

# ASCE



# SOCCER

**Pacific Southwest Student Symposium 2023**



**HOSTED BY:**  
**California State University, Northridge**  
**March 23-25, 2023**

# Soccer

## 1. OBJECTIVE

The objective of the Soccer Competition is to build and further enhance teamwork skills outside of an academic setting with some friendly competition.

## 2. EVENT DESCRIPTION

An outdoor soccer tournament where teams are randomly placed in a single elimination bracket. The tournament will consist of a 7 vs. 7\* full field game. The duration of the game shall be two equal halves of 20 minutes each with a continuous running clock unless the winning team is stalling. The clock is stopped only when a serious injury exists or if it is deemed necessary in the judgment of the official.

\*Bracketing: A consolation game to decide 3rd and 4th place will not take place, but instead be based on the final score. The team who scored more during the semi-finals will be 3rd.

\* Edit

## 3. 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 PSWS 2023
- 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

## 4. DRESS CODE

- All participants must wear closed-toed shoes and non-marking shoes must be worn. Players are permitted to use cleated soccer shoes provided that rubber cleats are short and molded into the sole of the shoe. Rubber screw-on cleats will be permitted provided they are secured into the sole of the shoe and are not sharp.
- Jeans and cut-off shorts are not allowed.
- It is recommended that participants wear shin guards in order to prevent injury

- No jewelry, watches, or other accessories must be worn (This includes, but is not limited to, earrings, wedding rings or bands, other rings, necklaces, bracelets, rubber bands, and metal barrettes.) The only exception to this rule is a medic alert bracelet or necklace. In that case, it must be taped down. If you refuse to remove your jewelry you will not be allowed to participate. Any player in the game found wearing illegal jewelry must immediately be replaced by a substitute. The player may not re-enter the game until all jewelry has been removed. If there is no substitute available, the offending player cannot re-enter the game until the first substitution opportunity after the clock has properly started. Continual violation of the jewelry rule can result in a technical foul charged to the player.

## 5. GENERAL RULES

1. California State University Northridge does not take responsibility for any injuries that may take place during this event.
2. Team representatives including players, spectators, team managers, and coaches are ALL subject to the SRC Intramural rules and regulations.
3. All interpretation of the rules will be left to the officiating party, and any disputes for rules not explicitly stated will fall into the same jurisdiction.
4. **PLAYERS AND SUBSTITUTES**
  - 4.1. a.) The game shall be played by two teams, each consisting of no more than 7 players, including the goalkeeper. Five players are needed to begin and continue a game.
  - 4.2. b.) There shall be one designated team captain per team. The captains shall be the only players who may address an official on matters pertaining to the rules.
  - 4.3. c.) There may be unlimited substitutions. Substitutions must be made only during your team's corner kick, your team's throw-in, any team's goal kick, after a goal, between halves, or in the event of an injury. There is no substitution for a player ordered off the field. Substitutes must be recognized by the official.
  - 4.4. d.) A player must leave the game when he/she is bleeding, has an open wound, or an excessive amount of blood on his/her uniform.
  - 4.5. e.) In order for a player to substitute, he/she must be listed on the roster.
  - 4.6. f.) One of the players may change places with the goalkeeper during a stoppage in play provided notice is given to the referee.
5. Each school may enter one team only.
6. The maximum number of players allowed on the field at any time is 7.
7. Each team member must be a registered participant of the PSWS 2023.

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. Teams will randomly be assigned into an elimination bracket.

## **6. PLAYING COURT AND 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 piercings 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' jerseys must be distinct from teammates' and opponents' jerseys.
7. No jerseys will be provided.
8. The penalty area is an area in which the goalkeeper cannot be charged if he/she is jumping or running for the ball and where the goalie can use his/her hands.
9. The dimensions shall indicate a rectangular shape with a length of 70 yards and a width of 35 yards.
10. Markings on the field shall be distinctive white lines.
11. The penalty area is an area in which the goalkeeper cannot be charged if he/she is jumping or running for the ball and where the goalie can use his/her hands.

## **7. GAMEPLAY**

### **THE GAME**

- a. The duration of the game shall be two equal halves of 20 minutes each with a continuous running clock unless the winning team is stalling.
- b. The clock is stopped only when a serious injury exists or if it is deemed necessary in the judgment of the official.

## START OF THE GAME

- c. To start a game, a coin toss (or some other random method) will be used. The team that wins the toss will have the option of starting the game with the ball at midfield or defending a specific goal. The team losing the toss has the second option and at the beginning of the second half will have the first option.
- d. At the referee's signal, the game shall be started by a player kicking the ball forward into the opposing team's half of the field. Every player shall be in his half of the field and every player of the opposing team shall remain not less than seven yards from the ball until it is kicked off. A goal may not be scored directly from a kickoff.
- e. The kicker may not play the ball again on the kickoff until it has been played by another player.
- f. After the kickoff, the second and subsequent players may kick the ball in any direction.
- g. After a goal is scored, the ball shall be taken to the center of the field and kicked off under the same conditions as when the game started.
- h. When restarting the game after temporary suspension of play, except on a free kick, the referee shall drop the ball at the place where it was when play was suspended and it shall be deemed in play when it touches the ground. A violation of this rule will result in the ball being dropped again. A goal may be scored directly from a drop ball.
- i. Teams shall change ends of the field at the start of the second half, and play shall then start with a kickoff by a member of the team opposite to that of the team taking the kickoff at the start of the game.

## 8. BALL IN AND OUT OF PLAY

- 1. The ball is out of play when:
  - a. It has completely crossed the goal line, end line, or sideline either in the air or on the ground.
  - b. The referee stops the game.
- 2. The ball is put back into play after it has crossed the goal line with a Goal Kick or Corner Kick depending on who touched the ball last. See Goal Kick and Corner Kick rules.



3. The ball is put back into play after it has crossed the sideline with a throw in. See Throw-In rules.
4. In the case of temporary suspension of play due to an injury or any cause, and one team is clearly in possession of the ball, the game shall be restarted by an indirect free kick by the team in possession at the point where the ball was when play was suspended.
5. The ball is in play at all other times from the start of the game to the finish including:
  - a. If it rebounds from a goal post crossbar into the field of play.
  - b. In the event of a supposed rule violation, until a decision is given.
  - c. If it rebounds from a referee.
6. When a drop ball occurs, the ball shall touch the ground before a player may touch it.
7. A player may be out-of-bounds and legally play a ball that is on the field of play.

## **9. 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. Including the goalkeeper. Five players are needed to begin and continue a game.
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 injuries.
4. Goals will be recorded by the referee.

## **SCORING**

1. A goal is scored when the ball has legally entered the goal. A legal goal is defined as the entire ball crossing the goal line; entering the goal between the goal posts and under the crossbar.

2. Any player other than the goalie deliberately stopping the ball from entering the legal goal area with their hands or arms will be issued a red card and ejected from the game.

### **3. TIE GAME PROCEDURE**

- a. During the regular season, tied games will end in a tie. In a tournament game, all ties will be broken. If a tie score exists after regulation time expires (during the tournament), a five-minute sudden-death overtime period will be played. If a tie score exists after the overtime period expires, a penalty kick shootout will occur. Both teams will be given an opportunity to kick 5 penalty kicks in an attempt to break the tie. The procedure will be as follows:
  - 1.) The official will flip a coin to see which team shall kick first.
  - 2.) Each team will designate 5 players to attempt a goal. The only eligible players to take penalty kicks are the ones who ended the game on the field
  - 3.) The goalie at the end of the game is to be the goalie for the shoot-out.
  - 4.) The team winning the toss may choose whether they would like to shoot first or second.

Teams will alternate shots from the penalty spot with the opposing goal keeper defending the goal.

1. If a tie still remains after each team has had 5 attempts, each team will alternate taking a kick until one team has scored one more goal than the other.
2. A goal is scored when the entire ball passes over the goal line, between the goalposts and under the crossbar.
3. 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.
4. Each goal counts as one point. Goals will be recorded by the referee.

## **10. CORNER KICK**

1. When the ball passes completely over the goal line, excluding between the goal posts, having last been played by one of the defending team , a member of the attacking team shall take a kick from the nearest corner area.

2. Players of the team opposing the corner kick shall not be within ten yards of the ball until it is kicked. The kicker is not allowed to play the ball a second time until another player touches it. A goal may be scored directly from such a kick.
3. Violation of this shall result in an indirect free kick for the opposing team from the spot of violation.

## **11. GOAL KICK**

1. When the ball passes completely over the goal line, excluding between the goal posts, having last been played by one of the attacking team, it shall be kicked beyond the penalty area from a spot within the six yard box.

## **12. DIRECT FREE KICK**

1. Free kicks shall be classified as “direct” (a goal may be scored directly against the offending side) or “indirect” (a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before passing through the goal). All free kicks may be kicked in any direction from the point where the infraction occurred, except at the penalty spot where the shot must be kicked forward.
2. Offenses for which a direct free kick can be given are violations of Rule 11 as well as the following:
  - a. A player playing the ball a second time before it has been played by another player at the kickoff, a free-kick, a corner kick, a goal kick if the ball is passed outside the penalty area.
  - b. Ball not kicked forward from a penalty kick.
  - c. Improper substitution
  - d. Dissenting by word or action from an official’s decision.
  - e. Unsportsmanlike conduct
3. To resume play after a player is ordered off the field for persistent misconduct or violent conduct.
4. When a free kick is being taken, a player of the opposite team shall not be within ten yards of the ball until it is in play, based on official’s discretion. A violation of this may cause player removal from the game. The ball must be stationary when



kicked, and after being kicked, the kicker shall not play the ball a second time until another player has touched it.

5. 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 tackling/charging an opponent from behind.
  - e. Flagrant/Dangerous plays such as high kicks and low headers.
6. 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.

### **13. PENALTY KICK**

1. Any infringement of rules which ordinarily requires the awarding of a direct free kick shall be punished by a penalty kick if a defending player commits the foul within the penalty area. The foul must be deliberate and/or unavoidable.
2. This does not apply to an indirect free kick.
3. A penalty kick can be awarded irrespective of the position of the ball, if it is in play at the time a deliberate offense by the defending team is committed within the penalty area.
4. A penalty kick shall be taken only from the penalty spot. All players, except the kicker and the opposing goalkeeper, shall be outside the penalty area and at least ten yards from the penalty spot. The goalkeeper must stand on his/her own goal line but may move side to side. No forward movement is allowed prior to the ball being kicked.

### **14. THROW IN**

1. When the ball passes completely over a touch line, either on the ground or in the air, it shall be thrown in from the point where it crossed the line, in any direction, by a player of the team opposite to that of the player who touched it last

2. The thrower, at the moment of delivering the ball, must face the field and part of each foot must be either on the touchline or on the ground outside of the touchline. The thrower shall use both hands with equal force and shall deliver the ball from over his/her head. The thrower may not play the ball again until it has been touched by another player. A goal shall not be scored directly from a throw-in.
3. There are no offside calls on a throw-in.

## **15. GOALKEEPER**

1. The referee shall remove any player who intentionally charges the goalkeeper.
2. Outside the penalty area the goalie has no more privilege than any other players do.
3. When in possession of the ball, the goalkeeper may not carry it more than four steps. The keeper is limited to one bounce while advancing the ball. "Bouncing" means definite loss of contact with the ball called handball in penalty area.
4. The goalkeeper shall not deliberately delay in getting rid of the ball when in his/her possession.
5. The goalkeeper in possession of the ball must not be interfered with or impeded in any manner by an opponent until he/she clears the ball.
6. Goalies may not pick up a direct pass from a teammate, unless it is passed by the teammate's head.

## **16. 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 and may result in a yellow or red card. Officials will have the final say.

## 17. FOULS

1. A player who intentionally commits any of the following nine offenses will be penalized.
  - a. Kicks or attempts to kick an opponent.
  - b. Trips an opponent i.e., throwing or attempting to throw him/her by the use of the legs or by stopping in front or behind him/her.
  - c. Jumps at an opponent.
  - d. Charges an opponent in a violent or dangerous manner.
  - e. Charges an opponent from behind unless the latter are obstructing.
  - f. Strikes or attempts to strike an opponent.
  - g. Holds an opponent with his/her hand or any part of his/her arm.
  - h. Pushes an opponent with his/her hand or any part of his/her arm.
  - i. Handles the ball i.e., carries, strikes, or propels the ball with his hand or arm (This does not apply to the goalkeeper within his/her own penalty area.)
  - j. Slide tackles an opponent.

**PENALTY:** Direct free kick to be taken by the opposing side from the place where the offense occurred.

**PENALTY:** Defensive player within the penalty area – penalty kick.

2. A player committing any of the four following offenses shall be penalized.
  - a. Playing in a manner considered by the referee to be dangerous, i.e., high kicking when an opponent is within playing distance.

- b. Shoulder charging if the ball is not within playing distance of either player.
- c. Intentionally obstructing an opponent, i.e. running between the opponent and the ball or interposing the body so as to form an obstacle to an opponent, when not playing the ball.
- d. Executes a sliding tackle.

**PENALTY:** Indirect free kick to be taken by the opposing side from the place where the foul occurred.

- 3. Yellow and Red cards will be issued for play that is deemed unsportsmanlike, dangerous or resulting in a tactical advantage for the team omitting the foul (foul language, baiting officials, inciting opposing players, fouling a player who has a clear scoring opportunity, etc.). One red card will result in disqualification of the player with no replacement of that player. One yellow card will result in removal of that player from the field until the next dead ball or substitution opportunity. Two yellow cards equals a red card and the player receiving two yellow cards will be removed from play with no substitute. Players ejected from a game will not be able to play in the next game.