



Soccer

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Pacific Southwest Conference 2019

1. Objective

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 will randomly placed into an 18 team, single elimination bracket. The tournament will constitute of 9 on 9, full field games.

3. Participant Rules

- Each school may only enter one team
- Each team must consists of at least 7 members
- Each team member must be a registered participant of PSWC 2019
- Each team must have at least 2 underclassman
- Each team must have at least 2 females playing at all times
- 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

- Closed-toed and non-marking shoes must be worn. (Soccer cleats allowed)
- No hats, bandanas, do-rags etc. are to worn during the games (except for religious/heath purposes)
- No jewelry, watches, or any other accessories are to be worn during the games

5. General Rules

1. California Polytechnic State University San Luis Obispo does not take responsibilities for injuries that are related to the activities of this event.
2. All rule interpretations will be left up to the officials and any disputes not explicitly stated in the rules will be left up to the officials' discretion.
3. Each team must have a designated captain. Only the captain may discuss the game with the official. 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.
4. Each school may enter one team only.
5. Teams must start and end the game with at least 7 players (including the goalie).

6. The maximum number of players allowed on the field at any time is 9.
7. Each team member must be a registered participant of the PSWC 2018.
8. Teams must have at least two female player and two underclassman student on their team before they are allowed to begin playing.
9. An underclassman female engineering student will count towards both the underclassmen and female counts on each team.
10. Two female student must be in the game at all times or the maximum number of players on the field will be limited to 8.
11. Teams will be randomly assigned into a single elimination bracket.

6. Equipment

1. Players must wear athletic type shorts/pants.
2. Each player must wear athletic shoes. They must be made of soft, pliable upper material that covers the entire foot.
3. Players may not participate with equipment that the official deems to be dangerous to other 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 piercing must be removed.
4. Players may wear cleats provided they have molded, all rubber soles. Metal, hard plastic, or screw-in cleats of any kind are not allowed.
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.

7. Delay of Time and Forfeits

1. If a team does not have at least 7 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 7 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 at least 5 players, that team will be awarded 1 goal for every two minutes that the game is delayed up to the 5-minute mark. After the 5-minute mark, the unprepared team will forfeit the game and the prepared team will be awarded the win. The score for the winning team will be the amount of goals awarded during the 5-minute waiting period.
2. 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.
3. Any team receiving any number of yellow and/or red cards resulting in 3 ejections will forfeit the game as they will not be able to field the minimum of 7 players.

8. Gameplay

1. The game shall be played between two teams of at least 7 players each, one of whom must be the goalkeeper.
2. All teams are required to start with at least 7 players. Only 9 players may be allowed on the field at any time.
3. Substitutions may only be made during a team's own throw-in, corner kick, or goal kick. Free substitutions may be made at any kickoff or injury.
4. Goals will be recorded by the referee.

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 only stop for injuries recognized by the official, but there will be no stoppage of time.
2. There are no timeouts.
3. There will be a five-minute halftime.
4. Overtime: Games will not have an overtime period. In the event of a tie, a round of 5 alternating penalty kicks will determine the winner. If still tied, then alternating 1 penalty kick will occur until a winner is determined. Order will be determined by a coin flip.

10. Game Timing

1. A goal is scored when the entire ball passes over the goal line, between the goalposts and under the crossbar.
2. 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.
3. Each goal counts as one point. Goals will be recorded by the referee.

11. Corner Kick

1. When the ball goes out of bounds over the end line and is last touched by the defensive team, the offensive team is awarded a corner kick. Any player on the defensive team may make the kick.
2. The kick is taken from the corner of the end line and sideline.
3. The defensive team may protect the goal with as many players it considers necessary.
4. Opponents must be ten yards away from the ball when the kick is taken.

12. Goal Kick

1. When the ball goes out of bounds over the end line and is last touched by the offensive team, a goal kick is awarded to the defensive team. Any player on the offensive team may make the kick.
2. The kick is taken from anywhere inside the six yard box in front of the goal, or on the six yard line.
3. The opposing players must be outside of the penalty box.
4. Penalty for Improper Goal Kick: The kick is retaken if the ball is not kicked beyond the penalty area.

13. Direct Free Kick

1. 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)
2. Any team member team may take the direct free kick. 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.

14. Penalty Kick

1. 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. The kick is taken from the penalty mark, inside the penalty box.

15. Indirect Free Kick

1. The following offenses are penalized as an indirect free kick: Playing the ball a second time before being touched by another player during any free kick.
 - a. Interfering with the goalkeeper when he is attempting to clear the ball.
 - b. Non-flagrant, dangerous play
 - c. The goalkeeper receiving in his/her hands a ball intentionally kicked or thrown by a teammate.
 - d. Obstruction
2. Any team member team may take the indirect free kick. The kick is taken from the location at which the violation occurred. A goal may not be scored on this kick unless the ball is touched or deflected by any player before going through the goal.

16. Throw In

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

17. Goalkeeper

1. Even just one finger on the ball represents goalie possession.
2. Once the goalie has possession, the goalie has 7 seconds to release the ball into play. If the goalie does not release the ball within 7 seconds, the opposing team will receive an indirect kick from the top of the 18 yard box. The official on the field will keep track of time.
3. The goalie may not use the ball to push an opposing player, or throw the ball at an opposing player.

18. 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.

19. Cautions and Ejections

1. 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.
2. Any player receiving two yellow cards or one red card will be ejected from the game.
3. Any player accumulating two yellow cards or one red card will miss the next game.
4. 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.
5. Violent conduct can result in an ejection (red card).