

# Intramural CO-REC SOCCER



**Registration: August 31<sup>st</sup> (Monday) - September 2<sup>nd</sup> (Wednesday)**  
**All teams must be registered by 9:00 PM on Wednesday, September 2<sup>nd</sup>**  
**Office hours: 8:30 AM - 9:00 PM**

## **LEVELS OF COMPETITION:**

Open - 30 teams  
A - 54 teams  
B - 54 teams

**MANDATORY CAPTAINS' MEETING:**  
**September 11<sup>th</sup> (Friday) @ 12:30 PM**  
**Student Union Theatre**

A mandatory captains' meeting will be held to discuss rules and program operations. If a team captain or representative does not attend this meeting, the team will be replaced by a team on the waiting list (whose representative is present at the meeting). If there are no waiting list teams, the team may re-join the league/tournament by paying a \$25 re-entry fee (non-refundable) to the Department of Recreational Services.

**FORMAT:** This is a 6 player (3 female & 3 male) outdoor league. Teams will be placed in round robin pool play with the top teams advancing to a single elimination playoff tournament. The league will take place from September 13<sup>th</sup> through October 8<sup>th</sup>. Games are scheduled between 6-11:30 PM, Monday through Thursday and noon-11:30 PM on Sundays. All games will be played on the Sherman Family-Sports Complex (turf field), Memorial Stadium (both located behind the Student Recreation Facility), as well as the Shenkman Football Facility (located across from the varsity softball field and next to Morrone Stadium). The registration will be limited to the first 54 teams for the A & B levels and the first 30 teams for the Open level. Once the levels are full, teams will be put on the waiting list.

**ELIGIBILITY:** An individual may not, under any circumstances, play or register on more than one intramural team in this league regardless of level of play. Participants are subject to the Intramural Sports eligibility rules as stated in the Intramural Handbook (page 6). **Teams will be allowed to add new players to their roster throughout the season, including playoffs.** All roster additions will be handled at the game site.

**VALID UCONN ID CARDS:** Before anyone can participate, **each player must scan their UConn picture ID when they check in at all events.** If, for whatever reason(s), the ID is denied, the individual will not be allowed to participate in any Intramurals or Special Events at that time, NO EXCEPTIONS. If a student or SRF member forgets his/her ID card, he/she may gain access to the SRF/competition by purchasing a \$5 refundable pass at the front desk of the SRF. The \$5 will be returned upon presentation of the refundable pass receipt and a valid UConn ID within seven days. If a player is using a refundable pass to check into a game, they must already be on the team's roster in order to participate. **A participant must have their UConn ID if they are participating in that sport for the first time.**

**TEAM JERSEYS:** Each team must wear similar color jerseys. Visible numbers (0-99) must be displayed on the back of the jersey. No taped-on or pinned-on numbers are permitted. Pinnies will be provided for teams that need them. Goalkeepers must wear a contrasting color jersey from that of all the players on the field.

**RAIN OUTS:** If weather or field conditions are questionable, call the Department hotline (486-2837- then push #3), on the day of your competition. **No teams will be called.**

**FORFEIT PROCEDURE:** If a team fails to have the required number of participants at the scheduled game time, the opposing team who is present will have the following options:

1. Take the win by forfeit at that time. No contest will be played.
2. Choose to wait until the opponent arrives to compete. However, the official game clock will start running as scheduled. The game will commence once the opponents arrive with whatever game time is remaining on the clock and the score at 2-0, in favor of the waiting team. If the opposing team is not ready to play 10 minutes after the scheduled game time, the Intramural Staff will declare a forfeit win for the waiting team.

**If a team forfeits a game, they will be required to pay a re-entry fee of \$25 (non-refundable) at our front office in the Student Recreation Facility by 4:30 PM the next business day in order to remain in the league.**

### **SAFETY:**

1. Proper attire must be worn. No jeans or dress pants allowed.
2. It is forbidden to wear any object that may cause an injury or give an artificial advantage to the player, including but not limited to: head gear, jewelry (including tied rope necklaces, earrings, nose rings, etc.), casts, or braces. **Taping of exposed jewelry will not be permitted.** This is for your safety as well as others.
3. Religious medallions or medical identifications must be removed from chains and taped or sewn under the uniform.
4. Individuals are required to obtain prior approval from the Assistant Director of Intramurals and Special Events for the use of orthopedic devices essential to protect an injury.
5. Players bleeding or having blood on clothing will be prohibited from participation until appropriate measures have been administered.
6. Any player who refuses to follow these rules cannot play and may be removed from the playing area.

The NCAA Official Soccer Rules shall govern play for all intramural soccer games with the exceptions listed in these rules; the Assistant Director of Intramurals and Special Events has the authority to modify said rules at his discretion.

### **SPECIAL INTRAMURAL RULES**

1. Each team must have 6 players (including a goalie) to start the game; 3 female and 3 male at all times. In the case of an injury or other reasons, a team may finish with less than 6 players.
2. Fields will be approximately 60 yards by 35 yards and smaller soccer goals will be used.
3. There will be no offside violations.
4. Games will consist of two 20-minute halves, running time, with a three minute half time. **There are no time outs.** All the games will begin simultaneously when the Intramural Supervisor sounds the horn at the scheduled game time.
5. Sneakers and soft rubber turf cleats may be worn (**only sneakers will be allowed for Memorial Stadium and Shenkman Football Facility**). **Not allowed: bare feet, metal cleats, plastic molded-in or screw-in cleats, and boots of any kind.**
6. Penalty kicks will be awarded as necessary. The official marks off 10 yards from the goal line. It is a dead ball situation. All players must line up behind the mid-field line during penalty kicks.
7. **No punts or drop kicks allowed. If a goalie catches the ball, they must throw the ball.**
8. The goal post may not be used in any way to assist the goalie or players from making a play on the ball. A goal may be automatically awarded to the offensive team if the official rules the ball was heading into the goal when a defensive player interfered by moving the goal post. If the offensive player moves the goal to gain an advantage, a direct kick will be awarded to the defensive team.
9. A blatant handball outside the box will result in a **yellow card** for the offending player and a direct kick for the opposing team.
10. A blatant handball inside the box will result in a **red card** for the offending player and a penalty kick for the opposing team.
11. **Absolutely No Slide Tackles!** (automatic yellow card for slide tackling). **It is for your safety as well as others!**
12. Sliding to save the ball with no opponents around is permitted.
13. Shoot out procedure (after a tie score in regulation):
  - A) Only players who have checked in for the game are eligible.
  - B) Goalies finishing regulation must remain in goal (for all kicks) during the shoot out.
  - C) Each team selects 3 players for alternating kicks.
  - D) Coin toss decides which team kicks first.
  - E) Once the whistle has been blown by an official for a kick, the kicker must kick within 10 seconds or lose the chance.
  - F) If the score is tied at the conclusion of the first round of penalty kicks, each team selects any one player and the two players will alternate kicks until one player scores and the other doesn't.
14. **Substitutions must be male for male and female for female.**

### **CARDS**

- \* Yellow-warning for unsportsmanlike conduct, handball, slide tackling, use of foul language.
- \* Red-automatic ejection for extreme unsportsmanlike conduct (i.e. abusive language or gesture, serious foul play). The ejected player must leave the playing site within five minutes. Suspensions may follow. Please read page 7 of the Intramural Handbook.
- \* An ejected player may not be replaced; the team must play with one less player during the game.
- \* Two yellow cards given to the same player equals a red card (see above).

### **GOAL KICKS**

- A. Must be taken from the end line at a distance approximately 10 yards to the right or left of the goal.
  - Anyone can take the kick.
  - The ball must leave the goalie's box and go out into the field before touching another player.

B. Are direct.

### **CORNER KICKS**

A. Are direct

B. A player cannot move a cone before taking a corner kick.

### **THROW-INS**

A. Are indirect.

B. Must be legal (on an illegal throw, the throw-in is awarded to the other team).

-Two feet must be on the ground all the way through the follow through.

-Ball must be released in front of the player's head, not behind.

-Ball must come directly overhead with no side spin.

-Throw must be in one motion all the way through.

### **PENALTY KICKS**

- Goalie cannot be changed for penalty kicks.

- Goalie must keep both feet on the goal line until the ball is kicked.

- Goalie may move laterally across the line, but not forward until the ball is kicked.

- Distance -10 yards from the goal line.

- Kicker must wait for the official's whistle.

- Other players must line up behind the midfield line.

- Ball is dead after the shooter has taken the shot.

### **DIRECT KICKS**

A. Awarded for: tripping, holding, handball, charging, jumping on, kneeing, punching, kicking, hitting, pushing, fighting, swinging, slide tackling, or others - anything deemed by the official(s) to be extremely dangerous and/or inappropriate behavior.

B. Ball is placed at the point of infraction and the defender must be 10 yards from the ball.

C. Offensive team can score off the kick without having the ball touch another player.

D. The kicker shall not play the ball a second time until it has been touched or played by another player.

### **INDIRECT KICKS**

A. Awarded for:

--Dangerous play.

--A player playing a ball a second time before it has been touched by another player on all free kicks.

--A goalie taking more than 6 seconds to put the ball back into play once the individual takes control of the ball with the hands, regardless of the number of steps that might be taken during this time.

--Failure to put a kickoff in play within 10 seconds.

--Passing the ball back to their own goalie intentionally then having the goalie play the ball with their hands.

--All others deemed by the official(s) to be inappropriate behavior.

B. Ball is placed at the point of infraction and the defender must be 10 yards from the ball.

C. Ball must touch another player after the kick in order to score the goal.

D. The kicker shall not play the ball a second time until it has been touched or played by another player.

### **KICKOFFS**

A. Are taken from midfield.

B. Defending team must allow 10 yards.

C. Ball must be kicked forward.

D. The kicker shall not play the ball a second time until it has been touched or played by another player.

Failure to comply will result in an indirect kick from the center by the defensive team.

E. The offensive team has 10 seconds to put the ball in play. Failure to comply will result in an indirect kick from the center by the defensive team.

F. Are direct.

**GOALS** - Awarded for a ball completely over the line.

**OUT OF BOUNDS** - Ball is only out if it is completely over the line either on the ground or in the air.

**SUBSTITUTIONS** - must be authorized by an official.

- **Only on goal kicks, after goals, half time and for injuries.**

- No other substitutions will be allowed at any time.

- Goalies can only switch during proper substitution opportunities.

**ALL-STARS:** At the conclusion of the season there will be an All-Star team selected. The team will consist of players

from all levels and will be chosen with the input from captains, officials, intramural staff, and opponents. Skills, impact, attitude, and sportsmanlike conduct will be taken into consideration when selecting the team. If anyone would like to nominate an individual for the team please contact the Intramural Office at 486-2357.

**MEDICAL PROCEDURES:** The Department of Recreational Services assumes no responsibility for injuries received during intramurals, special events, and other recreational activities. Participants are reminded that their participation is completely voluntary. Each year a small number of injuries occur which require professional treatment. The nature of sport activities and the large number of participants in our program make the occurrences of some injuries inevitable. It is strongly recommended that all participants have a physical examination prior to participating. Any injuries or accidents occurring during recreational activities should be reported immediately to on-duty personnel. Participants with a health issue and individuals who are on medication are urged to confidentially inform the Assistant Director of Intramurals and Special Events of their specific situation.

**ALCOHOL AND DRUG POLICY:** Individuals, teams, and spectators who arrive intoxicated, suspected of consumption, or possessing alcohol or other illegal substances will not be permitted to play and will be asked to leave the playing area. The game may be called a forfeit and the offending individuals immediately suspended. The Department of Recreational Services will not tolerate such behavior and will act in a manner that is prudent, with the safety of all participants the priority. Such individuals will be dealt with harshly, given a minimum of a 365-day suspension and will be subject to University disciplinary procedures.

**Please read the Intramural Handbook. It is a written description of the regulations that govern the Intramural Sports Program. No matter what sport you play, these regulations govern your participation in our programs. It is imperative to the continuity of the program that all participants are aware of and abide by the regulations set forth by the Department of Recreational Services.**

**SPORTSMANSHIP RATING:** Good sportsmanship is required of all participants. Players, coaches, and spectators are to conduct themselves properly at all times. The Department of Recreational Services reserves the right to suspend or disqualify groups or individuals for unsportsmanlike conduct at any time. Unsportsmanlike conduct before, during, and/or after a game (event) will not be tolerated. **The team captain assumes full responsibility for the conduct of the team and spectators.**

Unsportsmanlike conduct includes actions that are unbecoming to an ethical, fair, honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. The Department of Recreational Services disapproves of any form of taunting which is intended or designed to embarrass, ridicule, or demean others under any circumstances.

**Teams qualifying for the playoff tournament (using W/L record) must average at least a “B” (3.0) rating to be included. In addition, teams must maintain a “B” (3.0) rating throughout the playoff tournament. Teams dropping below a 3.0 average during the playoffs will be eliminated from the tournament. Teams will not receive a grade for a game forfeited or won by forfeit. All ratings will be cumulative based only on the number of games played.**

#### **RATING CRITERIA**

- A= Team members participate with excellent sportsmanship within the established rules throughout the contest.**
- B= Team or individual team members occasionally complain to officials. Sportsmanship and understanding of the rules is acceptable, but could be better.**
- C= A player or team is given a yellow card for unsportsmanlike conduct or a slide tackle.**
- D= A team or members of the team are given a red card or two yellow cards for unsportsmanlike conduct.**
- F = A team or members of the team are given 3 or more yellow cards for unsportsmanlike conduct.**

**The Intramural Supervisors reserve the right to reevaluate and amend any grade based on team/player's sportsmanship.**

If you have any questions regarding the intramural soccer rules, please contact Bhavin Parekh (Assistant Director of Intramurals and Special Events) at 486-2206 or e-mail: [bhavin.parekh@uconn.edu](mailto:bhavin.parekh@uconn.edu)

Schedules and results will be available on the intramural boards and the department webpage at [\*\*web.uconn.edu/recreation\*\*](http://web.uconn.edu/recreation)