4v4 Soccer
Rules and Regulations

The following rules are specific to the 4v4 Soccer League. Competition and Game Administration Policies can be found on our website at http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

**IMPORTANT** – Intramurals follows the FIFA guidelines with the following rule modifications and interpretations. If any Intramurals rule posting conflicts or is different from that of FIFA, the Intramurals interpretation of the rule shall be enforced. The full FIFA Rules can be found at http://www.canadasoccer.com/files/2014_15_Laws_of_The_Game_EN.pdf

Please Note: This is the first semester we have run this league. As a result, we ask that all participants understand that there may be changes to the rules of play throughout the course of the season as we notice things that could be improved. If you have suggestions about your experience in the 4v4 Soccer League after playing, please contact the league at 4v4soccer@ubc.ca

Section A - Structure of League

<table>
<thead>
<tr>
<th>Level of Play</th>
<th>Open Men, Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>Women's W2SGNC Women, Two Spirit, Trans, Gender Non-Confirming</th>
<th>CoRec</th>
<th>Playoffs</th>
<th>Officials</th>
</tr>
</thead>
<tbody>
<tr>
<td>Tier 1</td>
<td>-----</td>
<td>-----</td>
<td>DIV &amp; CWD</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Tier 2</td>
<td>-----</td>
<td>-----</td>
<td>-----</td>
<td>-----</td>
<td>-----</td>
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<tr>
<td>Tier 3</td>
<td>-----</td>
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<tr>
<td>Just For Fun</td>
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</tbody>
</table>

Updated July 30th, 2018
a. DIV Divisional Team  
   a. A team comprised of participants who have a common University identification (faculty, residence, etc) as outlined in the Divisional Structure Chart. Each Divisional team is allowed to carry a specific number of participants as “Designated Imports”; those who are of a different University identification. Each sport has a different number of allowable Designated Imports.  
   b. Divisional Teams are always prefixed by their Identifying unit ID. Ex. ARTS – AUS, SCIENCE - SUS

b. CWD: Campus-Wide Team  
   a. A team comprised of participant who do not have a common University identification, or more than the allowable number of Designated Imports.

Section B - Facilities of Play

B1 – All 4v4 Soccer regular season games will be played on the UBC Thunderbird Park Mini-Fields

Section C – Eligibility

C1 - Any current UBC student, faculty or staff member is eligible to participate in Intramurals as long as the registration permits. Please refer to http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/ under “Eligibility Policy”


Section D – Waiver/Sign-In

D1 - Each player must sign a waiver prior to participation. In the event that a waiver is misplaced by the 4v4 Soccer League, the player affected must sign another one. Players can sign online waivers (and are encouraged to do so at https://www.intramurals.ubc.ca/teams/) instead of paper waivers once they are on roster listed on the website.

D2 - Each player must sign in initially with the supervisor by presenting a valid UBC ID card prior to their first game. The only cards accepted by
Intramurals are the UBC Student Card and the UBC Staff/Faculty card, or, once they are on the roster (in our database), a government issued photo ID card (driver’s license, BC ID card, etc.). Until our records show you having signed a waiver, Intramurals will only accept UBC Student or a UBC Staff/Faculty Cards.

D3 – For further information please see http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

Section E – Mandatory Equipment

E1 - League Uniform Policy

Numbers and Colors
For the purposes of player and team recognition, each team must have similar colored team uniforms with numbers that make the team both unified and uniquely identifiable with respect to the opposing team. At the game official’s discretion, if both teams wear uniforms that are too similar in color, one team will be required to wear pinnies provided by the league.

• Numbers must be clearly displayed on the back of the uniform
• Numbers must be a minimum of 6” in height
• Tape is not allowed to be used as a number
• Each member of a team must have a unique number in relation to the rest of their team
• Players who enter the game in violation of these rules after the uniform deadline will be subject to the sports associated penalty listed below:
• Uniforms do not need to be professionally made

Teams that are in violation of the Uniform Policy after the Uniform Deadline are subject to sport specific penalties for each player that does not have a uniform. The specific penalties can be seen below.

<table>
<thead>
<tr>
<th>Sport</th>
<th>Uniform Penalty</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soccer</td>
<td>1 goal and 1 Yellow card per infraction</td>
</tr>
</tbody>
</table>

Names and Logos

• In reference to team uniforms, teams are responsible for adhering to the UBC policy on Harassment and Discrimination

Updated July 30th, 2018
Section F – Equipment Regulations

F1 - The official or supervisor has the right to remove any piece of equipment, which they deem to be dangerous or inappropriate for league play, including, but not limited to:
   a. Jewelry (this includes earrings, bracelets, necklaces, etc.)
      Exceptions: medical alert necklaces and bracelets.
   b. Orthopedic braces with exposed metal
   c. Towels attached to the players
   d. Any hooded shirt or sweatshirt

F2 - All players are recommended to use shin pads
   - Metal studs on the cleats of any kind are not permitted.

Section G – Length of Games (Times Structure)

G1 - Game Time
   a. Teams will play two 20 minute halves

G2 – Extra Time
   If time permits, allowance is made in either period for all time lost through:
   a. Substitutions
   b. Assessment of injury to players
   c. Removal of injured players from the field of play
   d. Wasting time
   e. Any other cause at the Official’s discretion

Section H – Overtime/Tied Games

H1 - Regular Season Games that end in a tie at the end of regulation will remain a tie. There is no overtime during the regular season.

H2 - Playoff Games that end in a tie will play one 5 minute sudden death overtime period (golden goal).

H3 - In the event that the playoff game remains tied after overtime, a 5-on-5 shootout will be held. Players may not be re-used in the initial 5.

H4 - In the event that the 5-on-5 shootout is tied, a sudden death shootout will be held. Players may not be re-used until all players (incl. goalie) have shot.
Section I – Rules of Play

I1 – Number of Players
a. A minimum of three (3) players from each team must be on the pitch to start the game. One ghost player is permitted. Max players is 4.
b. Teams can have a maximum of 2 self-identified men on the field at any time.  http://www.recreation.ubc.ca/home-page/ubc-recreation-policies/ubc-recreation-intramural-policies/

I2 – Start of match
a. The match is officially started with a kickoff at centre.
b. The kickoff is indirect and proceeds only after consent from the official.
c. The kickoff must go forward and the kicker may not touch the ball a second time until it has touched another player.
d. The defending team must be 3 metres away from the kickoff. Once the ball is kicked, the ball is in play and the defenders can move forward.
e. Any violation of the aforementioned rules will result in an indirect free kick for the non-offending team.

I3 – Substitutions
a. All player substitutions must be conducted through the official.

I4 - Goal Keeper Play
a. When the ball leaves the end of the field by the offending team, the goalkeeper brings the ball back into play called a goal clearance, by either throwing or kicking the ball from a stationary position within their goal area. The ball must contact another player or the ground before passing over the center line.
b. Punting the ball is not allowed and will result in an indirect free kick 6 meters from the goal line
c. Any pass back to the goalkeeper CANNOT be played with the goalkeeper’s hand.
d. Goal Keepers must not distribute the ball across the centre line in the air on “goal-kicks” or after playing it with their hands unless it is contacted by the floor or a player before crossing
e. The goal keeper must not play the ball with their hands outside their goal area.

I5  - Inbounding
a. Ball must be motionless on the sideline before it is played (After the first warning, possession changes hands)
b. Ball must be kicked in, not thrown in
c. Defenders must be at least 3 meters away from the ball
d. Corner kicks must be taken from the edge of the field in line with the goal posts.
e. When the ball leaves the end of the field by the offending team, the goalkeeper brings the ball back into play called a goal clearance, by throwing the ball from within their crease and it must contact another player or the floor before passing over the center line. Punting is not allowed but you can place the ball on the field and kick it from a stationary position.
f. All inbounding plays have a time limit of 4 seconds

I6 – Offsides
a. There are NO offsides in the 4v4 Soccer League.

I7 - Fouls
a. Slide Tackling
   i. No slide tackling is permitted.
   ii. Any slide tackle will warrant an automatic caution or sending off (Official’s discretion)
   iii. Sending off offences will result in immediate suspension and automatic forwarding to the Supplementary Discipline Commissioner.
b. Balls deemed to be 50/50 between a goalkeeper and an attacker are considered the goalkeeper’s ball, and the attacker has the obligation to pull out of the challenge. Failure to do so is subject to disciplinary action.
c. A controlled ejection (game ejection) will be assessed to any player that accumulates 2 yellow cards in a single game. Players who are ejected via the two yellows are eligible to play in their next game. They are subject to the demerit policy outlined in the Policies Page listed above

I8 - Indirect Free Kick
a. An indirect free kick is awarded to the opposing team for the following actions:
   i. Time violations
   ii. Goalkeeper touching the ball with their hands when it has been kicked by a teammate
   iii. Deliberate impeding of the progress of an opponent when the ball is not being played
   iv. Preventing the Goalkeeper from releasing the ball from their hands

I9 - Direct Free Kick
a. A direct free kick is awarded to the opposing team for the following actions (actions are subject to Red Cards and an ejection):
i. Handballs  
ii. Kicking or attempting to kick an opponent  
iii. Tripping or attempting to trip an opponent  
iv. Slide Tackling  
v. Jumping at an opponent  
vi. Pushing an opponent  
vii. Striking or attempting to strike an opponent  
viii. Charging an opponent (with the shoulder)  
ix. Holding an opponent  
x. Spitting at an opponent  
b. The defending team must be at least 7 yards from the spot the free kick is being taken.

I10 - Penalty Kick  
a. A penalty kick is awarded if a player commits any of the aforementioned offences inside their own penalty area, irrespective of the position of the ball but provided that it is in play.

I11 - Disciplinary Penalties  
a. Cautionable Offences (at Referee’s Discretion) The following offences warrant a yellow card:  
i. Unsportinglike Conduct  
ii. Dissent  
iii. Delay of game (failing to respect distance on kick ins)  
iv. Slide-tackling (accidental/slip)  
b. Sending Off Offences (at Referee’s Discretion) The following offences warrant a red card and subsequent, sending off:  
i. Slide-tackling (intentional)  
ii. Violent Conduct towards player or official  
iii. Excessive Verbal Abuse towards official  
iv. Spitting at an opponent, official or spectator  
v. Denies an obvious goal-scoring opportunity  
vi. Second Yellow  
c. The aforementioned offences are also subject to the Board of Inquiry, as determined by the official.

Section J – Supplementary Discipline System (SDS) and Full Intramural Policy Page

Intramurals reports all incidents involving misconduct of individuals or teams to the Supplementary Discipline Commissioner.

Individuals may face disciplinary action as outlined in the SDS Classification System which can be found in the Intramural Policy