

USCB Department of Recreational Sports
Co-Ed Intramural Soccer – Captain’s Information and Rules.

A. RULES OF THE GAME

1. Intramural Soccer is 5-vs-5 – 1 goalie and 4 field players.
2. Teams must have at least 3 players present in order to avoid a default.
3. All games consist of two 15 minute halves with a running clock. The clock will not be adjusted for injury or other reasons. Half-time will be 5 minutes.
4. Teams are not allotted any time-outs. The referee may, however, suspend time for injury, intentional delay of game, etc., if he/she deems it necessary.
5. Any games during the regular season ending in a tie will be recorded as such. During playoffs, any games ending in a tie will be followed by a “sudden death” overtime period. (Refer to Rule 13).

6. KICKOFF:

- a. The kicker may not play the ball again until it has been played by another player on either team.

7. OUT OF BOUNDS/THROW-INS:

- a. The ball must completely cross the goal line or touchline, whether on the ground or in the air, to be considered out of bounds.
- b. The side of the goal cage is considered out of bounds.
- c. Any player taking a throw-in must have both feet on the ground on or behind the touchline; and use both hands, delivering the ball from behind and over the head in one continuous motion.
- d. Thrower may not play the ball until it has been touched or played by another player.
- e. A team cannot score on a throw-in unless the ball is touched or played by another player.
- f. If a throw-in does not enter the field of play, the ball is awarded to the opposing team at the spot of the throw.
- g. Any player attempting to interfere with a throw-in in any way will be issued a yellow card for unsportsmanlike conduct.

8. SUBSTITUTIONS:

- a. Both teams may substitute on a goal kick, kick off, injury, yellow card or red card.
- b. On throw-ins and corner kicks, the defensive team may only substitute if the offensive team substitutes.
- c. Players wishing to substitute must get the official’s attention and be beckoned onto the field.
- d. Teams will be allowed unlimited substitutions.

9. THE GOALIE:

- a. The goalie may use his/her hands to control the ball within the penalty box.
- b. The goalie has **six** seconds from the moment he/she takes control of the ball with his/her hands to release the ball into play.
- c. The goalie may not touch the ball with his/her hands when a player on his/her team deliberately kicks the ball to him/her, or when receiving a ball directly from a throw-in by a teammate.

- d. A goalie may touch the ball with his/her hands when deliberately passed from his/her own teammate by the head, chest or knee. A player may not use trickery to circumvent this rule.
- e. Once the goalkeeper has possession of the ball, no body contact is allowed. One hand on a stationary ball constitutes possession. Any flagrant or aggressive play toward the goalkeeper shall result in a yellow card or ejection.
- f. The goalkeeper may slide, but not slide tackle, to play a ball.

10. GOALS:

- a. The entire ball must be over the line to be considered a goal.

11. PENALTY KICKS:

- a. All players except for the kicker and the opposing goalie must be outside the penalty box and at least 10 yards from and behind the penalty mark until the ball is kicked.
- b. The ball must roll FORWARD.
- c. Once the kicker starts his/her approach toward the ball, he/she may not interrupt his/her movement.
- d. Once the kicker plays the ball, he/she cannot play the ball again until the ball is touched or played by another player of either team, including the goalie.
- e. The goalie may use his/her hands on penalty kicks and must always be in contact with the goal line or the goal line's vertical plane until the ball is kicked. The goalie may move laterally as long as contact is maintained with the goal line or the goal line's vertical plane until the ball is kicked.
- f. The shooter and goalie must be on the field at the time of infraction.
- g. A penalty kick may be awarded even if time has expired.

12. OVERTIME PROCEDURE (PLAYOFFS ONLY):

- a. If there is no winner at the end of regulation play (in the playoffs only) there will be an overtime period.
- b. The overtime period will be 5 minutes, sudden death.
- c. Play will be 5 on 5 with no goalie.
- d. Teams will not be allowed to substitute even in the case of injury.
- e. Teams may elect to place a player in front of the goal, but that player may not use his/her hands.
PENALTY: Red Card penalty kick awarded for deliberate handling.
- f. There will be no Offside calls in the overtime period.
- g. All other soccer rules and regulations will still apply in the overtime.
- h. If a penalty kick is awarded, the person in the goalkeeper's position may **not** use his/her hands.
PENALTY: Red Card, re-take penalty kick.
- i. If the game is still tied at the end of the 5 minute sudden death overtime period, kicks from the penalty mark will be used to determine a winner.
- j. Kicks from the penalty mark will be 1 for 1, meaning each team will get to take 1 kick. If both teams score or both teams miss, a second round of 1 for 1 kicks will be taken. This will continue to occur until 1 team scores and the other team misses, at which point the game is over. No player on a team may take a second kick until all players of the team have taken a first kick.

13. DIRECT KICKS:

- a. Direct kicks include corner kicks, kickoffs, and goal kicks.
- b. Direct kicks result from handballs, tripping, pushing, and any illegal physical contact.
- c. All defensive players must be at least 10 yards away from an offensive player taking a direct or indirect kick, and at the start of play.
- d. The ball can be played in any direction.

14. INDIRECT KICKS

- a. A goal may not be scored on an indirect kick until the ball is touched or played by another player of either team.
- b. Indirect kicks result from dangerous play, obstruction, offside, or illegal handling of the ball by the keeper inside the box.
- c. All defensive players must be at least 10 yards away from an offensive player taking a direct or indirect kick, and at the start of play.
- d. The ball can be played in any direction

15. HANDLING:

- a. The goalie may use his/her hands in the penalty box. If a goalie uses his/her hands outside the penalty box, it is handling.
- b. A Pass back or Throw in to the goalkeeper who uses his/her hands in the penalty box to receive the ball results in an indirect kick for the opposing team. Heading the ball or chesting the ball to the goalkeeper is not considered a pass back.
- c. Handling within the penalty box by the defensive team, other than the goalie, results in a penalty kick.
- d. Handling in the field of play by any player results in a direct kick from the spot of the infraction.

16. OFFSIDE:

- There is no offside.

17. **YELLOW/RED CARDS:** Yellow and Red cards are given for improper conduct and are given out on an official's judgment. If received by your team, they will affect your sportsmanship rating. The following are listed as guidelines for card administration:

- a. Yellow Card: Excessive verbal abuse, intentional delays of game, minor fouls, etc.
- b. Red Card: Two yellow cards, blatant major fouls including swinging or kicking at an opponent regardless of contact, excessive roughing the goalie, slide tackle from behind, taunting, excessive celebration, etc. Teams must play a man down except for double yellow cards (soft red), and excessive celebration.
- c. A player receiving a yellow card must leave the field of play, and must sit out for five minutes of play. Tackles from behind will be penalized with a RED card.
- e. Ejected (straight Red card or second Yellow card turning to Red card) players must set up an appointment to meet with the Intramural Sports Director Lindsey Logue and will be processed judicially.
- f. Referee abuse will not be tolerated. Players and teams may be suspended from the league. The use of foul language, toward an official or not, will not be tolerated.
- g. The Site Supervisor reserves the right to impose disciplinary action on players/teams if the situation warrants. All other rules not listed on this sheet will be followed according to National Federation High School Rules.

B. SPORTSMANSHIP

1. After each game, teams are given a sportsmanship rating by the officials, the scorekeeper, the opposing team captain, and the supervisor (when possible). The following rating system will be used as a guideline for all sportsmanship ratings -*****It is up to you to make this system work by giving appropriate ratings*****

“5” Excellent Conduct and Sportsmanship -

- Team receives no unsportsmanlike penalties
- Players cooperate fully with officials/other team members
- Captain calmly converses with officials about rules/calls
- Captain has full control of teammates

“4” Good Conduct and Sportsmanship -

- Team receives at most 1 unsportsmanlike penalty
- Team verbally complains about some officials’ decisions
- Team shows minor dissent
- Team wins by default or wins by forfeit

“3” Average Conduct and Sportsmanship -

- Team receives 1 or more unsportsmanlike penalties
- Team displays verbal dissent towards officials/opposing team
- Team defaults game

“2” Below Average Conduct and Sportsmanship -

- Team must have received at least 1 unsportsmanlike
- Team receives at most 1 unsporting ejection
- Team constantly comments to the officials/opposing team
- Team captain exhibits little or no control over teammates/self
- Team forfeits game by not showing up

“1” Poor Conduct and Sportsmanship -

- Team receives 1 or more unsporting ejections
- Captain has no control over teammates/self leading to ejection(s)
- Team completely uncooperative/Team forfeits game (other than not showing up)

- a. Teams **MUST** maintain a “3.0” average throughout regular season play to be eligible for playoffs.
- b. Teams that receive a “1.0” average for any game will be contacted by the Intramural Sports Office.

2. Playoff Situations: If a team receives below a “3.0” average in any playoff contest, that team will be eliminated from playoffs and replaced by the opposing team, provided that the opposing team receives a “3.0” average or higher. If neither team receives a “3.0” average or higher, then a double forfeit is declared and both teams are eliminated from playoffs.

3. If a game is not completed due to any circumstances, the sportsmanship rating earned will stand regardless of whether or not the game is official.

4. The Department of Recreational Sports may impose additional penalties on players that are disruptive during regular season or playoff contests.

C. EJECTION PROCEDURE

1. Any player, coach, or fan ejected from an intramural game for any reason must leave the playing area immediately if requested to do so by the official or intramural supervisor staff. Failure to leave the area may result in forfeiture of the game by the team associated with the ejected person.

Full Cooperation with the Intramural Staff by an ejected participant is strongly encouraged in order to ensure the safety and reconciliation of the problem as swiftly as possible for all involved.

2. All ejected individuals will be processed judicially within the University and will receive a letter/email notification that will read as follows: "All participants, coaches, and fans that choose to participate in the Intramural Sports Program at

USCB are expected to act in a sportsmanlike manner and comply with the spirit as well as the letter of the rules for each sport. Any participant, coach, or fan that is ejected from the USCB Intramural Sports Program is *immediately ineligible* from further competition in all Recreational Sports Programs and from the use of recreational facilities until he/she is reinstated by the Intramural Sports Director.

3. Any ejected participant found to be playing with any intramural team prior to meeting with the Judicial board will jeopardize the eligibility of that team and therefore remove that team from further participation in the league.

D. STRUCTURE

1. League play will consist of a 4-week **ROUND ROBIN SCHEDULE**.

2. All teams will be placed into a playoff tournament based upon the team's win-loss-tie record provided all playoff requirements are met (sportsmanship rating).

3. The following point system will be used to determine the place your team finishes in the league:

Win = 3 points; Tie = 1 point; Loss = 0 points; Default = 0 points.

4. If a tie exists at the end of regular season play, the following tie-breaking system will be used.

a. Who beat whom in head-to-head competition

b. Total Goals Scored - Total Goals Allowed = Total (the team with highest total wins tie).

E. ROSTER POLICY

1. Additions to the team roster can be made up until the end of regular season, provided that the added player is not or has not played with another team

2. Additions to the team roster are made when a participant shows a valid USCB ID during round robin play and checks in at the field. If he/she does not follow this procedure, they will not be allowed to participate in that game, they will not be added to the team roster, and they will not be considered on the team.

3. A team can have as many players on the roster as desired, but there is a limit to the number of championship shirts the team will receive if the team wins the championship. The maximum # of shirts for each championship team is 12 or however many persons are on the teams' roster, whichever is less.

F. PLAYOFF STRUCTURE

1. **ALL TEAMS** (even those that have lost every game) will be placed into a playoff tournament at the conclusion of round robin play if they meet the following criteria:

a. The team earns a "3.0" Sportsmanship average during regular season games.

b. The team does not forfeit a game or default more than one game without paying the forfeit bond reinstatement fee prior to the specified deadline.

NOTE: Teams having forfeited and paid the forfeit bond reinstatement fee in the specified time (maintaining a "3.0" average sportsmanship rating) will be eligible for playoffs.

2. Playoffs begin Friday, April 18.

G. ELIGIBILITY

1. All Students and Faculty/Staff that have a valid USCB ID are eligible to participate. Those with Spouse, Dependent, Alumni and/or Long-Term Guest cards are **NO LONGER ELIGIBLE** for Intramurals.

2. Participants may play for only one team.

3. *Current varsity athletes may not participate in their sport or any allied sport during the academic year.

4. Team captains are responsible for checking the eligibility of his/her players. The Intramural Staff will not be responsible for checking the eligibility of participants, however they do reserve the right to impose disciplinary action on any player/team who may be discovered to have ineligible players participating.
7. Teams found to have ineligible player(s), will receive forfeits for all games in which such player(s) have played. Teams will have until 5pm the next business day after discovered to pay the forfeit bond reinstatement fee in order to remain in the league. If the team has not paid the fee by the deadline, the team will be removed from the league without option for refund. Player(s) found to be ineligible will be suspended from play for the remainder of the season.
8. **THE NO ID NO PLAY POLICY IS IN EFFECT.** Each participant should be prepared to present his/her valid USCB ID card or facility pass. All ID's must be readable and in proper condition. Any ID's that have a picture, a name, or an ID number that are unreadable will not be considered valid and that player will not be allowed to participate.
9. Random eligibility checks by the Intramural Sports Supervisor may be done on a nightly basis.
10. As long as a game is ready to begin by game time, any participant who may arrive after that time may still participate in the game provided they follow the roster policy above.

H. GAME LOCATIONS

1. All games are played at Fin Land Field.

I. INCLEMENT WEATHER/CANCELLATIONS

1. All decisions concerning game cancellations are made after 12:00pm on the day of play or as weather conditions dictate. All decisions made after 12:00 p.m. will be made by the site supervisor on duty when they arrive at the fields before play begins. For game status decisions, please check Facebook.
2. Unless circumstances otherwise permit, all games cancelled during round robin regular season play will not be rescheduled. If games are rescheduled for any reason, the Intramural Sports Office will notify the team captain/co-captain via email once rescheduling has been completed.

J. CAPTAIN'S RESPONSIBILITIES

1. Inform players of game time and location.
2. Have team members properly check in and agree to the assumption of risk form prior to game time.
3. Notify each team member of the Intramural Sports USCB ID policy before the start of the season. All ID's must be readable and in proper condition. Any ID's that have a picture, a name, or an ID number that are unreadable will not be considered valid and that player will not be allowed to participate. Provide ID's for the supervisor if randomly selected for eligibility check.
4. The captain is the only team representative that is allowed to discuss rule interpretations and player eligibility with the official(s)/Supervisor.
5. Be familiar with rules, schedules, and policies of the Intramural Office and pass this information along to all team members.
6. Stress importance of sportsmanship to all team members.
7. The use of any tobacco product by active participants is not permitted. The use of alcohol by participants and spectators before or during a game is never permitted.
8. At conclusion of each game, each captain will be asked rate the opposing team's sportsmanship.

K. TEAM MEMBER RESPONSIBILITIES

1. Each team member must understand and agree to the Assumption of Risk Form.
2. Sign in 10-15 minutes prior to game time:
 - a. Check in with a valid USCB ID with an Intramural employee. Any ID's that have a picture, a name, or an ID number that are unreadable will not be considered valid and that player will not be allowed to participate.
3. Please arrive 15 minutes prior to game time to ensure games begin on time.
4. Clean up any trash or equipment brought to the game before you leave at the end of each game.

L. EQUIPMENT

1. All jewelry except medical alert bracelets must be removed before play. Taping over jewelry is not an acceptable alternative to removing jewelry. If the supervisor suspects that a team member has taped jewelry, the team member will be asked to show the supervisor what is beneath the tape. If a team member does not remove jewelry or tape, he/she is not eligible to play. Any player wearing jewelry may be subject to a yellow card. **NO EXCEPTIONS.**
2. Cleats are acceptable as long as they do not have metal spikes.
3. It is strongly recommend that all teams purchase similar color uniforms for play
4. No casts are allowed. No pad or braces are allowed above the waist.
5. Any mistreatment of the Intramural Sports Equipment may result in an automatic ejection.
6. All players are required to wear protective shin guards. There will be no exceptions. It is the responsibility of the player to provide his/her own guards.
7. Official size ball for adult soccer is 5.

For any questions, concerns, or suggestions, please contact:
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