



McGILL UNIVERSITY - DEPARTMENT OF ATHLETICS



2v2 SOCCER

Game Rules

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INTRODUCTION: Playing PHILOSOPHY

2v2 Soccer is a **fair-play, non-violent, low-contact** sport. Although based (at its root) on the model of outdoor soccer, 2v2 soccer has very specific rules which require a certain period of adaptation.

In addition, games of 2v2 soccer put participants in very close proximity to one another in a room no bigger than 60m². As a result:

1. Each player must be very careful at **remaining in control of their body** at all times, such as to avoid any potential injuries to him/herself, a teammate, or the opponent.
2. Referees are instructed to be particularly severe for contacts which would otherwise be “tolerated” in outdoor 11v11, or indoor 5v5 soccer.

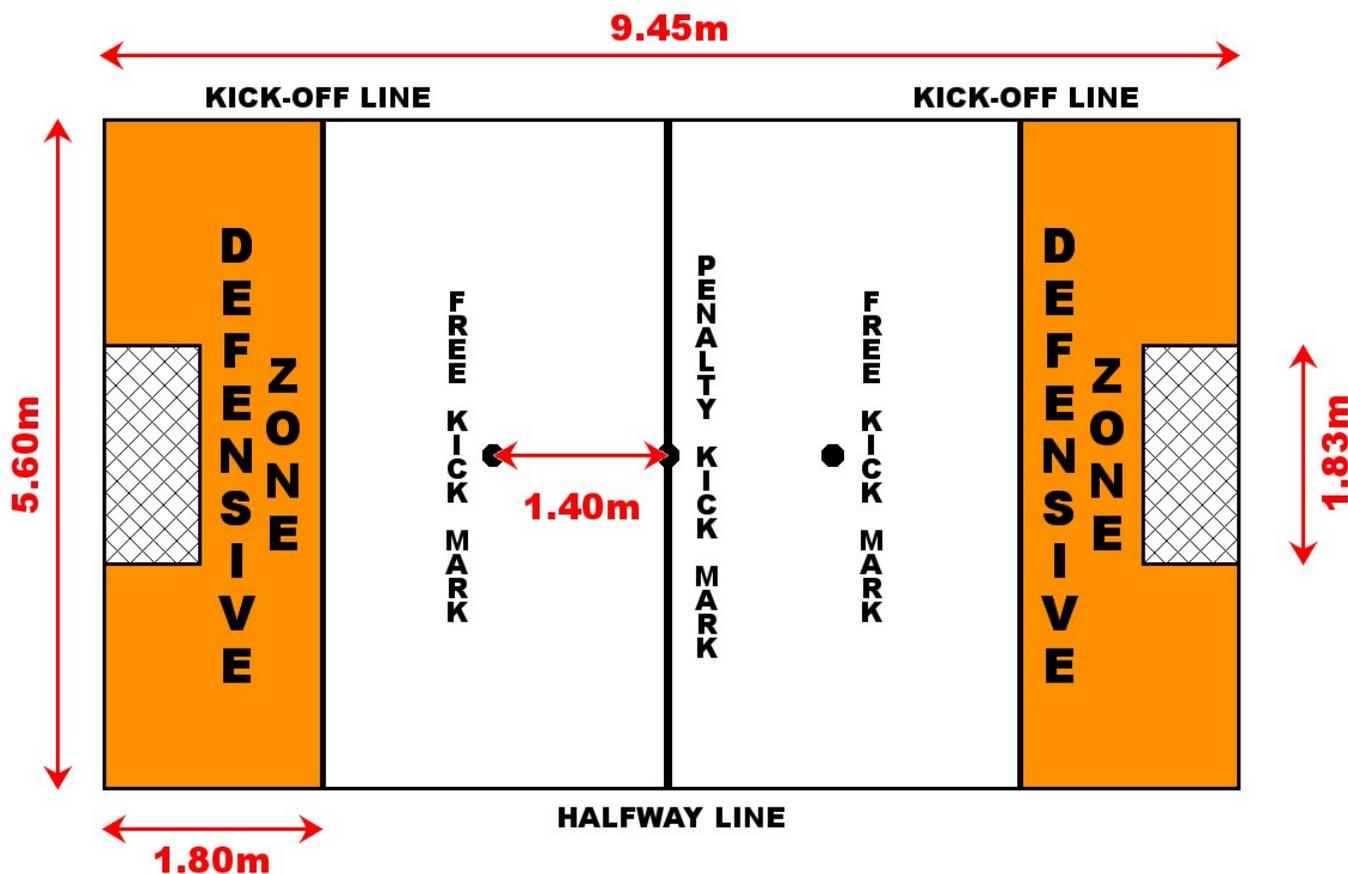
That being said, playing 2v2 soccer is a wonderful experience filled with fun! ☺ We sincerely hope you’ll enjoy it!

Marco Pantanella
Soccer Intramural Coordinator

LAW 1: The FIELD of PLAY

2v2 matches are played inside regular-size SQUASH courts.

The playing surface is rectangular (9.45x5.60m) encased in a four-walled court, marked with lines according to the following diagram:



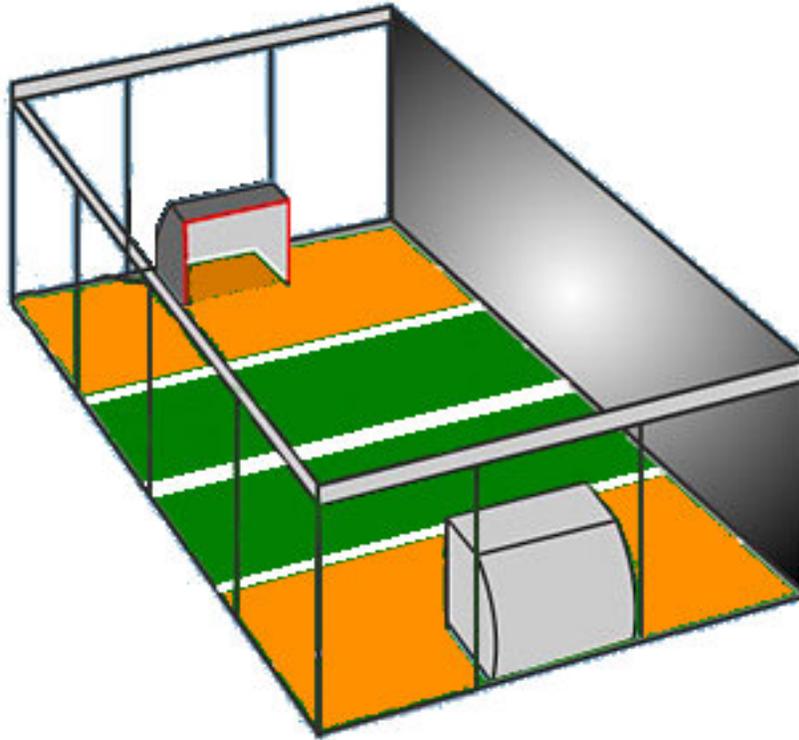
The court is divided in two equal parts by a line joining the two midpoints of each side-wall. This line is called the **halfway line**.

1.80m away and parallel to the front/back-walls, a second and third line are located on both sides of the court. These lines are called the **kick-off lines**. The area enclosed by the back-wall and kick-off line is called the **DEFENSIVE ZONE** of a team.

Placed at the center of the halfway line, is the **penalty mark**.

Perpendicular to the halfway line and 1.40m away from the penalty mark on both sides of the court, are the **free-kick marks**.

The **GOAL NETS** are 1.83x1.22m (6x4ft.) mini-soccer nets, placed on the court as close to each back-wall as possible.



LAW 2: The BALL

The BALL used for 2v2 matches is a standard **SIZE 3** leather soccer ball.

LAW 3: The Match DURATION & SCORING SYSTEM

PERIODS of PLAY

2v2 soccer matches are played in **3 winning sets** i.e. to the best of 5 sets (like tennis).
The first team to reach **7 goals** wins the set.

TIE-BREAK

- Should a match reach the 5th set, a tie-break will ensue.
- During a tie-break, the set must be won with a +2 goal difference.

- Should a +2 goal difference still not be achieved by the 20th goal (i.e. a scoreline of 10-10), the match will proceed to a penalty shoot-out (5 shots a side, taken by the forwards) followed by sudden-death penalty shots if the tie is still unresolved.

INTERVAL BETWEEN SETS

Players shall have a **2-minute break** between the end of each set and the beginning of the next. Player substitutions and field changes must take place within this time frame.

TIME-OUTS

Each team is entitled to a **one (1)-minute** time-out in each set.

The following conditions apply to a time-out:

- A team wishing to use their time-out must make their intentions known to the referee, by yelling "TIME-OUT".
- The time-out may only be requested during a *stoppage* in play (kick-in, free-kick, penalty-kick). Any infringement of this rule will result in a free-kick for the opposing team.
- The referee will indicate permission for a time-out by making a "T" signal with his/her hands.
- Time-outs are not cumulative. Only one time-out per set for each team.



LAW 4: The NUMBER of PLAYERS

Each team shall be composed by a minimum of 2 and a maximum of 6 players.

At *any one time* and in order for a game to *begin*, 2 players from each team must be present on the field. (**CO-REC – 1 female and 1 male** player).

- If a team has an insufficient number of players by the scheduled gametime, a five (5) minute delay to the start of the game will be granted. If a team still has too few players after the delay, it will default the game.
- Should a team be reduced to 1 player or less for any reason (injury or red card), it may replace the missing players with eligible substitutes. If no subs are available, the team will default the game.
- Should *both* teams be simultaneously reduced to 1 player or less for any reason (injury or red card), and no substitutes be available, the game will be abandoned. Neither team will receive any points.

The default/forfeit scores are **3-0 sets** (7-0, 7-0, 7-0).

SUBSTITUTIONS

Substitutions are allowed to take place only **at the end of each set**. Substituting *during* the set is not permitted.

- During a substitution a team may substitute *two*, *one*, or *none* of their players.
- If only one player is substituted, the new player must take the field position his/her predecessor would have taken in the next set.

LAW 5: PLAYER ROLES & RESPONSIBILITIES

Each player from each team will be assigned a role while he/she is on the field: the first player shall have the role of **DEFENDER** and the second player the role of **FORWARD**.

- Each player must keep his/her position **for the entire duration of the set**.
- At the beginning of each set, players **must** switch their position.
- If a player is substituted, the new player must take the field position his/her predecessor would have taken in the next set.

Each role has specific areas of play and responsibilities:

DEFENDER

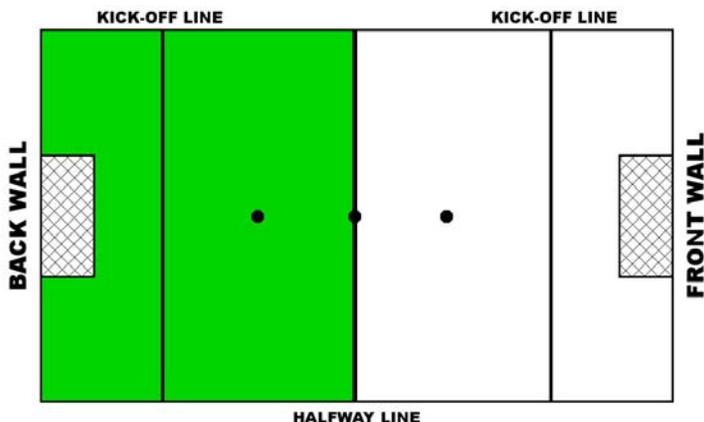
Playing Area
Responsibilities

Back-wall to halfway line
Takes all **kick-offs**

FORWARD

Back-wall to opposing kick-off line
Takes all **free-kicks & penalty-kicks**

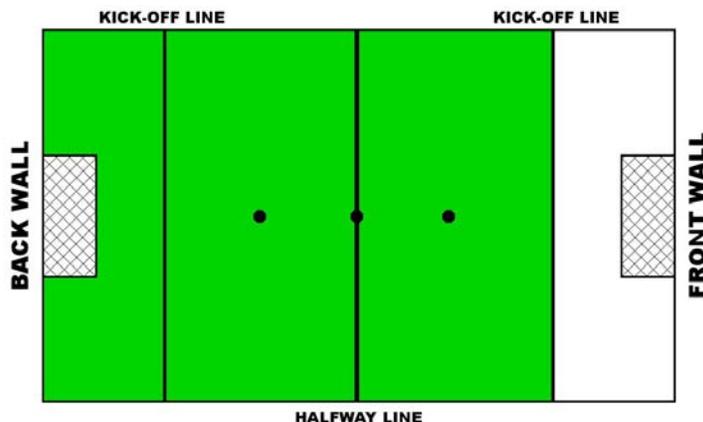
DEFENDER PLAYING AREA



TEAM ATTACKING
THIS WAY



FORWARD PLAYING AREA



TEAM ATTACKING
THIS WAY



PLAYER DO's and DON'Ts

Both players:

- May score from any part of their area of play, directly into the net or using the walls.
- May not stop the ball for more than 1 second.
- May not play the ball if they are behind an opponent who is in possession of the ball. In order to challenge the ball, they must be within the opponent's field of vision or have both feet level with their opponent.
- May not constantly flex their knee downward. This is only permitted when the opposing team is shooting to score.
- Have 5 seconds to play the ball out of their defensive zone.

LAW 6: The START & RESTART of play

Preliminaries

- A coin is tossed by the referee: the team that wins the toss takes the kick-off to start the match.
- The other team decides which goal it will attack in the first set of the match.
- After each set, the teams change ends and attack the opposite goals.
- The team that loses a set takes the kick-off to start the next set.

KICK-OFF

A kick-off is a way of starting or restarting play:

- at the start of each set
- after a goal has been scored

Procedure

- The kick-off can only be taken by the DEFENDER.
- The ball is placed anywhere within the defensive zone of the team taking the kick.
- Before the kick is taken, all players must remain within their own defensive zone.
- The ball is officially in play after it crosses the halfway line. Players may exit their respective defensive zones at this point.
- A goal may be scored directly from the kick-off, for as long as the ball is **bounced off the side-wall**. NO DIRECT SHOTS ON GOAL permitted!
- Alternatively, a player may try to bounce the ball off the front wall. He is then permitted to touch the ball again.

BALL OUT OF PLAY

Should the ball go out of play, which includes the instances of:

- The ball coming to rest on the back of the goalnets.
- The ball being kicked out of the court room.

A player from the defending team will resume play by dropping the ball at his/her feet, **flat** on the ground floor. The match can then directly proceed.

LAW 7: The FREE-KICK

A team taking a free-kick will do so from the **free-kick mark** inside their own half of the field.

Procedure

- Free-kicks can only be taken by the FORWARD.
- The ball must be kicked forward.
- During a free-kick and until the kick is taken:
 - the opposing defender must remain in contact with the crossbar of his goal.
 - the opposing forward must be at the halfway line, with his back to the wall.
- The ball can be played again (by any player) after it touches the defender or a wall.
- A goal may be scored directly from a free-kick, for as long as the ball is **bounced off the side-wall**. NO DIRECT SHOTS ON GOAL permitted!
- Alternatively, a player may try to bounce the ball off the front wall. He is then permitted to touch the ball again.

LAW 8: The PENALTY-KICK

All penalty-kicks are taken from **penalty-kick mark** at the halfway line.

Procedure

- Penalty-kicks can only be taken by the FORWARD.
- The ball must be kicked forward.
- During a penalty-kick and until the kick is taken:
 - the opposing defender must remain in contact with the crossbar of his goal.
 - the opposing forward must be at the halfway line, with his back to the wall.
- The ball can be played again (by any player) after it touches the defender or a wall.
- A goal may be scored from a penalty-kick, either directly or using the sidewalls. Direct shots on goal ARE permitted.
- Alternatively, a player may try to bounce the ball off the front wall. He is then permitted to touch the ball again.

LAW 9: FOULS & MISCONDUCT

Fouls in 2v2 soccer are treated according to two criteria of severity:

- **Ordinary fouls** (from here on, simply referred as “*fouls*”)
- **Serious fouls**

FOULS are punished either by a free-kick or a penalty-kick.

SERIOUS FOULS are punished with **3 CONSECUTIVE PENALTIES**:

- The Forward has 3 chances to score a penalty.
- The series ends as soon as a goal is scored.
- If no goal is scored on the 3rd shot, play resumes directly.

Some of the fouls & serious fouls that can be committed are explained below. For a complete list, refer to APPENDIX I.

FOULS

SHIELDING OBSTRUCTION

A player may not, using the back of his body, aggressively shield the ball and prevent an opponent from playing it. Infringement of this rule will be penalized with a foul.

CHARGING

A player in possession of the ball, who runs into an immobile opposing player, is guilty of *charging* and his/her team will be penalized with a foul.

Note however, if the defending player intentionally impedes the progress of his/her opponent, the referee will call *obstruction* against the defender.

HANDBALL

All handballs, intentional or unintentional, will be penalized with a foul except in the following cases:

- Hands used for protection against a shot
- Hands kept very close to the body and which do not influence the ball's trajectory

Handballs committed by a team in their opponent's half of the field will be penalized with a free-kick. Handballs committed by a team in their own half of the field will be penalized with a penalty-kick.

In addition, *intentional* handballs are considered a **serious foul** and will be punished accordingly.

DANGEROUS PLAY

Dangerous play will be called the same way as per FIFA rules (“*any action that, while trying to play the ball, threatens injury to someone*”). This includes:

- High kicks in proximity of an opponent.
- Challenging the ball studs first
- Playing the ball while on the ground

Any instance of dangerous play will be penalized with a foul.

SERIOUS FOULS

SLIDING

Sliding of any kind (sliding/slide tackling) is severely FORBIDDEN and is considered a **serious foul**.

MANIFESTATIONS of ANGER

Manifesting one’s anger on the field is severely forbidden. This includes, but is not restricted to:

- Slapping / kicking the wall or the goal net
- Screaming
- Violently kicking the ball away during a stoppage in play
- etc.

For all infringements of this rule:

- The player(s) will first be given a warning (“CALM DOWN”)
- On a second occurrence, the player will be cautioned for unsporting behavior and his team be penalized with a **serious foul**.

INTENTIONAL HANDBALL

See above.

PERSISTENT INFRINGEMENT of the LAWS of the GAME

Players who persistently infringe the laws of the game will be penalized with a **serious foul**.

ADVANTAGE RULE

Applying the advantage rule (in the cases notably, when a team scores mere seconds after and despite receiving a foul) will be at the sole discretion of the referee.

Depending on the severity of the foul and after applying advantage, the referee may or may not choose to utilize further punishment against the offending player, once play is stopped.

Example: while a forward is shooting to score he/she is tripped by the opponent. The ball enters the net. In addition to awarding the goal, the referee may choose to:

- *not administer any further punishment (if the trip was unintentional), OR:*
- *caution the offending player (if the trip was reckless), OR:*
- *award the goal & send off the offending player (if the trip was intentional & done with intent to harm)*

LAW 10: DISCIPLINARY SANCTIONS

In all cases of **serious foul**, the referee will apply one of the following sanctions:

- | | |
|-----------------------|---|
| A) WARNING | The offending player receives a warning; his team is penalized with 3 consecutive penalties. |
| B) YELLOW CARD | The offending player is cautioned; his team is penalized with 3 consecutive penalties. In addition, the opposing team receives an extra goal on the scoreboard . |
| C) RED CARD | The offending player is sent off; the opposing team immediately wins the current set with a score of 7-0. |

SUSPENSIONS – YELLOW CARDS & RED CARDS

Suspensions are in effect in the league, and will be given out to players accumulating **YELLOW CARDS**:

2 yellows	1 game suspension
4 yellows	2 game suspension
5 yellows	suspended for the entire season

Note that yellow cards received during the season **carry over** into the playoffs.

All **RED CARDS** result in immediate expulsion from the game and an automatic one or two game suspension (depending on the severity of the infraction). A player who receives his/her second (2nd) Red Card of the season will be suspended for the remainder of the season, including playoffs.

1 red	1 or 2 game suspension
2 reds	suspended for the entire season

The **Intramural Protest & Disciplinary Committee** reserves the right to take further action against individuals displaying inappropriate behaviour.

Appendix I: FOUL LIST & Resulting penalty

Fouls penalized with a KICK-OFF for the opposing team

- Kick-off taken without waiting for the referee's signal.
- Forward exiting his/her defensive zone before the ball crosses the halfway line.
- Kick-off taken by the forward instead of the defender.
- Kick-off taken from outside the defensive zone.

Fouls penalized with a FREE-KICK

- Field invasion, i.e. entering with any part of one's body into a forbidden zone (except if pushed).
- Dangerous play.
- Obstruction.
- Charging.
- Unintentional handball in the *opponent's* half of the field.
- Stopping the ball for more than 1 sec.
- Violently kicking the ball at an opponent from point-blank range.
- Exceeding the 5-second time limit in the defensive zone.
- Excessive flexing of the knee downward (except when the opponent is shooting to score).
- Free-kick taken by the defender instead of the forward.
- Free-kick taken without waiting for the referee's signal.
- Penalty-kick taken without waiting for the referee's signal.

Fouls penalized with a PENALTY-KICK

- Unintentional handball in *own* half of the field.

Fouls penalized with 3 CONSECUTIVE PENALTIES

All cases of **serious foul**:

- Intentional handball.
- Sliding.
- Rapid succession of fouls by the same player.
- Persistent infringement of the laws of the game.
- Attempting to distract the opponent.
- Unsporting behavior.
- Insulting the opponent and/or the referee.
- Use of excessive force.
- Repeat occurrence of manifestation of anger.

Appendix II: INTRAMURAL SOCCER Website & TOPSCORERS



Arising from a personal initiative on the coordinator's part to keep statistics, an Intramural Soccer site featuring a **Topscoreers Ranking** will be regularly updated and can be found at the following address.

<http://www.ht-arena.com/mcgillsoccer/>

Its full list of features includes:

- TEAM Rankings (for daily score updates, please use [McGill Athletics](#) instead)
- TOPSCORER Rankings
- SEASON STATISTICS (since 2004)
- HALL of FAME

The coordinator will make regular updates to the website, approximately on a weekly basis.

PRIZES

- In each division, all members of the champion team will receive a **McGill Soccer Intramural Mug**.
- In each division, the topscorer at the end of the season will receive a **McGill Athletics T-shirt**.