

**COLORADO STATE UNIVERSITY**  
**INTRAMURAL SPORTS**  
**OUTDOOR SOCCER LEAGUE RULES**

ALL CSU IM SPORTS PARTICIPANTS AND SPECTATORS ARE EXPECTED  
TO ADHERE TO THE [IM SPORTS POLICIES AND PROCEDURES](#)

**I. ELIGIBILITY – WHO CAN PLAY?**

- a. **FULL-TIME CSU STUDENTS** (6 or more credits and have paid the Rec Activity Fee as part of their semester tuition)
- b. **PART-TIME CSU STUDENTS** who have a current [Rec Membership](#) – one that is valid during the dates they play
- c. **FACULTY/STAFF** who have a current [Rec Membership](#) – one that is valid during the dates they play
- d. **SPOUSES** who have a current [Rec Membership](#) – one that is valid during the dates they play
- e. **SPORT CLUB ATHLETES** – A maximum of two current club athletes may appear on any IM Competitive division roster in the same/like sport (“current” is defined as one who appears on club team’s roster during that academic year). Sport Club athletes cannot play in Recreational divisions.
- f. **FORMER VARSITY** team members whose names do not appear on the current academic year’s NCAA/NAIA varsity team roster in the same/like sport can participate in the same/like sport in the Competitive division only. A maximum of one former varsity player can appear on a Competitive team’s roster in the same/like sport. Former varsity players cannot play in Recreational divisions in the same/like sport.
- g. **CURRENT VARSITY**, semi-professional (receiving monetary pay for playing), professional, and Olympic athletes: Any participant whose name currently appears on a team roster in the current academic year for any of these types of teams or organizations is ineligible to participate in this event. This includes “red” and “grey” shirts.

**II. LEAGUE RULES:**

- a. Teams will play a 4-week regular season – 1 game each week – and then teams finishing in the top half of each league (who have at least a 2.0 sportsmanship rating average) will advance to the single-elimination playoffs.
- b. **ALL PARTICIPANTS MUST SHOW THEIR CSU PHOTO ID IN ORDER TO PLAY EVERY GAME. NO CSU PHOTO ID = NO PLAY. NO EXCEPTIONS.**
- c. **FORFEITS:** Game time listed on the schedule is forfeit time, and teams must be checked in and ready to play at their scheduled game time. If, at game time, one team doesn’t have the minimum number of players needed to start the game checked in and ready to play, the captain of the team that is ready to play has the following options.
  - i. Take the win by forfeit, OR
  - ii. Allow 5 extra minutes for the opposing team to field a minimum required line-up and then start the game. NOTE: If this option is chosen, the result of the contest will stand.**NOTE: If a team forfeits two games, they are removed from the rest of the league. Please do your best to field an eligible team for each game.**

### III. **GAME RULES:**

Games will be governed by NFHS (high school) rules, with exceptions/modifications/clarifications listed below.

- a. COED LINEUP:
  - i. Maximum of 18 players on team roster.
  - ii. Maximum of 9 players on field – 4 females and 4 males, plus a goalkeeper of either gender.
  - iii. Minimum of 7 players required to start or play a game – 3 or 4 females, and 3 or 4 males.
- b. GAME TIME – Game will consist of two 20 minute, running clock halves.
- c. The captain winning the coin toss will have the option of kicking off or choosing a goal to defend.
- d. Teams will change ends at half time. The team that did not kick off in the first half will kick off in the second half.
- e. MERCY RULE – If a team is ahead by 3 or more goals with less than 2 minutes remaining in the game, it will be stopped, and the leading team will be declared the winner.
- f. SHOOT OUT – If the game is tied at the end of the second half, a penalty kick shootout will determine the winner.
  - i. Each captain will designate 5 eligible shooters to the officials – 3 of one gender and 2 of the other.
  - ii. The captain winning the coin toss will have the choice of shooting first or second.
  - iii. The team with the greater number of goals after the 10 shots will be the winner.
  - iv. If the shootout score is tied after 10 shooters, each captain will designate 4 more shooters – 2 of each gender, and teams will alternate shots until one is the winner.
- g. YELLOW AND RED CARDS
  - i. A player receiving a red or two yellows will be ejected from the game.
    1. That team must play a player down for the remainder of that game.
    2. Any ejected player or spectator must leave the facility immediately, **and** will usually be suspended a minimum of one contest in that event.
    3. Any ejected player will remain suspended from IM Sports and from all access to the Rec Center until they meet with the IM Sports Assistant Director. It is the responsibility of the ejected player to schedule this meeting by contacting the IM Sports Assistant Director directly.
  - ii. Any team that receives three yellow or two red cards during a single game will immediately forfeit the game.
  - iii. YELLOW CARD – A player receiving a yellow card must be substituted for immediately, and may return at the next sub opportunity. If no sub is available, the team must play down until that player returns.
  - iv. RED CARD – A player receiving a red card is ejected from that game.
- h. FREE KICKS
  - i. All opposing players must be at least 10 yards off the ball for all free kicks, including kickoffs, corner kicks, and goal kicks.

**IV. EQUIPMENT:**

- a. **JEWELRY - NO JEWELRY IS ALLOWED** with the exception of medical alert jewelry, which must be taped down. This includes, but is not limited to earrings, wedding rings or bands, other rings, mouth, facial, and body piercings, necklaces, bracelets, rubber bands, and rubber/plastic bracelets. **TAPING OF JEWELRY TO THE BODY IS NOT PERMITTED.**
- b. **JERSEYS** – Teammates must wear similar-colored jerseys or shirts which differ from the opposing team. Goalies must wear a color that neither team is wearing. Shirts must be worn by all players, even when wearing Campus Rec-provided jerseys.
- c. **NO METAL CLEATS** – All players must wear athletic shoes. Rubber and plastic cleats are allowed. – **NO METAL CLEATS OR SPIKES ALLOWED.**
- d. Hats with bills are not allowed.
- e. **SHIN GUARDS** – These are allowed and strongly recommended. Players must provide their own shin guards.
- f. **GAME BALL** – Campus Rec will provide the game ball. Teams must provide practice balls.  
***PENALTY FOR ILLEGAL EQUIPMENT: Yellow card.***

**V. WEATHER UPDATES:**

In cases of inclement weather, intramural staff may have to cancel contests. **DO NOT ASSUME GAMES WILL BE CANCELLED.** It is the captain’s responsibility to call the IM office at (970) 491-6671 no more than one hour prior to the contest in question for up-to-date information regarding whether or not games have been called off.

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Campus Rec website: <http://campusrec.colostate.edu> → [“Programs”](#) → [“Intramural Sports”](#)