Intramural Soccer Co-Rec Rules
Summer 2017

Participation Warning
There are inherent risks of mental and physical injury in Intramural Kickball; therefore, you may be mentally and/or physically injured by participating. Our goal is to reduce or eliminate as many risks as reasonably possible to provide a safe program. This does not mean that injuries will not happen. We ask for your full cooperation in following instructions regarding proper conduct, proper use of equipment and facilities, and adherence to the rules of basketball as established by the Intramural Sports Program. Participants are responsible for the cost of any injury; therefore, you are encouraged and recommended to have adequate health insurance.

Intramural Policies
1. **Eligibility:** Each team must have one person who has a current Aggie Recreation Center summer membership. That individual will then register their team on IM Leagues and pay the team fee either in person at the ARC, or over the phone via credit card by calling 435-797-0453. The rest of the team can be community members and must sign a waiver prior to the first game.
2. **Bleeding:** During any game, if a supervisor, scorekeeper, or official detects a participant who is bleeding, has an open wound, or has an excessive amount of blood on their clothing, the game shall be stopped. The staff will contact the Campus Recreation Athletic Trainer, and the participant will receive medical attention. In order for the participant to continue to play, the bleeding must be controlled, the wound covered, and clothing changed if needed.
3. **Jewelry:** No jewelry may be worn while participating in games. The following is considered jewelry: watches, bracelets, earrings, rings, Fitbits, necklaces, chains, and headgear (barrettes, plastic clips, hats, etc.). Note: Head-bands or bandannas may be worn if they are no wider than 2 inches and made of non-abrasive cloth.
4. **Sportsmanship:** Unsportsmanlike conduct will NOT be tolerated. Any person may be ejected from a game and playing area at any time without warning for unsportsmanlike conduct.
   a. Each time a player, manager, and/or spectator is ejected from a league game, the player will be ineligible for their next game in that league (i.e. if player is ejected in a men’s game, they will miss their next men’s game).
   b. If a player is ejected during a tournament game, that player will miss their next scheduled game, regardless of what league it is in, and even if the team they were ejected from loses.
   c. Any player who receives three or more technical fouls during league and/or tournament play will be required to miss their next game before he/she can continue to play. For each additional technical foul received, he/she must miss another game.
5. **Identification Requirements:** All participants must present a form of ID to the Intramural Supervisor prior to the game starting. All individuals must complete a waiver prior to their first game.
6. **Protests:** Any team has the right to file a protest. Any protest must be filed by the team captain and within 24 hours of the contest. A $10 protest fee must be paid to the ARC Service Desk at time of filing the protest. If ruling is overturned, the team will receive their $10 back, but if the ruling stands, they will not receive a refund.

7. **Spectators:** All spectators must follow USU Campus Recreation policies. No musical instruments or phone-like items will be used during the game. The Intramural Sports Program is dedicated to providing a family-friendly environment, and the Competitive Sports Supervisor has the right to warn and/or kick out any spectator that is behaving inappropriately. This includes but is not limited to swearing, vulgar language, intent to harm another individual, respect towards employees and the opponent’s players/spectators, etc.

**Sportsmanship Rating System**

The sportsmanship rating system is intended to be an objective scale by which teams’ attitudes and behaviors can be assessed. Behavior before, during, and after a contest is included in each rating. Each team captain is responsible for educating **ALL players and spectators** affiliated with his/her team about the system. **Teams must maintain a 3.0 ("B") average in order to qualify for tournament play. Teams must also maintain a 3.0 ("B") average during tournament play.** The Intramural Staff will determine the score for the teams after each intramural contest. The Intramural Staff reserves the right to review and/or change any sportsmanship rating given. Captains inquiring about their team’s sportsmanship rating should do so the business day following the contest by contacting the Competitive Sports Coordinator in the ARC or call 435-797-0552.

The sportsmanship rating system is based on the following criteria, but **not limited to**:

**A = Excellent Conduct and Sportsmanship (4.0)**
- Team members cooperate with and demonstrate good sportsmanship toward members of opposing teams, spectators, and **ALL campus recreation staff**.
- Team manager exhibits control over his/her team and spectators, converses reasonably and rationally with officials about rule interpretations, and cooperates by providing any information requested by any intramural staff member.

**B = Good Conduct and Sportsmanship (3.0)**
- Team members verbally complain about some of the decisions made by the officials and/or show minor dissentions, which may or may not merit an unsportsmanlike conduct penalty.
- Teams receive one unsportsmanlike conduct penalty will receive no higher than a "B" rating.

**C = Average Conduct and Sportsmanship (2.0)**
- Team shows verbal dissent toward officials and/or the opposing team, which may or may not result in an unsportsmanlike conduct penalty.
- Manager exhibits minor control over team/spectators, but is in control of himself/herself.
- Teams receiving multiple unsportsmanlike conduct penalties will receive no higher than a "C" rating.
- Team is unable to produce a team at game time resulting in a forfeit.
**D = Below Average Conduct and Sportsmanship (1.0)**

- Team continually dissents the officials and/or opposing team from the court/sidelines.
- Team manager exhibits little or no control over team/spectators or himself/herself.
- Teams that have a player ejected will receive no higher than a "D" rating.

**F = Poor Conduct and Sportsmanship (0.0)**

- Team is completely uncooperative; manager has no control over team/spectators/self.
- Teams play with ineligible participants or withhold any information requested.
- Damage or destruction of any Campus Recreation facility/equipment.
- Multiple player ejections or causing a contest to be forfeited by any reason than not having enough players will receive an "F" rating.
- Any threatening behavior (verbal/nonverbal) towards any player, spectator, or campus recreation employee.

Teams receiving an "F" rating during tournament will not be allowed to advance.

Teams receiving a "D" rating during tournament must have their manager meet with the Intramural Director before their next scheduled contest.

Teams that do not maintain a 3.0 Average during Tournament play will be required to meet with the Intramural Director before their next scheduled contest.

Further information on intramural participation policies can be found in the USU Intramural Sports Handbook.

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**Rules of Play**

**Team and Equipment Regulations**

1. Teams consist of 11 players, 5 males, 5 females, the 11th player can be either gender and must be the goalie. You cannot have 6 males on the field, unless one is the goalie. Teams will not be limited to a maximum amount on their roster. Additions to the roster can be made any time during league play and up to your first tournament game. Once the tournament begins you cannot add individuals to the team roster (unless someone is injured). **You may not remove players from the roster once they have signed up.**

2. You may start and finish a game with 7 players. If for any reason a team has less than 7 players, the game shall be forfeited.
   a. **Co-Rec Rule:** Teams must start the game with 3 males, 3 females, and the 7th can be either gender.

3. Shoes that are judged unsafe by the officials (liable to cause injury to another player) will not be allowed. **No open-toed shoes will be allowed. Shoes must be non-marking tennis shoes or non-metal cleats.**

4. Teams are encouraged to furnish their own practice balls. Game balls will be provided.

**Game Format**

1. Each game will consist of two 20 minute halves. There will be a 2-minute half time break. If there is a tie at the end of regulation play, the game is considered a tie (exception: tournament games will be determined by a shoot-out).
2. The Competitive Sports Supervisor has the authority to change playing time if a game is going longer than expected due to an injury or other circumstances.

3. Referees will be provided for each game by Campus Recreation. The student staff have jurisdiction over each contest with the authority to eject players, coaches, and/or spectators from the playing area or building for abusing the rules and/or any unsportsmanlike behavior.

4. Teams are expected to be ready to play at their scheduled time. Clock will start at game time.

5. Teams with less than 7 players will be given a 5-minute leeway. A forfeit will then be assessed to teams with less than 7 players.

6. Each team has 2 timeouts per game. Timeouts are 30 seconds and they do not carry over.

**Game Rules**

1. The game clock will be stopped for all injuries.

2. Start of play: The choice of which side to defend will be determined by a coin-toss. The team winning the toss shall have the choice of sides to begin the match.
   a. After a goal has been scored, the game is restarted in exactly the same manner with the kickoff being taken by a player of the team that did not score the goal.
   b. The second half of the game will begin with the teams exchanging halves of the field and the kickoff will be taken by a player of the opposite team that started the game.
   c. A goal can be scored directly from a kickoff.

3. If there is a tie at the end of regulation play, the game is considered a tie (exception: tournament games will be determined by a shoot-out).
   a. The referee will choose the goal at which all of the kicks will be taken.
   b. The choice of which team will go first will be determined by a coin-toss. The team winning the toss shall have the choice of kicking first or second.
   c. Five kicks will be taken alternately by each team by five different players. The individuals kicking must be on the field at the end of the game. You may not substitute anyone out.
   d. If after both teams have taken five kicks and both sides have scored the same number of goals or haven’t score any goals, the taking of the penalty kicks will continue in the same order until one team has scored one goal more than the other team.
   e. The goalkeeper that was playing at the end of the game will be the goalkeeper in the shoot-out.

4. Ball In and Out of Play:
   a. The ball is out of play when it has completely crossed the touchlines or goal lines whether on the ground or in the air. The touch and goal lines are part of the playing field.
   b. The ball is in play if it bounces off one of the goal posts or crossbars into the playing field or hits the referee when they are in the field of play.

5. Throw In:
   a. When the whole ball completely crosses over the touch line, either on the ground or in the air, it can be thrown in any direction from the place it crossed the touch line by a player of the opposing team to that of the player who last touched it.
   b. At the moment of delivering the ball, the thrower must face the field of play and part of each foot shall be either on the touch-line or on the ground outside the touch-line.
   c. The thrower must use both hands and deliver the ball from behind and over their head.
   d. The thrower cannot play the ball until it has been touched or played by another player.
   e. If the ball never enters the actual playing field, the ball will be awarded to the opposing team in the form of a throw in.
6. Penalty Kick:
   a. A penalty kick is a free kick taken from the penalty spot on the playing field. All other players with the exception of the goalkeeper and the player taking the kick should be inside the playing field, outside the penalty area, at the half line, each team on their side of the middle of the field.
      i. The gender of the shooters must alternate, and be a minimum of 2 males and 2 females.
   b. The opposing goalkeeper should take their position on their goal line, between the goal posts, and may not move off the line by stepping forward or lunging forward until the ball has been kicked. Lateral movement is allowed.
   c. The player taking the kick must kick the ball forward. They cannot play the ball a second time until it has been touched or played by another player.
   d. A goal can be scored directly from a penalty kick.

7. Goal Scoring:
   a. A goal is scored when the whole ball has passed over the goal line between the goal posts and under the cross-bar, provided it has not been thrown, carried, or intentionally propelled by hand or arm, by a player of the attacking side.

8. Goal Clearance:
   a. When the whole ball completely crosses the end line (goal line), either on the ground or in the air and having been last touched by the attacking team, the goalkeeper standing within their own penalty area shall place it in their goal box and kick it back into play beyond their own penalty area.
   b. The ball will be deemed in play as soon as it leaves the penalty area.
   c. The opposing team must remain outside the penalty area until the ball is in play.

9. Corner Kick:
   a. When the whole ball completely crosses the end line (goal line), either on the ground or in the air and having been last touched by the defensive team, a corner kick will be awarded to the attacking team.
   b. The corner kick is placed in the corner arch which lies on the intersection of the end line (goal line) and the touch line.
   c. Players of the opposing team cannot encroach within 10-yards of the ball until it is in play. The player taking the kick cannot play the ball a second time until it has been touched or played by another player.
   d. A goal can be scored directly from a corner kick.

10. Fouls and Misconduct:
    a. Any players who intentionally commits one of the following offenses will be penalized by the award of a direct free kick to be taken by the opposing team from the place where the infringement occurred. Players will also be given a yellow or red card. Two yellow cards (equals a red card) in one game is automatically ejected from the game. Players can also receive a red card (automatic ejection) for committing any one of the following offenses:
       i. Kicking or attempting to kick, or tripping or attempts to trip an opponent.
       ii. Jumps at or throws himself/herself upon an opponent.
       iii. Holds, pushes, or charges an opponent in a violent or dangerous manner.
       iv. Strikes or attempts to strike an opponent or spits at them.
       v. Intentionally slides (slide tackle) in an attempt to play the ball when it is being or attempted to be played by an opponent and causes contact with the opposing player before the ball trips the opponent due to excessive or reckless force.
vi. Handles the ball, carries, strikes, or propels the ball with their hand or arm, except the goalkeeper in their penalty area.

vii. Demonstrates by words or actions dissent from a decision of the referees.

viii. Should players of the defending team initially commit one of the above offenses within their penalty area, they will be penalized by a penalty kick, regardless of the position of the ball, as long as it is in play.

b. A player committing one of the following offenses will be penalized by the award of an indirect free kick to the opposing team, to be taken at the spot of the infringement. Players can also be given a yellow card on repeating offenses. Two yellow cards (equals a red card) in game is automatically ejected from game. Players can also receive a red card (automatic ejection) for committing any one of the following offenses:
   i. Playing in a manner considered by the referee to be dangerous.
   ii. Attempts to take the ball out of the hands of the opposing goalkeeper.
   iii. Intentionally obstructs an opponent, running between them and the ball when they’re not in control of the ball.
   iv. Charges the goalkeeper except when the goalkeeper has passed outside the penalty area.
   v. When playing as the goalkeeper and within their own penalty area;
      1. Touches or controls the ball with their hands after it has been deliberately kicked to them by a team-mate.
      2. Following a throw in taken by a player on their own team, the ball is directly passed to the goalkeeper, who touches or controls it with their hands.

c. A player can be ejected from the playing field if, in the opinion of the referee, they:
   i. Are guilty of serious foul play, are guilty of violent conduct, use foul or abusive language, are guilty of persisting in misconduct after being cautioned.
      1. Note: If play is stopped by reason of a player being ejected from the playing field for any reason of the above offenses, the game will be started with the award of an indirect free kick to the opposing team.

11. Free Kicks:
   a. A free kick is classified under two headings: direct (from which a goal can be scored directly against the offending side) and indirect (from which a goal cannot be scored unless the ball has been played or touched by a player other than the kicker before entering the goal).
   b. All of the opposing players must be at least 10 yards from the ball until it is in play whether on the ground or in the air.
   c. A player taking the free kick after having kicked the ball cannot touch the ball again until it has been touched by another player.
   d. The ball must be stationary and must travel the distance of its own circumference to be considered “in-play”.

Everything is at the discretion of the Competitive Sports Coordinator, Jaclyn Gidley. If you have any questions, contact her at Jaclyn.Gidley@usu.edu or 435-797-0552.