



McGill University
Athletics & Recreation
475 Pine Avenue West
Montreal, Quebec, Canada
H2W 1S4

Université McGill
Sports et activités physique
475 avenue des Pins ouest
Montréal (Québec) Canada
H2W 1S4

Tel: (514) 398-7000
Fax: (514) 398-4901
www.mcgillathletics.ca

McGILL INTRAMURALS SOCCER 2v2 RULEBOOK

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ID. CARDS

- Prior to the start of intramural games students must present their valid McGill ID card to the timer. Staff and Alumni must present their valid Sports Complex Membership Cards. Please indicate to the timer which team you will be playing for. **NO ID. - NO PLAY!**
- All player IDs will be inspected by the scorekeeper and immediately handed back to the participant. IDs will NOT be kept by the scorekeeper and are not the responsibility of the McGill Intramural program.

DEFAULT RULE

- A five **(5) minute** delay to the start of the game will be granted if a team has an insufficient number of players to begin.
- The amount of time that the start of the game was delayed will be subtracted from the first and if needed the second period of play.
- Should a team still not have the minimum required number of players following this delay, the offending team will default the game. The offending team will automatically lose the game **3-0**. If both teams do not have enough players, it will be considered a double default.
- To begin the game, each team must have a minimum of four **(2) players** to start the game, signed-in and ready to play.

EQUIPMENT

- Clean, non-marking indoor athletic shoes are to be worn by all players. Street shoes, or black-soled jogging shoes that mark the floor are not permitted.
- Shinguards are not compulsory but are highly recommended.
- Wristwatches, long necklaces, hooped earrings, or any other personal wear that may cause harm to players safety will not be permitted. The referees reserve the right to ask participants to remove such items prior to entering the field of play.

UNIFORMS

- The home team (according to IM Leagues) is required to wear white, while the away team is required to wear dark colours.
- Numbers are not required on shirts.

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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.

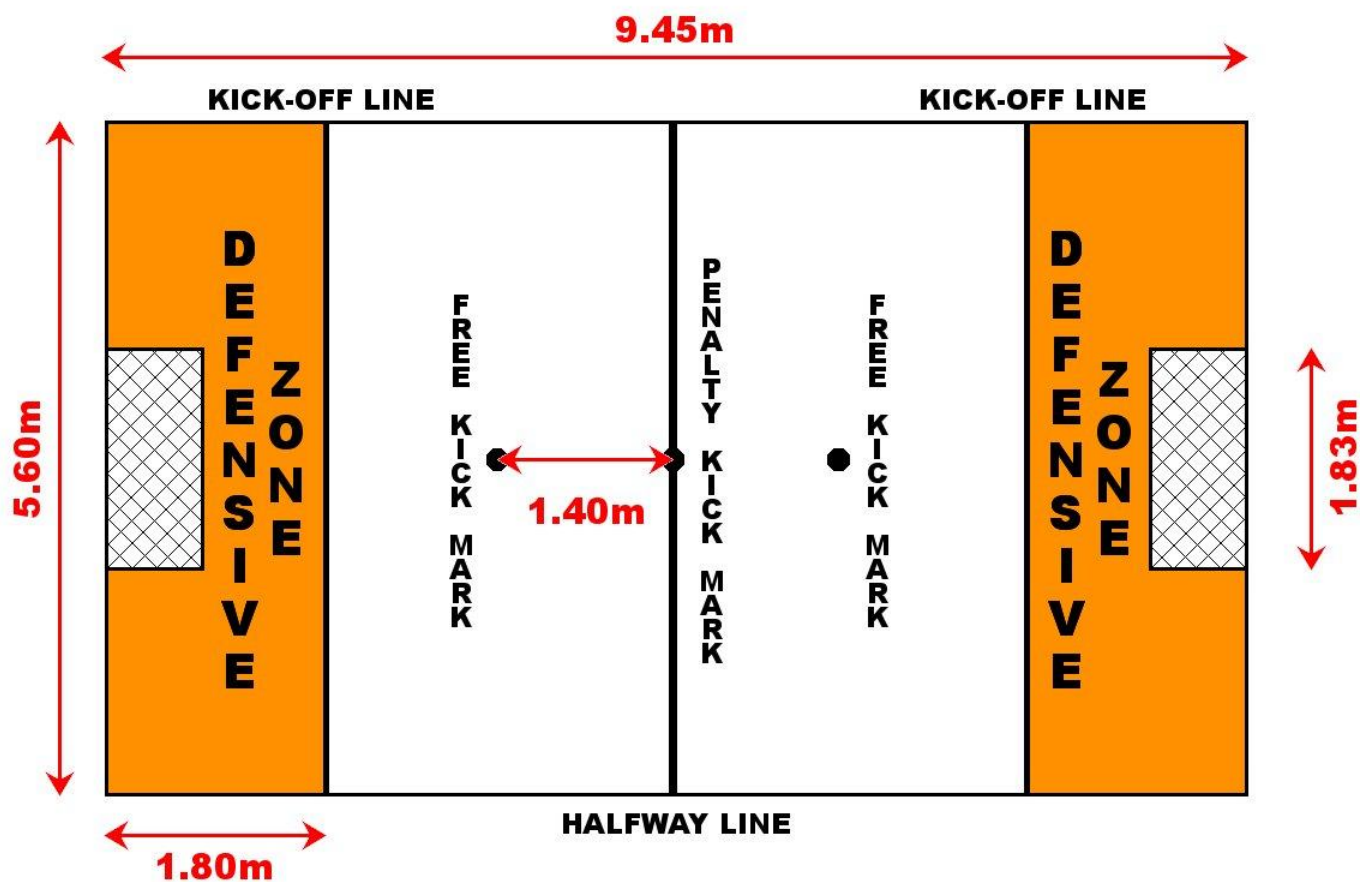
In addition, games of 2v2 soccer put participants in very close proximity to one another in a room no bigger than 60m². As a result:

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 strict in calling physical contact which would otherwise be “tolerated” in outdoor 7v7, 11v11, or indoor 5v5 soccer.

LAW 1: The FIELD of PLAY

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

The playing surface is rectangular (9.45 × 5.60m) encased in a four-walled court, marked with lines according to the following diagram:



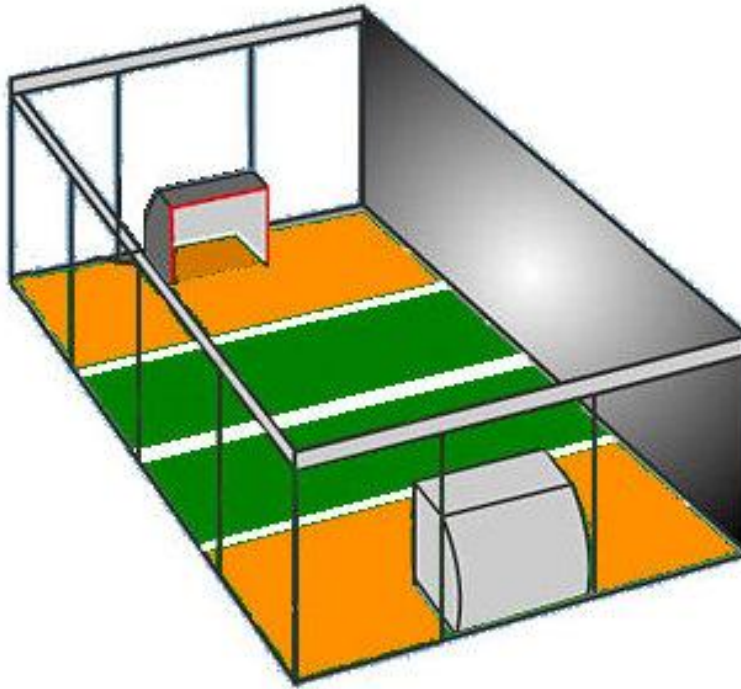
The court is divided in two equal parts by a line joining the two midpoints of each side-wall. This line is called the **halfway line**.

1.80m away and parallel to the front & back walls, a 2nd and 3rd line are located on both sides of the court. These lines are called the **kick-off lines**. The area enclosed by a team's back wall and kick-off line is called the **DEFENSIVE ZONE** of that 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 repurposed hockey nets.



LAW 2: The BALL

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

In order to minimize injuries, the ball will be slightly *deflated* before it is used.

LAW 3: The Number of PLAYERS

Each team shall be composed by a minimum of two (2) and a maximum of six (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. (**MIXED – 1 self-identifying female and 1 self-identifying 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 forfeit 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).

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 role **for the entire duration of the set**.
- At the beginning of each set, players who participated in the previous set **must** switch their role. That is, a player may not play for two consecutive sets in the same role.

Each role has specific areas of play and responsibilities:

DEFENDER

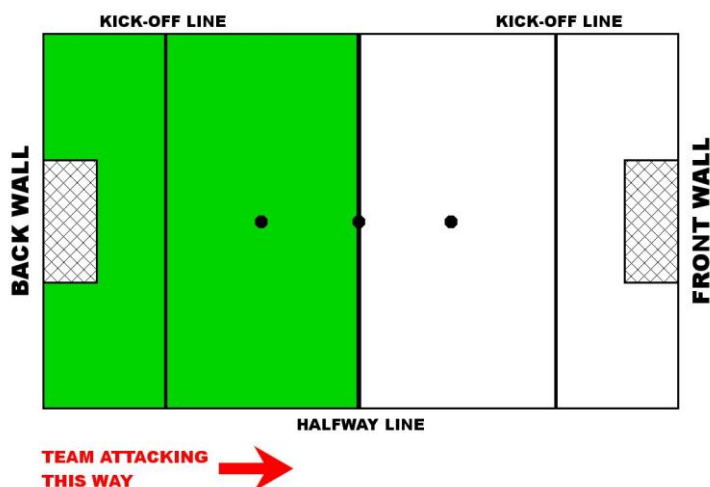
Playing Area

Back wall to halfway line

Responsibilities

Takes all **kick-offs**

DEFENDER PLAYING AREA

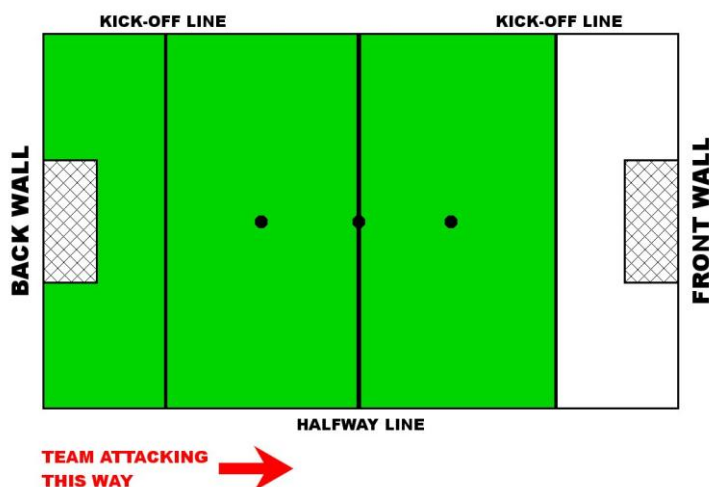


FORWARD

Back wall to opposing kick-off line

Takes all **free kicks & penalty kicks**

FORWARD PLAYING AREA



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 substitute must take the role the substituted player would have taken in the next set.

LAW 4: The Players' EQUIPMENT

As per *FIFA Laws of the Game* (11v11 Soccer), with the following amendments.

BASIC EQUIPMENT

- In addition to shorts, **long pants** (e.g. tracksuit bottoms) may be worn by any player.
- **Shinguards** are not compulsory, but are highly recommended.

LAW 5: The REFEREE

As per *FIFA Laws of the Game* (11v11 Soccer), with the following amendments.

POSITIONING

- The referee will remain stationary, and observe the game from outside the field.
- For a better vantage point, the referee's observation post will be outside and above the field.

ADVANTAGE RULE

The advantage rule in 2v2 Soccer is slightly different than the *FIFA Laws of the Game* (11v11 Soccer).

If a team is fouled, but maintains **possession of the ball** with a goalscoring opportunity, advantage may be applied by the referee.

- Advantage may be applied only in such cases, where there is a clear goalscoring opportunity.
- If the advantage does not materialize within 2-3 seconds, the referee has the right to penalize the original offence.

After applying advantage and once play is stopped, depending on the severity of the foul the referee may choose to apply further punishment against the offending player.

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

- *not administer any further punishment (if the charge was careless), OR:*
- *caution the offending player (if the charge was reckless), OR:*
- *send off the offending player (if the charge was made with excessive force)*

LAW 6: The ASSISTANT REFEREES

One (1) assistant referee will be appointed for each match and will act as a **scorekeeper**.

POWERS & DUTIES

The assistant referee:

- assists the referee
- keeps a record of the players taking part in the match
- keeps a record of the time-outs requested
- records the names of any players cautioned or sent off

LAW 7: The DURATION of the Match (and SCORING SYSTEM)

PERIODS of PLAY

2v2 soccer matches are played in **three (3) winning sets** i.e. to the best of five (5) sets.

The first team to reach **seven (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 kicks from the penalty mark (five (5) kicks for each team, to be taken by the forwards) followed by sudden-death kicks if the tie is still unresolved.

INTERVAL BETWEEN SETS

Players are entitled to a **two (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-off, free kick, penalty kick, ball in the corner).
- 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 8: 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 goal.
- 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 must 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 not exit their respective defensive zones until the ball is in play
- 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 (any infringement of this rule will result in a free kick to the other team).
- Alternatively, a player may try to bounce the ball off the front wall. They are then permitted to touch the ball again.

BALL IN THE CORNER

If, while the ball is still in play, the referee is required to stop play temporarily for any reason not mentioned elsewhere in the 2v2 Laws of the Game, the match is restarted with a **Ball in the Corner**.

The match is also restarted with a **Ball in the Corner** when provided for in the 2v2 Laws of the Game.

Procedure

- If a team had clear possession of the ball when play was stopped:
 - Play is restarted from one of the wall corners closest to that team's defensive zone.
 - The ball must be placed so that it simultaneously touches the side wall and the back wall.
 - The ball is in play when the referee blows the whistle.
- If a team did NOT have clear possession of the ball when play was stopped:
 - A coin is tossed by the referee: the team that wins the toss takes the Ball from the Corner.
 - Play is restarted from one of the wall corners closest to that team's defensive zone.
 - The ball must be placed so that it simultaneously touches the side wall and the back wall.
 - The ball is in play when the referee blows the whistle.

LAW 9: BALL OUT OF PLAY

BALL OUT OF PLAY

The ball is out of play when:

- it is propelled out of the court room
- it comes to rest atop or behind the goalnets
- play has been stopped by the referee

If the ball is propelled out of the court room or comes to rest atop/behind the goalnets, play shall be restarted with a **Ball in the Corner**, to be taken by the opponents of the team that last touched the ball.

BALL IN PLAY

The ball is in play at all other times, including when:

- it rebounds off a goalpost or crossbar
- it rebounds off the walls
- it rebounds off the ceiling
- it rebounds off the referees

LAW 10: The METHOD of SCORING

Goal scored

A goal is scored when the whole of the ball passes over the goal line, between the goalposts and under the crossbar, provided that no infringement of the 2v2 Laws of the Game has been committed previously by the team scoring the goal.

Winning Team

The team that first reaches three (3) winning sets during a match is the winner (see Law 7).

LAW 11: OFFSIDE

There is no offside in 2v2 Soccer.

LAW 12: FOULS & MISCONDUCT

As per *FIFA Laws of the Game* (11v11 Soccer), with the following amendments.

- All offences listed under “**Direct Free Kick**” of the FIFA LOTG also apply in 2v2 Soccer.
- Except those involving a goalkeeper, all offences listed under “**Indirect Free Kick**” of the FIFA LOTG also apply in 2v2 Soccer. These offences result in a regular Free Kick in 2v2 Soccer.
- Except “Failure to respect the required distance”, all offences listed under “**Cautionable Offences**” of the FIFA LOTG also apply in 2v2 Soccer.
- Except the two infractions of DOGSO (denying an obvious goalscoring opportunity), all offences listed under “**Sending Off Offences**” of the FIFA LOTG also apply in 2v2 Soccer.

In addition, offences in 2v2 soccer are treated according to two criteria of severity:

- **ORDINARY FOULS** (from here on, simply referred to as “fouls”)
- **SERIOUS FOULS**

FOULS are penalized with either a free kick or a penalty kick to the opponent.

SERIOUS FOULS are penalized with **THREE (3) CONSECUTIVE PENALTY KICKS** to the opponent:

- The Forward has three (3) chances to score one (1) goal.
- The series of kicks ends as soon as the goal is scored.
- If no goal is scored on the 3rd kick, play resumes directly.

For a COMPLETE LIST of Fouls and Serious Fouls, refer to **APPENDIX I**.

For a limited list including descriptions, see below.

FOULS – result in Free Kick

All applicable (see above) offences listed under “Direct Free Kick” and “Indirect Free Kick” of the FIFA LOTG are considered “Fouls”, with the following additions and amendments.

FIELD INVASION

A player entering into a forbidden zone (e.g. defender entering opponent’s half of the field; forward entering opponent’s defensive zone), with ANY BODY PART either on the ground or in the air (except if pushed).

STATIONARY BALL

A player holding the ball stationary, under their control, for longer than one (1) second.
(i.e. to avoid committing this foul, a player must always be moving the ball)

FIVE-SECOND VIOLATION

A player holding the ball, under their control, in their team's defensive zone for longer than **five (5) seconds**.
(to avoid committing this foul, a player must bring the ball out of their defensive zone, which resets the 5-second count; the player may then bring the ball back into their zone)

LOCKED KNEE POSITION

Bending of the knee downward to assume a semi-kneeling position.

HANDBALL

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**.
Handballs committed by a team in their **own** half of the field that directly prevent a goal will be penalized as a **SERIOUS FOUL** (see below).

SERIOUS FOULS – result in Three (3) Consecutive Penalty Kicks

FIFA LOTG “CAUTIONABLE OFFENCES”

Offences listed under “Cautionable Offences” of the FIFA LOTG are considered serious fouls, provided they are committed while the ball is in play.

(e.g. “dissent” committed while the ball is out of play will result in a caution, but not three consecutive penalty kicks)

SLIDING

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

DISCIPLINARY SANCTIONS

For all cases of **serious foul**, in addition to the three (3) consecutive penalty kicks awarded to the opposing team, a player may be penalized with the following:

A) WARNING

The offending player receives a warning. Repeat occurrences may result in a caution (yellow card).

B) YELLOW CARD

The offending player is cautioned.

C) RED CARD

The offending player is sent off. The opposing team **immediately wins the current set** with a score of 7-0.

YELLOW/RED-CARD ACCUMULATION, SUSPENSIONS

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 remainder of the season

Yellow cards received during regular season are reset at the beginning of playoffs. Suspensions resulting from yellow-card accumulation however carry over.

IMPORTANT: Suspensions for yellow-card accumulation apply automatically, but captains will NOT be automatically notified. Team captains are thus **responsible for checking their team's card record themselves**, in order to ascertain if any of their players are suspended for a given match.

All **red cards** result in immediate dismissal from the game and an automatic one (1), two (2), or three (3) game suspension.

OFFENSE	SUSPENSION (minimum)
2CT	1 game
OFFINABUS, SFP	2 games
S, VC	3 games

SFP – serious foul play / **VC** – violent conduct / **S** – spitting at an opponent or any other person /
OFFINABUS – offensive, insulting and/or abusive language/gestures / **2CT** – receiving a second caution in the same match

Please note that the following two sending-off offences from the FIFA Laws of the Game:

- **DOGSO-H** (denying an obvious goalscoring opportunity through a foul sanctionnable by DFK, IFK, or PK)

- **DOGSO-F** (denying a goal/obvious goalscoring opportunity through a deliberate handball)

...are **NOT** applicable in 2v2 soccer.

LAW 13: 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 must 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 their goal.
 - the opposing forward must be at the halfway line, with their back to either wall of the court.
- 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 (any infringement of this rule will result in a free kick to the other team).
- Alternatively, a player may try to bounce the ball off the front wall. They are then permitted to touch the ball again.

LAW 14: The PENALTY KICK

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

Procedure

- Penalty kicks must 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 their goal.
 - the opposing forward must be at the halfway line, with their back to either wall of the court.
- 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. They are then permitted to touch the ball again.

LAW 15: The THROW-IN

There is no throw-in in 2v2 Soccer.

LAW 16: The GOAL KICK

There is no goal kick in 2v2 Soccer.

LAW 16: The CORNER KICK

There is no corner kick in 2v2 Soccer.

Appendix I: FOUL LIST & Resulting penalty

Fouls penalized with a KICK-OFF to the opposing team

- Kick-off taken without waiting for the referee's whistle
- 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 to the opposing team

- Offences listed under "Direct Free Kick" of the FIFA LOTG
- Applicable offences listed under "Indirect Free Kick" of the FIFA LOTG
- Field invasion (i.e. entering with any part of one's body into a forbidden zone, except if pushed)
- 5-second violation (i.e. exceeding the 5-second time limit in the defensive zone)
- Stationary Ball (i.e. stopping the ball for more than 1 sec.)
- Locked knee position (i.e. excessive flexing of knee downward, except when opponent is shooting to score)
- Unintentional handball in the *opponent's* half of the field
- Violently kicking the ball at an opponent from point-blank range
- Free kick taken by the defender instead of the forward
- Free kick taken without waiting for the referee's whistle
- Penalty kick taken without waiting for the referee's whistle
- Kick-Off or Free Kick taken with a shot directly on goal

Fouls penalized with a PENALTY KICK to the opposing team

- Unintentional handball in *own* half of the field

Fouls penalized with THREE (3) CONSECUTIVE PENALTY KICKS to the opposing team

All cases of **serious foul**:

- Offences listed under "Cautionable Offences" of the FIFA LOTG committed while the ball is in play
- Handballs that clearly prevent a goal from being scored (goaltending)