

MEN'S AND WOMEN'S SOCCER

Information Sheet

FALL 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

September 1, 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

Meetings for team captains (or a representative from each team) will be held **Thursday, September 3 at 11:00 AM in 271 RB and Tuesday, September 8 at 3:00 PM in 271 RB.** Intramural policies and procedures will be discussed during these meetings and it is important that all teams be represented at *one* of these meetings.

ELIGIBILITY

Fall 2009 full-time students (12 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 Services Information Center 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 **eighteen** players. Each participant may play for only **one Soccer** team.

DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:15 PM to 10:15 PM and Saturdays 8:15 AM to 1:15 PM. Games will be played in the Indoor Practice Facility and the RB turf fields. The Indoor Practice Facility is located directly west of the Smith Fieldhouse. The RB turf fields are located west of the Richards Building

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 shin guards**, appropriately sized, secured and covered **with long socks**. No metal cleats will be allowed. **NOTE:** According to the 2009-2010 NFHS Rules Book “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

It is recommended that each team have two sets of jerseys of differing colors. 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.

INCLEMENT WEATHER

The decision to cancel activities due to inclement weather will be made by **4:00 PM on weekdays and 8:00 AM on Saturdays**. Participants may call the intramural rainout hotline at 801-422-3992 for this decision.

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 women's divisions (upper and lower) and three men's divisions (upper, middle, 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.

Women's Tournament

- Tournament classification rankings will be posted by **4:00 PM on Monday, October 26.**
- Teams will have until **4:00 PM on Thursday, October 29** to challenge classification rankings.
- Tournament brackets will be posted by **4:00 PM Friday, October 30.**
- Tournament play begins **Tuesday, November 3.**

Men's Tournament

- Tournament classification rankings will be posted by **4:00 PM on Monday, October 26.**
- Teams will have until **4:00 PM on Thursday, October 29** to challenge classification rankings.
- Tournament brackets will be posted by **5:00 PM Saturday, October 31.**
- Tournament play begins **Tuesday, November 3.**

RULES

Intramural soccer abides by the 2009-2010 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 on the field. Team rosters are limited to eighteen participants.
2. *Game Duration:* Each game will consist of two 20-minute halves with a two-minute break between halves.
3. *Timing:* The clock will stop during the last five minutes of the game if the goal differential is less than five for the following reasons:
 - A penalty kick.
 - A Caution/Disqualification (Yellow/Red Card).
 - Following the score of a goal, until play is resumed.
 - An official's timeout.
 - **NOTE:** A period shall end at the expiration of time. The only exception is to allow a penalty kick to be completed.
4. *Overtime:* In the event of a tie game, during regular season play, the game will stand as a tie and each team will be credited with a win. During tournament, a five-minute sudden death overtime period will be played. If the game is still tied at the end of the sudden death period, the game will be decided by the best of five penalty kicks taken by each team.
5. *Off-sides:* The Off-sides rule will not be in effect.
6. *Slide tackling:* Slide tackling from **any** direction will not be allowed. Slide tackling is defined as going to the ground in an attempt to play the ball within playing distance of an opponent. Any play deemed dangerous by the official will be penalized. This includes playing the ball while on the ground.
7. *Equipment:* Shoes with metal cleats or spikes fastened to the sole of the shoe will not be allowed. Cleats that are metal tipped are allowed. Any cleats deemed unsafe by officials will not be allowed.

NOTE: According to 2009-2010 High School Federation Rules, "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." An indirect kick is the penalty for this violation.

DEFINITIONS

BALL OUT OF PLAY

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

- If it rebounds from a goal post, cross-bar, or corner flag post into the field of play.
- Until an official sounds the whistle.
- When it touches an official or line judge in the field of play.

CAUTIONED PLAYER

A player notified by an official that his/her activities are not in the best interest of the contest. Such player must be shown a yellow card and shall leave the field and may be replaced.

DISQUALIFIED PLAYER

A player barred from further participation in the game. Such player shall be shown a red card and shall not be replaced during the game except as in rule 12-8-2 of the NFHS Rules Book.

DROP BALL

A drop ball occurs:

- When the ball is caused to go out-of-bounds by two opponents simultaneously.
- Following a temporary suspension of play for an injury or unusual situation and no team has clear possession of the ball.
- When a simultaneous foul of the same degree occurs by opponents.

PENALTY KICK

A penalty kick shall be taken from the penalty mark and when it is being taken, all players, with exception of the player taking the kick and the opposing goalkeeper, shall be within the field of play, but outside the penalty area, and at least 10 yards from the penalty marker. The opposing goalkeeper must stand without moving his feet on his own goal line, between the goal posts until the ball is kicked.

GOAL KICK

When the attacking team causes the whole of the ball to pass over the goal line, other than the area between the goal posts and under the crossbar, either in the air or on the ground, the ball shall be kicked from any point within the goal area by a player on the defending team. A goal kick shall clear the penalty area and enter the field of play. In the event it does not, the goal kick shall be repeated.

CORNER KICK

When the defending team causes the whole of the ball to pass over the goal line, other than the area between the goal posts and under the crossbar, either in the air or on the ground, a member of the attacking team shall take a kick from within the quarter circle at the nearest corner of the field. A goal can be scored directly from such a kick.

THROW-IN

When the whole of the ball passes over a touch line (side line) either in the air or on the ground, it shall be thrown in from the point where it crossed the line, by a member of the opposing team. The thrower shall use both hands and shall deliver the ball from over the head. Some part of both feet must be on the ground, either on or behind the touch line, when the ball leaves his hands.

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