

2010 ASCE PACIFIC SOUTHWEST REGIONAL CONFERENCE: SOCCER COMPETITION

OBJECTIVE

The purpose of this competition is to test teams on their soccer and teamwork skills.

GENERAL RULES

UNLV does not take responsibility for injuries that are related to activities.

Team captains are responsible for their team members and fans. Obscene and/or abusive language will not be tolerated. Participants or spectators using obnoxious or foul language will be penalized or result in a team penalty.

Teams must start and end the game with at least 8 players (including the goalie). Teams must have at least two female players and two 1st or 2nd year engineering students on their team before they are allowed to begin playing. 1st or 2nd year female engineering students will count towards the underclassmen and female counts on each team.

EQUIPMENT

Players must wear athletic type shorts/pants.

Players may not participate with equipment that the PSWRC Staff deems to be dangerous to other participants. Hard cast, metal or plastic braces, hats, shoes with cleats, and jewellery of any type are examples of illegal equipment. ALL visible body piercing must be removed.

Each player must wear athletic shoes. They must be made of soft, pliable upper material that covers the entire foot. Cleats are not allowed...period! Tennis shoes and molded plastic cleats are acceptable.

Each school's soccer team must wear the same t-shirt to make themselves readily identifiable. In case two competing teams have the same colored t-shirt, an athletic jersey will be made available for one of the teams.

DELAY OF TIME & FORFEITS

If a team does not have the 8 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 8 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 with 8 players, that team will be awarded 1 goal for every two minutes that the game is delayed up to the 5-minute mark.

A forfeit will be recorded as a win for the team ready to play and any points accumulated will be the final score. Points will be recorded by the team captain.

Any game forfeit for team misconduct will be scored as five goals or the current goal total, whichever is less, for the winning team and zero goals for the losing team.

Any team receiving four yellow cards or two red cards will forfeit the game.

GAME PLAY

The game shall be played between two teams of 8 players each, one of whom must be the goalkeeper.

All teams are required to start with 8 players.

Substitutions may only be made during a own throw-in, corner kick, or goal kick. Free substitutions may be made at any kick-off or injury.

GAME TIMING

The game will be played in two halves; the length of each half will last for **15 minutes**. The clock will only stop for injuries recognized by the official, but there will be no stoppage of time.

- A. There are no timeouts.
- B. There will be a five-minute halftime.
- C. Overtime:

Games will not have an overtime period. A round of penalty kicks will be used to determine the winner in case of a tie.

SCORING

Each goal counts as one (1) point. A goal is scored when the whole ball passes over the goal line, between the goalposts and under the crossbar. 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.

CORNER KICK

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

GOAL KICK

When the ball goes over the end line, not scoring a goal, and is last touched by the offensive team a goal kick is awarded to the defensive team. Any player may take the kick in front of the goal post on the side of the field that the ball went out of bounds. The opposing players must be outside of the penalty box.

PENALTY KICK

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.

INDIRECT FREE KICK

A goal may not be scored on this kick unless the ball is touched or deflected by any player before going through the goal. The following offenses are penalized as an indirect free kick:

- A. Playing the ball a second time before being touched by another player during any free kick.
- B. Interfering with the goalkeeper when he is attempting to clear the ball.
- C. Non-flagrant, dangerous play
- D. The goalkeeper receiving in his/her hands a ball kicked or thrown by a teammate.
- E. Obstruction

DIRECT FREE KICK

Any member of the offensive team may take a free kick. 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. The following offenses are penalized by a direct free kick at the point of the foul:

- A. Touching the ball with hands or arms, except as goalkeeper in the penalty area.
- B. Holding, punching, hitting, kicking or tripping an opponent.
- C. Placing the hands or arms on an opponent in an effort to reach the ball.
- D. Slide tackling/Charging an opponent from behind.
- E. Flagrant, dangerous play (high kicking, low heading)

DROP BALL

A drop ball will be called when play is stopped due to an injured player, inadvertent whistle, or when it is not clear who the ball last touched before going out of bounds.

THROW-IN

When the ball goes over the sideline, it is put back into play by the opposing team with a throw-in.

SLIDE TACKLING

Any slide tackling by a player towards an opponent in possession of the ball **will not** be allowed. The sliding player will receive a yellow card. A dangerous slide tackle will result in a red card.

- A. Any sliding attempt toward the ball clearly not in possession of another player will be considered a legal play of the ball. For reference, the ball should be clear of other players by approximately 3-feet and the slide should not impede or disrupt any other player
- B. No player shall, in any manner, charge into the goalkeeper in the penalty area.
- C. Any player in violation shall receive a warning (Yellow Card).
- D. If the goalkeeper is in possession of the ball, the official shall disqualify (Red Card) without caution those player(s).
- E. Outside the penalty area, the keeper only has the privileges of any other fielder.
- F. Goal Keepers 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.

CAUTIONS & EJECTIONS

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.

- A. Any player receiving two yellow cards or one red card will be ejected from the game.
- B. Any player accumulating two yellow cards will miss the next game.
- C. 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.
- D. Violent conduct can result in an ejection (red card).