

7 on 7 COED SOCCER

Information Sheet

Spring 2009

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.

ENTRIES OPEN

April 28, 2009 (Entries are limited and are sold on a first come, first served basis.)

ENTRY FEE

A \$30.00 non-refundable entry fee will be required at registration for each team.

CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Thursday, April 30 at 4:00 PM in 267 Richards Building**. Intramural policies and procedures will be discussed during this meeting and it is important that all teams be represented.

ELIGIBILITY

Spring 2009 full-time students (6 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. Non-students must be active members of a BYU ward and their membership records must reside in the BYU ward that they attend.

The intramural activity fee is paid at the HHP College Services Office in 112 Richards Building. The cost is \$20.00 per semester during fall/winter and \$10.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester/term.

To participate in a team sport, each player must be added to his online team roster. Players need to be added to their team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to **18** players. Each participant may play for only **one Coed Soccer** team. ***Participants on a 7-on-7 coed soccer team will not be eligible to compete on an 11-on-11 team during spring term.***

DAYS, TIMES, AND LOCATION

Games will be played Tuesdays through Fridays 6:15 PM to 10:15 PM and Saturdays 8:00 AM to 1:00 PM in the Indoor Practice Facility (IPF). The IPF is located west of the Smith Field House.

CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants will need to show a valid (government, school, or work issued) picture ID before every game.* Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, will need to show their paid receipt for the intramural activity fee before they can be checked-in.

FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams having less than **five** legal players at game time. Teams receiving their second forfeit will be dropped from regular season play and will not be eligible for tournament play. *Refunds will not be given for forfeited schedules.*

EQUIPMENT

Teams will need to supply a soccer ball for each game. **All participants are required to wear appropriately sized shinguards, secured and covered with long socks.** No metal cleats will be allowed.

NOTE: According to NFHS Rules Book (Rule 4.3 Penalty), “An improperly equipped player shall be instructed to leave the field of play when the ball next ceases to be in play.” Such players shall not return to play until properly equipped.

UNIFORMS

Any appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts are not allowed.

OFFICIALS

The Office of Intramural Activities will provide all officials. Officials and supervisors assigned to your game have the power to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY

All participants play at their own risk and must acquire their own insurance.

SPORTSMANSHIP

Sportsmanship is everyone's responsibility. We hope that everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and their spectators. Spectators may be asked to leave if necessary.

A yellow/red card system will be used to monitor unsportsmanlike behavior, rough play and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card shall be ejected from the game and will need to leave the field/court before play resumes. A team with a carded player will be required to play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = 4 minutes).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting opponents.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

TOURNAMENT INFORMATION

There will be two divisions (upper and lower) for regular season play. At the conclusion of regular season play, eligible teams will be re-evaluated and placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by **4:00 PM on Tuesday, May 26.**
- Teams will have until **4:00 PM on Thursday, May 28** to challenge classification rankings.
- Tournament schedule will be posted by **4:00 PM Saturday, May 30.**
- Tournament play begins **Tuesday, June 2.**

RULES

Intramural soccer abides by the 2008-2009 National Federation of High School Association Rules with the following exceptions or points of emphasis:

1. *Team Composition*: teams may consist of five (minimum) to seven (maximum) players, one goalkeeper (male or female), and no more than three men (excluding the goalie).
2. *Game Duration*: games consist of two twenty-minute periods.
3. *Timing*: during the last five minutes of the second period, when the score is within five, the clock will stop as outlined in Rule 7.4 for a penalty kick, a caution/disqualification card, following a goal, and when an official orders the clock to be stopped. NOTE: A period may be extended for penalty kicks only.
4. *Overtime (tournament only)*: in the event of a tie a five-minute sudden death period will be played, followed by the best of five penalty kicks taken by each team.
5. *Offside*: this rule will **not** apply.
6. *Slide Tackling*: going to the ground in an attempt to play the ball within playing distance of an opponent from *any* direction will **not** be allowed.
7. *Dangerous Play*: any play deemed dangerous by the official may be penalized. This includes playing the ball while on the ground.
8. *Point Values*: goals scored by female players are worth two points. Goals scored by male players. All penalty kicks are worth one point.
9. *Shoes*: metal tipped cleats are permitted; however, metal cleats are not. Any cleats deemed unsafe by officials will not be allowed.

NOTE: According to the NFHS Rules Book (Rule 12.7.3), “on any occasion when a player deliberately kicks or throws the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands.” Penalty: Indirect kick awarded to the opponent at the spot of the violation, unless in the goal area.

DEFINITIONS (Adapted from the 2008-2009 NFHS Rules Book)

BALL IN AND OUT OF PLAY

The ball is out of play when it has completely crossed the goal line or touchline (sideline), whether on the ground or in the air. The ball is **in play at all other times including:**

- a. When it rebounds from a goal post, crossbar, or corner flag post.
- b. When it touches an official or line judge in the field of play.
- c. Until an official sounds the whistle.

DROP BALL

A method by which a dead ball becomes live. An official drops the ball to the ground. When the ball strikes the ground, it becomes live and may be touched by any player. Play will resume with a drop ball:

- a. When the ball is caused to go out-of-bounds by two opponents simultaneously.
- b. Following a temporary suspension of play for an injury or unusual situation in which no team has clear possession of the ball.
- c. When simultaneous fouls of the same degree occur by opponents.

PENALTY KICK

A kick awarded to a team because an opponent was charged with a direct free kick penalty within his/her own penalty area.

THROW-IN

A method by which a dead ball becomes live. A player throws the ball using both hands. The ball must be delivered from behind and over the head in one continuous movement, while both feet are on the ground on or behind the touchline and the player must be facing the field.

GOAL KICK

A goal kick shall be awarded to the defending team when the entire ball crosses the goal line, outside of the goal, either in the air or on the ground, having last been touched or played by the attacking team. A goal may be scored directly from a goal kick, but only against the opposing team. A goal kick shall clear the penalty area and enter the field of play. If the ball is not kicked beyond the penalty area, the goal kick shall be repeated.

CORNER KICK

A corner kick shall be awarded to the attacking team when the entire ball passes over the goal line, outside of the goal, either in the air or on the ground, having last been touched or played by the defending team. A goal may be scored directly from a corner kick, but only against the opposing team.

*If you have any questions contact Emily in 145 RB (801-422-7597) or access our web page.
<http://intramurals.byu.edu/> Have a fun season!*