Policies and Procedures

Additions and revisions are highlighted in grey

Eligibility
Eligibility rules for Intramural sports are designed to provide an opportunity for everyone to participate in a safe, balanced, and fair competition. The rules listed below cannot provide for all possibilities; therefore, the Intramural staff reserves the right to rule on the eligibility status of participants not covered specifically by the following rules. It is important that all participants observe the rules equally so that no team or individual may gain an advantage over those abiding by the rules. Each participant is responsible for the verification of his/her own eligibility. Each team manager is responsible for the eligibility of his/her team members.

A. All participants must be current WCU undergraduate, graduate, faculty/staff, faculty/staff spouses and domestic partners
   a. Student and Faculty/Staff spouses and domestic partners must obtain a CatCard and pay $10 per semester to Campus Recreation and Wellness to participate
C. An individual may not participate for more than one team within a division in a given sport. For example: a male may not play in Men's Competitive league and Men's Rec league, but is allowed to play on a Men's team and a Co-Rec team.
D. Any person who is a member of a varsity or junior varsity squad, red shirt freshmen, practice squad, walk on, shall not be eligible to participate in that sport or corresponding sports. (see participant handbook). Varsity athletes are considered as such during the entire academic year.
E. Varsity athletes may compete in non-corresponding sports however the number of varsity athletes allowed on each team is limited in each sport.
F. Club sports athletes are identified as those appearing on the club sport roster or waiver form. They are still considered as such one semester after they last appear on the roster or waiver
G. In order to participate for a fraternity or sorority an individual must be associated with that organization as a member or member going through process
H. Consequences for using an ineligible player(s):
   a. The team shall forfeit all contests in which the ineligible individual(s) played.
   b. Players participating illegally are referred to the Assistant Director of Intramurals Sports for further disciplinary action.

Reschedules
I. The rescheduling option is only available if there are open times. No guarantees.
II. Requests for open game times and rescheduling games will only be taken or completed during business hours. (Monday-Friday)
III. The assistant director has to talk with both captains before a reschedule is confirmed and this must be done by 5pm the day before the original game or reschedule game time. By 4pm on Fridays for Sunday or Monday games.
IV. Do not assumed a game is rescheduled, unless confirmation has been given by the AD of IMs

Forfeits
A. Teams or individuals not ready to play with enough players present to start the game based on the rules for the sport in question, within 10 minutes after the scheduled time for the contest, will lose by forfeit.
B. A team claiming an at game time forfeit must be present at the scheduled game time and ready-to-play with the minimum number of players needed for the specific sport.
C. Teams arriving late for a scheduled contest, but within the 10 minute forfeit time, will be assessed a penalty (see rules below for penalty)
D. If neither of the teams arrives by the scheduled game time, the game will be recorded as a double forfeit and each team will be given a loss and a forfeit on their record.
E. If a team has two forfeits, or two defaults, or one forfeit and one default, they are dropped from further competition.
F. Playing with ineligible players will result in a team receiving a forfeit

Protests
A. The team manager must file all protests with the Intramurals sports Supervisor/official at the time a question occurs.
B. Only protests that concern rule interpretations, policy and procedure, or player eligibility will be considered.
C. Rule interpretation protests:
   a. PROTESTS THAT CHALLENGE THE ACCURACY OF A JUDGEMENT CALL BY AN OFFICIAL/SUPERVISOR WILL NOT BE ACCEPTED.
   b. Rule protests must be filed at the time a question occurs and will be settled at that time by the Supervisor (before the next play).
   c. NO contests or portions thereof will be replayed due to improper rules enforcement. If you have a question captains, please ASK it.
   d. The IM Supervisor will record all protests that challenge rule interpretation.
D. Player eligibility protests
   a. All players eligibility protests must be filed by a formal written protest.
   b. Regular season can be filed before, during or after the game
   c. Playoffs must be filed before the game begins or when the player in question arrives
   d. Eligibility protests will be decided at the time the question is raised whenever possible.
   e. Players found to be ineligible after the contest will result in that contest being forfeited and/or that player being suspended.
   f. See participant handbook for further protest procedures

Conduct
The Intramural Sports program promotes positive sportsmanship at all contests and activities. Unsportsmanlike conduct includes actions, which are unbefitting to an ethical, fair, and honorable individual. It consists of acts of deceit, disrespect, or vulgarity and includes taunting. No alcohol, chewing, dipping, smoking tobacco is allowed during an intramural activity or any playing facility.

Ejections
A. Any player ejected from a game must leave the facility immediately and will be suspended from participating in all Intramural Sports activities as well as suspended from the CRC. The ejected player must then make an appointment with the Assistant Director of Intramural Sports to determine the length of suspension and any other sanctions. The following actions can result in ejections from Intramural Sports:
   a. Use of Tobacco and/or Alcohol during event
   b. Unsporting conduct/fighting of any kind
   c. Constant bantering, disrespect or disregard of officials or intramural sports staff

For any additional information on eligibility, forfeits, protests, policies and procedures, please see the Intramural Sports 2013-2014 Participant Handbook, which can be viewed online at reccenter.wcu.edu or imleagues.com/wcu.
Soccer Rules

All games will be governed by the 2012-2013 NFHS Soccer rules with the following Intramural Sports modifications. The Intramural Sports staff reserves the right to put into immediate effect any new sport rule changes or modifications based on eligibility, league and tournament structure, or participant safety.

Additions and revisions are highlighted in grey

I. Rosters
   a. A team shall consist of 10 players (except in the case of a disqualification) with unlimited substitutions allowed. Teams must start and finish with a minimum of 8 players.
   a. Coed Modification: Teams consist of 10 players. These are the allowable male to female ratios. 5m:5f, 5m:4f, 4f:5m, 4m:4f
   b. Maximum roster size is 20
   c. Restricted players: must compete at the highest level of play (Competitive)
      i. Club Players – Teams are only allowed three club players. Check with Assistant Director regarding club sport status and eligibility
      ii. Varsity Athletes - Teams are allowed four varsity athletes [non soccer]. Check with Assistant Director regarding varsity status and eligibility
   d. Substitutions: Must be announced to the referee and no player may come onto the field without permission of the referee. The following conditions apply to substitutions:
      i. a goal kick (by team in possession)
      ii. a throw in (by team in possession)
      iii. after a goal
      iv. a corner kick (by team in possession)
      v. between halves
      vi. in the event of injury
      vii. warning issued - for warned player only
      viii. at a player disqualification - but not for the disqualified player

B. Equipment
   a. No jewelry may be worn by any participant. (including cloth bracelets, rubber bracelets and necklaces. If the jewelry is seen, it must be taken off or they can’t play. Exception: medical alert bracelets are permitted, if they are taped down.
   b. Athletic attire is required for participation.
   c. Headgear: Players may not wear baseball style caps or other rigid headwear. Knit and stocking caps are permitted. Players may wear a headband no wider than two inches and made of non-abrasive cloth, elastic, fiber, soft leather, or rubber. Bandanas with knots are prohibited. Rubber or cloth elastic bands may be used to control hair.
   d. Pads or Braces: No pads or braces may be worn above the waist. Leg and knee braces made of hard, unyielding material must be covered on both sides and all edges with appropriate slow-recovery padding.
   e. All players must wear only athletic type soccer/football, running, court, or turf shoes with or without molded plastic or rubber cleats. Metal/sharp plastic cleats are
not allowed. No sandals, boots, bare feet, or five-finger shoes.
f. The game official must approve all protective materials. Casts are illegal equipment.
g. The ball provided by the Intramural Sports Program shall be used unless a team wants to use their own ball with the approval of the supervisor/official.
h. Bodily Fluid/Blood Rule: If a player begins to bleed the intramural official or supervisor will stop play until the bleeding player(s) has been removed. If blood is present on the clothing, they must change clothing before returning to the game. Substitutions for the player may be made without penalty. Only an intramural official or supervisor can allow a player to return to the game after a blood injury.

C. Game Format

a. Each game will consist of two 20 minute halves with a 3 minute half-time.
b. A coin toss will determine possession of the ball or choice of ends. The winner of the coin toss decides whether they want kickoff or choice of side to defend. At the beginning of the second half the team that did not kickoff will then do so.
c. There are no time-outs and the clock will only stop at the referee’s discretion and for the following situations:
   
i. after a goal – Last 2 Minutes of the Game ONLY
   ii. if a player is warned.
   iii. if a player is disqualified
   iv. in the event of an injury
   v. if the ball is kicked too far out of play

d. No injury time will be added at the end and the game is over when the clock expires.
e. Starting Play: Play starts when the referee signals with a whistle. The ball must be projected forward. The defense must be 10 yds. from the ball and the offense must be behind the ball until touched. After the kickoff, the ball may be played by any player except the one who kicked off. The kicker may not play the ball until is has been played by another player on either team (Penalty: Direct free kick). A GOAL MAY BE SCORED DIRECTLY FROM THE KICKOFF.
f. Overtime: There will be no overtime in the regular season. During playoffs, one five minute sudden death period will be used. First team to score wins. Sides and ball will be determined by a coin flip or other method. If a winner as not been determined after one period, a penalty shootout will occur. (See shootout details)
g. Mercy Rule: If a team is up by 10 or more goals by halftime the game will end. If a team is up by 5 goals within last 5 minutes the game will end

h. Late Penalty: Teams have 10 minutes from the game time to have the minimum # of players signed in and ready to play to avoid a forfeit. The supervisor holds the official time. The game clock will start at game time. The following penalty will be assessed for teams arriving late.

   vi. 0-3 minutes: 1-0 and early team’s ball or side
   vii. 3-6 minutes: 2-0 and early team’s ball or side
   viii. 6-9 minutes: 3-0 and early teams ball or side
   ix. 10 minutes: 4-0 game forfeited (score of 4-0)

i. Regular season games cancelled (prior to game time) due to weather or field conditions will be considered a ‘no result’ for both teams. If inclement weather causes a started game to end early:

   i. The game is a ‘no result’ if it has not reached halftime.
   ii. The game (and score) is final if the game has reached halftime before cancellation.
j. Playoff games cancelled due to weather or field conditions will be rescheduled if the
game has not yet reached halftime:
   iii. If a game has not reached halftime, the game will be restarted from
         beginning, regardless of score at time of cancellation.
   iv. If a game has reached halftime at time of cancellation, the game (and score) is
       final.

D. Scoring
   a. A goal is scored when the entire ball passes beyond the goal line, between the goal
      posts and under the crossbar provided it has not been deliberately thrown, carried
      or propelled by the hand or arm of a player of the attacking team.
   b. A goal **MAY** be scored directly from a:
      i. Kickoff
      ii. Direct free kick
      iii. Goal kick
      iv. Penalty kick
      v. Corner kick
      vi. Drop ball
      vii. Goalkeeper’s throw, punt or drop-kick
   c. A goal **MAY NOT** be scored directly from a/an:
      i. Indirect free kick
      ii. Throw-in
      iii. Free kick into a team’s own goal

E. Out of Bounds
   a. The ball is out of play only when it has entirely crossed a goal line or touchline,
      whether on the ground or in the air.
   b. A throw-in is awarded to the team that the ball did not go out off of.
   c. Throw-ins must come directly from behind the head with both hands on the ball and
      both feet on the ground.
   d. A goal kick is awarded to the defending team when the entire ball crosses the goal
      line, excluding the portion between the goal posts.
   e. A corner kick is awarded to the attacking team when the entire ball passes over the
      goal line, excluding that portion between the goal posts.

F. Goalie Play
   a. The goalie may clear the ball in any of the following manners:
      i. Rolling the ball on the ground.
      ii. Throwing the ball.
      iii. Punting the ball.
   b. From the moment he/she takes control of the ball, the goalie is allowed six seconds
      to put the ball back into play, regardless of the number of steps that might be taken.
   c. Once the goalie puts the ball on the ground and plays it with his/her feet, they may
      not pick it up again until it is touched by another player.
   d. The goal keeper may use their hands when the ball is within the penalty area.
   e. When a goal keeper puts the ball on the ground, they relinquish their rights as
      goalkeepers.
   f. When a player deliberately kicks or throws the ball to his/her goalkeeper, the
      goalkeeper is not permitted to touch it with their hands. The goalie can only pick up
      the ball if a player uses a part of their body above the waist to play it back. The
player may not flick the ball with his/her foot in order to head it back to the goalkeeper. (Penalty: indirect free-kick)
g. In the case of a throw-in the ball may be thrown to the goalie, however the goalie may not play it with their hands. (Penalty: indirect free-kick)

G. Goal Kicks
a. A goal kick will be awarded when the whole ball passes over the end line, last touched by the attacking team. It shall be kicked directly into play from a point on the ground within 6 yards of the goal.
b. Defending players, except the goalkeeper and/or the player taking the goal kick must be 10 yards from the ball when it is put into play
c. The kicker may not play the ball a second time after it has passed beyond the penalty area and before another player has touched it. (Penalty: indirect free-kick from the point of the infraction)

H. Penalty Kicks
a. A penalty kick shall be awarded when a foul, which ordinarily results in the awarding of a direct free kick, occurs within the offending team’s penalty
b. All players except the kicker and the opposing goalkeeper shall be within the field of play but outside the penalty area and at least 10 yards from and behind the penalty mark
c. Opposing goal keeper shall stand on the goal line, until the ball is kicked. Later movement is allowed, but the goal keeper is not permitted to come off the line by stepping or lunging forward until the ball is in play
d. Once the kicker starts his/her approach toward the ball, he/she may not interrupt his/her movement.
e. After penalty kick is taken, the ball may be played by any player except the one that kicked
f. Penalty Kick: Infringements
   i. For any infringement by the defending team, the kick shall be retaken if a goal has not resulted.
   ii. For any infringement by the attacking team other than by the kicker, the kick shall be retaken if a goal has resulted.
   iii. For any infringement by the player taking the kick, a goal cannot be scored and a player of the opposite team shall take an indirect free kick from the point of infraction.

I. Throw in
a. The thrower, at the moment of delivering the ball, must face the field of play with both feet behind or on the line and both feet on the ground. The thrower shall use both hands equally and shall deliver the ball from behind and over his/her head. The ball shall be in play when it enters the field of play. If the ball never enters the field of play, the same team will retake the throw-in.
b. A goal may not be scored by the throw-in. If the ball is improperly thrown in, a member of the opposing team shall take the throw-in. The thrower cannot play the ball until someone else has touched it. **Indirect Free Kick from point of infraction**
J. Drop Ball
   c. The game is restarted with a drop ball:
      i. When the ball is caused to go out of bounds by two opponents simultaneously
      ii. When the ball comes deflated
      iii. Following a temporary suspension of play for an injury or unusual situation in which no team has clear possession of the ball
      iv. When simultaneous fouls of the same degree occur by opponents

K. Free Kicks
   a. Free kicks shall be classified as “direct,” from which a goal may be scored, or “indirect,” from which a goal cannot be scored unless the ball is played by at least one other player from either team before entering the goal.
   b. All free kicks may be taken in any direction and by any player of the offended team.
   c. During a free kick restart, opposing players must be at least 10 yards from the ball until it is kicked, with exception of any player standing on their own goal line.
   d. If the kick is by a team in its own penalty area, defenders must also be out of the penalty area until the ball clears the penalty area. The ball must be stationary prior to the kick. The ball is in play when it is kicked and moved. After the kick, the ball may next be played by any player except the kicker. A kick in a team’s own penalty area must leave the penalty area before another player may play the ball.
   e. A player may take a direct free kick from the spot of the foul immediately or ask the referee for the defender to be 10 yards and then wait for a second whistle.
   f. Direct free kicks: (goal can be scored from, at spot of violation)
      i. kicking or attempting to kick an opponent
      ii. tripping or attempting to trip an opponent
      iii. jumping at an opponent
      iv. charging an opponent
      v. striking or attempting to strike an opponent
      vi. pushing an opponent
      vii. tackling an opponent to gain possession of the ball, making contact with the opponent before touching the ball
     viii. holding an opponent
      ix. spitting at an opponent
      x. handling the ball deliberately
     xi. Intentionally handling the ball by a player, other than the goal keeper, to prevent a goal results in an automatic red card/ejection
     xii. All direct kicks awarded to the offensive team in the penalty area will result in a penalty kick.
     xiii. Any of the above may warrant an ejection if deemed necessary by the official.
   g. Indirect free kicks (goal can’t be scored from, at spot of violation)
      i. The goalkeeper takes more than six seconds while controlling the ball with his hands before releasing it from his possession
      ii. The goalkeeper touches the ball with his hands after it has been deliberately kicked to him by a team-mate
      iii. The goalkeeper touches the ball again with his hands after it has been released from his possession and has not touched any other player
      iv. The goalkeeper touches the ball with his hands after he has received it directly from a throw-in taken by a team-mate
      v. The goalkeeper touches the ball with their hands when the ball is outside the
penalty area
i. Playing in a dangerous manner
ii. Impeding the progress of an opponent (obstruction)
iii. Preventing the goalkeeper from releasing the ball from his hands
iv. Any other offense is committed for which play is stopped to caution or send-off a player

L. Slide Tackles
a. Slide tackles are illegal in intramural outdoor soccer.
b. Slide tackles are left up to the official’s discretion as to whether or not the tackle will warrant a yellow card, red card, free kick, or no call. Example: If there is no one around and the player is making a play for the ball it could be considered a no call. If contact is made or a near miss occurs (official’s discretion), it will be considered a slide tackle with the possibility of yellow or red card without warning
c. The goalie can slide with bent knees, chest first in an effort to make a play as long as the following apply:
   i. He/she is in the penalty box. Any goalie leaving the box loses their privileges as a goalie and is considered a legal field player
   ii. He/she is making an attempt on the ball
   iii. He/she in no way is putting themselves or another player in danger.

M. Shootout
a. Three players on the field at end of overtime will be selected by the team
b. The goalies must be the same as when overtime ended and the teams must use the same designated goalie for the entire shootout, unless injured or carded.
c. The winner of the coin toss has the option of shooting first or second.
d. Each team has three penalty kicks and will alternate shots. No rebounds are allowed.
e. If the score is tied at the end of the three shots, the shootout will continue alternating players until one team makes it and the other does not. No player may attempt a second penalty kick until all players on his/her team for the shootout has attempted one. This pattern will continue for future rounds as well.
f. The kicker must wait for the official to kick and then has five seconds to shoot.
g. CoRec Teams will take four shots and must alternate between male and female
h. The goalie is allowed to be one of the players to kick in the shootout.

N. Cards
a. Yellow Cards: The referee will caution and show the yellow card to a player who:
   i. is guilty of unsporting behavior
   ii. shows dissent by word or action
   iii. persistently infringes the Laws of the Game
   iv. delays the restart of play
   v. fails to respect the required distance when play is restarted with a corner kick or free kick
   vi. enters or re-enters the field of play without the referee’s permission
   vii. deliberately leaves the field of play without the referee’s permission
b. Red Cards: The referee will send-off and show the red card to a player who:
   i. is guilty of serious foul play
   ii. is guilty of violent conduct
   iii. spits at an opponent or any other person
iv. denies the opposing team a goal or an obvious goal scoring opportunity by deliberately handling the ball (this does not apply to a goalkeeper within his own penalty area)

v. denies an obvious goal scoring opportunity to an opponent moving towards the player's goal by an offense punishable by a free kick or a penalty kick

vi. uses offensive, insulting or abusive language and/or gestures

vii. receives a second caution in the same match

O. Player/Manager/Coach/Spectators Conduct

a. Anyone on site may be assessed unsportsmanlike penalties based off their actions or behavior by an official or supervisor before, during, and after a game.
b. Any attempt to strike, punch, or kick another player is considered fighting and will result in the ejection of the player, even if the attempt is not successful.
c. Bench personnel who leave the bench area during an altercation will be ejected from the game.
d. The team must designate a playing manager who is responsible for communicating with the officials. Only the manager is allowed to address the officials during play.
e. The referee’s decision will be final. Continued complaining, cursing, and arguing will not be tolerated.
f. Any individual having been assessed two yellow cards fouls as a result of unsportsmanlike action will be ejected from the game. In addition, any team receiving 3 yellow cards or two red cards/ejections as a result of unsportsmanlike action will immediately forfeit their game and the team will be suspended from further play until they meet with the Assistant Director.
g. Once an individual is ejected, they must leave the facility immediately.