
7. A dangerous slide tackle will result in a foul if done carelessly as may result in a yellow or red card. Officials will have the final say.

CAUTIONS AND EJECTIONS

1. A yellow card may be issued at any time when warranted, at the official's discretion. Verbal warnings or cautions are not necessary for a yellow card.
2. Any player receiving two yellow cards, or one red card will be ejected from the game.
3. Any player accumulating two yellow cards, or one red card will miss the next game.
4. Once ejected from a game the player is not allowed to return, and the team plays short a player for the remainder of the game.
5. Violent conduct can result in an ejection (red card).