3 V 3 Outdoor Soccer

Eligibility

- To participate in Intramural sports a player must be a current Dixie State student or employee and needs to present an ID card at every event. A player may only play on one team per sport. A player that has not played in the regular season may not be added to the roster for the tournament/playoffs; only players who have previously played on the team can play during the tournament/playoffs. If a team is eliminated the players may not play on a different team. A current DSU collegiate athlete may not play the same sport in Intramurals.

Sportsmanship

- Participation in DSU Intramurals is a privilege; it is for enjoyment and enhances the college experience. Respect for teammates, opponents, and the Intramural Staff is expected. Acknowledge that the referees are not professionals, but fellow students. Having amateur and inexperienced officials will result in inconsistencies and/or discrepancies in their calls throughout the course of a game or season. Respect for officials is mandatory, and disrespect will not be tolerated.

Rules

- Three players for each team play at one time.
- The minimum number of players to begin a game is 3.
- Games will be played on a 20 yd. x 30 yd. surface.
- Player must be on their offensive side of the field in order to score a goal; goals scored from the team’s defensive side will not count and will result in a goal kick for the defensive team.
- There are no goalies, the goal box, ten feet wide by eight feet wide, is directly in front of the goal. No player may touch the ball within the goal box, however any player may move through the goal box. Any part of the ball or the player’s body on the line is considered in the goal box; the player is an extension of the ball. If a player touches the ball in the goal box on defense, a penalty kick is awarded to the opposite team. If the infraction occurs by an offensive player, a goal kick is awarded. If the ball comes to a rest in the goal box, a goal kick is awarded regardless of which team touched the ball last.
- There are no off sides.
- In all dead ball situations, defenders must stand at least five yards away from the ball. If the defensive player’s goal area is closer than five feet, then the ball is placed five feet from the goal area. The ball shall be kicked into play rather than thrown in and all kicks, except for corners and penalty kicks, are indirect.
- Penalty kicks result from a defensive player touching the ball in the goal box or if the official feels that an infraction occurred that nullified a goal. Penalty kicks are taken from mid field and all players must stand behind mid field when the kick takes place. The penalty kick is not a live ball, if the goal is missed, then it results in a goal kick for the defending team.
- All infraction that does not result in a penalty kick will result in an indirect kick.
- Goal kicks can be taken from anywhere on the end line and corner kick are taken from the corner of the side at which the ball was marked out.
- A forfeit will be in place ten minutes after the scheduled game time.
- Games will consist of two, 12 minute halves.
- No time outs are allowed.
• The clock runs continuously unless the Intramural Staff feels a need to stop it.
• Physical play is not tolerated.
• All other rules will follow the UHSAA rules.
• The Intramural Staff has the right to alter rules as needed.
• At any time an official can issue a penalty card to a player. The penalty system for cards is as followed
  1. First Yellow Card = Warning
  2. 2nd Yellow Card (Constitutes as one red) = Player eliminated from remainder of game, and following game.
  3. Red Card = Same as Second Yellow
  4. If a player accumulates two red cards during the season, they will be eliminated from play for the remainder of all their team games, including playoffs.
  5. Single yellow card penalties will not carry over from game to game, however two yellow cards in the same game will.
• **ABSOLUTELY NO SLIDE TACKLING!!!** Slide tackling will result in an automatic foul and/or a yellow/red card violation depending on the severity.