

## WMU Intramural GENERAL RULES:

1. All players must wear shinguards, with socks pulled up over the top.
2. **No** jewelry, watches, necklaces, earrings, hair clips, (except soft material type) may be worn. The exception is medical alert tags.
3. The goalkeeper should wear a different jersey than all other players to clearly identify him/her.
4. No player may play with a hard cast or splint, unless (1) a doctor's note has been provided, and (2) the cast is completely covered in one inch of thick foam. **The decision to play is up to the discretion of the referee.**
5. The referee keeps the official time.
6. Coaches & players should be on the same side of the field. Parents & spectators must be on opposite side of the field, for U8 and above. Coaches & players are restricted to 10 yards on either side of midfield and 2 yards off of the touch line. NO ONE IS PERMITTED BEHIND THE GOALS.
7. The home team will be responsible for supplying the game ball.

## BLOW OUT RULE:

<b>Scenario</b>	<b>Trailing Team</b> – coaches can	<b>Leading Team</b> – coaches must challenge their team/players with 1 (or more) of the following:
When a team is <b>leading by 4 goals</b> , coaches can take the following actions:	add 1 additional player to the field of play	<ul style="list-style-type: none"><li>o complete a minimum of 3 passes before shooting</li><li>o players can only shoot with their non-dominant kicking foot</li><li>o limit # of touches to 2 or 3 every time the ball is received</li></ul>
When a team is <b>leading by 6 goals</b> , coaches can take the following actions:	add a second additional player to the field of play	<ul style="list-style-type: none"><li>o complete a minimum of 5 passes before shooting</li><li>o players can only shoot from outside the penalty area</li><li>o all players must touch the ball before the team can score</li><li>o move all offensively minded players to defensive positions</li></ul>
When/if the goal difference returns to 2:	the game can return to normal – even number of players for each team, etc.	
When a team is <b>leading by or wins by 9 goals or more</b> :	Coach of leading/winning team will be assessed by the Intramural Director on how the game was managed. Consequences of game mismanagement include, but are not limited to, one or more game suspension, OR suspension from coaching team in Fun Day Tournament	

## GUEST PLAYERS FOR IN-HOUSE INTRAMURAL TEAMS:

- No current year carded travel player can participate in the intramural program under any circumstance, including playing up age groups, etc.
- If a team needs player(s) for any game because their team does not have the minimum # of players + 2 substitutes:
  - o The coach can ask currently registered players within the intramural program – any player in their division or in the age group directly below.
  - o The coach must contact the league commissioner and the other team's coach before the start of the game - this can be done on game day.
  - o The team using guest player(s) cannot have more players than their opponent or more than two substitutes on the bench, whichever is less.
- **NOTE:** The referee is not responsible to enforce this rule since rosters are not checked. Any disputes should be addressed with a WMU representative.

## Treatment of Referee(s)

- Coaches may ask "seek to understand" questions [during breaks] or make positive comments, using a positive tone only, to referees.
- Coaches will be issued a caution [yellow card] for using a negative tone or gesture in any way or challenging the referee's calls.
- Coaches will be sent off [red card] for yelling at a referee or using inappropriate language as determined by the referee.
- Coaches are responsible for the behavior of their spectators. Failure to control the spectators may result in the same disciplines stated above.

## WMU Intramural Rules for U08 through U12

	U08 & U09	U10 & U12
Referees assigned?	Yes, referees will be assigned. If no referee arrives by the scheduled start time, a coach, assistant coach, or parent from each team should referee one half of the game, unless the coaches can agree otherwise.	
Game Format	Four <b>12 minute quarters; 7v7<sup>1</sup></b> ; ball size 3 (U8) & 4 (U9)	Four <b>14 minute quarters; 9v9<sup>1</sup></b> ; size 4 ball
Rule number one	<b><i>Have FUN</i></b>	
Kick Off	Players must be on their own half of the field prior to the start of play, after each goal, and prior to starting the half or quarter. The ball can be played in any direction but must be touched by a different player before the player who kicked the ball first can touch it again.	
Throw In	Ball going over the touchline (sometimes called sideline) is to be restarted with a proper throw in.	
Foul Throw In	Give instruction, & let them retake. If still improper, <b>continue playing regardless of the outcome of second throw in.</b>	Give instruction, let them retake <b>once</b> (generally in 1 <sup>st</sup> half of the season, ref's discretion). If still very improper, the throw in is awarded to the other team.
Corner Kick	When the ball completely crosses the end line last touched by a defender, a corner kick is taken. Place the ball anywhere on or inside the corner arc.	
Goal Kick: Restart	<b>Attacking team must be behind the build out line.</b> Kick is taken from the goal area – small box.	Attacking team must be outside the penalty area. Kick is taken from the goal area – small box.
Goal Kick: Ball in play	<b>After goal kick taken (ball kicked)</b> , defensive team can touch the ball while it is inside the penalty area, but attacking team can NOT move forward or touch the ball until <u>either</u> ball is completely outside the penalty area <u>or</u> it is touched by a second defensive player inside the penalty area.	
Attacking Team - ball in keeper's control	Attacking team must be moving towards or behind the build out line. Ball is in play when keeper releases it.	No restrictions.
Penal Fouls	Tripping, kicking, striking, pushing, jumping at, holding, or charging an opponent, as well as intentionally handling the ball	
Restart- penal fouls	Indirect kick	Direct kick
Fouls - Indirect kick	Dangerous play <b>No heading</b> <b>No slide tackles</b> – indirect kicks for slide tackles "meeting" FIFA rules <b>No punting</b> – but just give the ball back to the keeper	<b>No heading</b> , Dangerous play, impedes an opponent, goalkeeper touches the ball with hands after it has been <u>deliberately</u> kicked or thrown in directly from a teammate; <b>No slide tackles</b> – indirect kicks for slide tackles "meeting" FIFA rules. <b>No punting for U10</b> - see U8/U9 text
PKs	No - all kicks indirect & from outside penalty area.	Yes - direct kick for foul inside penalty area.
Misconduct	<b>Generally, none</b> (ref's discretion)	Per <b>FIFA rules</b>
Offside	<b>Only</b> for blatant "cherry-picking", ref's discretion	<b>Yes</b> <sup>2</sup> - see explanation below table. Indirect kick restart
Substitutions	<u>Only with the approval of the referee</u> , either team can substitute any time the ball goes over an outside boundary line (touch line or end line) OR just prior to any kick off (start of quarter, after goal, etc.).	
Team short players	Teams must play with the same number of players. The other team must play down to match or <b>share players</b> .	
Coaches position	Coaches are not allowed on the field, except to attend to an injury.	

<sup>1</sup> A different number of field players is allowed if both coaches agree and both teams field the same number of players.

<sup>2</sup> Basic understanding of offside rule: Attacking player receiving the ball last touched by a teammate must be in their attacking half of the field **AND** either (1) have 2 defenders (keeper counts as one) **OR** (2) the ball between them and the goal line. The "snapshot" is taken when the ball is last touched by their teammate (not when they receive it). The receiving player must be actively involved in play or seeking to gain advantage to be called offside.

**Referee determination is final in all matters relating to Offside and all other laws of the game.**

## WMU Intramural Rules for U14/15 & U18/19

	U14/15	U18/19
Referees assigned?	Yes, referees will be assigned. If no referee arrives by the scheduled start time, a coach, assistant coach, or parent from each team should referee one half.	
Game Format	Two 35 minute halves ; <b>11v11<sup>1</sup></b> ; size 5 ball	Two 40-45 <sup>2</sup> minute halves ; <b>11v11<sup>1</sup></b> ; size 5 ball
Rule number one	<b>Have FUN</b>	
Kick Off	Players must be on their own half of the field prior to the start of play, after each goal, and prior to starting the half or quarter. The ball can be played in any direction from the kick off.	
Throw In	Ball going over the touchline (sometimes called sideline) is to be restarted with a proper throw in.	
Foul Throw In	Let them retake <b>once</b> (generally only early in the season, ref's discretion); <b>then the throw in is awarded to the other team.</b>	
Corner Kick	When the ball completely crosses the end line last touched by a defender a corner kick is taken. Place the ball anywhere on or inside the corner arc.	
Goal Kick	When the ball completely crosses the end line last touched by an offensive player, a goal kick is taken by the defending team. Offensive players must be outside the penalty area when the kick is taken. <b>After goal kick taken (ball kicked),</b> the ball is in play – it does NOT need to be touched by a second defensive player nor leave the penalty area. Attacking players can enter the penalty area once the ball is kicked & moves.	
Goal Kick Location	The ball may be placed anywhere in the goal area.	
Penal Fouls	Per <b>FIFA rules</b> : Tripping, kicking, striking, pushing, jumping at, holding, or charging an opponent, as well as intentionally handling the ball	
Restart after fouls	Direct kick	
Fouls - Indirect kick	Per <b>FIFA rules</b> ; + <b>No slide tackles</b> – indirect kicks for slide tackles “meeting” FIFA rules	
PKs	Yes - direct kicks for foul inside penalty area	
Misconduct	Per <b>FIFA rules</b>	
Offside <sup>3</sup>	<b>Yes</b> - see explanation below table. Indirect kick restart	
Substitutions	<u>Only with the approval of the referee</u> , either team can substitute any time the ball goes over an outside boundary line (touch line or end line) OR just prior to any kick off.	
Team short players	Teams must play with the same number of players. The other team must play down to match or share players.	
Coaches position	Coaches are not allowed on the field, except to attend to an injury.	

<sup>1</sup> A different number of field players is allowed if both coaches agree and both teams field the same number of players.

<sup>2</sup> 40 mins may be increased to 45 mins or reduced to 35 mins (depending on # of field players) if both coaches agree.

<sup>3</sup> Basic understanding of offside rule: Attacking player receiving the ball last touched by a teammate must be in their attacking half of the field **AND** (1) have 2 defenders (keeper can be one) **OR** (2) the ball between them and the goal line. The "snapshot" is taken when the ball is last touched by their teammate (not when they receive it). The receiving player must be actively involved in play or seeking to gain advantage to be called offside.

**Referee determination is final in all matters relating to Offside and all other laws of the game.**