Intramural Sports Policies and Procedures

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 A league and Men’s B league, but is allowed to play on a Men’s team and a Co-Rec team. Exception: A player may only be released from a team if they first played for a team in their first regular season game and have not since played for another team or in another game
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
1. The rescheduling option is only available if there are open times. No guarantees.
2. Requests for open game times and rescheduling games will only be taken or completed during business hours. (Monday-Friday)
3. The Associate Director has to talk with both captains before a reschedule is confirmed and this must be done by noon the day of the game or by 4pm on Fridays for Sunday games.
4. Do not assume 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 alchohol, chewing,
dipping, smokin 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. Unsportsman 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 2014-2015 Participant Handbook, which can be viewed online at
reccenter.wcu.edu or imleagues.com/wcu.

Indoor Soccer Policies and Rules 2
Indoor Soccer Rules

All games will be governed by the following Intramural Sports modifications. The Intramural Sports program 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, revisions, points of emphasis are highlighted in grey.

I. Rosters
   A. Catcards are required. NO I.D. = NO PLAY! No exceptions!
   B. An official team shall consist of 5 players (4 players plus a goal keeper). Teams may not start a game with fewer than 4 players. Only players on the roster are allowed in gym.
   C. CoRec teams consist of 2 males and 2 females on the field of play. The goalie can be either gender. If playing with four has to be 2:2 male:female ratio.
   D. Teams may start with a minimum of 4 players, if an ejection causes a team to have less than 4 players, the game will declared a forfeit
   E. Maximum roster size is 12
   F. Restricted players: must compete at the highest level of play (Competitive)
      i. Club Players – Teams are only allowed two club players on entire roster.
      Check with Assistant Director regarding club sport status and eligibility
      ii. Varsity Athletes - Teams are only allowed two varsity athletes (non soccer) on entire roster. Check with Assistant Director regarding varsity status and eligibility
   G. Substitutions: must stay outside of the court. Substitute ‘on the fly’ providing the substitute does not gain an unfair advantage. Example: A player may not enter the offensive end of the field on a fast break. Players may also substitute after a whistle providing their team has possession of the ball

II. Equipment
   A. Intramural Sports will provide the official ball for each scheduled contest.
   B. All players must wear proper athletic attire
   C. All players must wear only athletic type soccer, running, or court shoes
   D. Goalies may wear gloves.
   E. Shin guards will not be provided
   F. Players wearing a cast or splint will not be allowed to play
   G. Hats or caps with bills and bandanas that are tied with a knot are not permitted.
   H. Jewelry: No hoops, bars, rings or necklaces. Studs and bracelets all must be taped down or taken off. The IM Staff will not provide tape. All equipment and jewelry decisions are at the discretion of the supervisor.

III. Game Format
   A. Games consist of two 16 minute halves with a 3 minute half-time. The clock will run continuously except for an injury, an odd delay in game, penalty shootout or an official’s time-outs. During the last two minutes of the second half, the clock will stop during all dead ball situations. No team time-outs.
B. A coin toss or any other method will be used to determine who will either kick-off first or choice of goal.

C. **Late Penalty:** Teams not ready at game time with minimum # of players will incur a penalty
   
   i. 0-3 minutes: 1-0 and early team’s option
   
   ii. 3-6 minutes: 2-0 and early team’s option
   
   iii. 6-9 minutes: 3-0 and early team’s option
   
   iv. 10 minutes: 4-0 and forfeit (score of 4-0)

D. **Mercy Rule:** The game will be ended if a team goes ahead by five goals any time within the last two minutes of the game. If a team is up by 10 goals at any point in the second half, the game will be called.

E. **Overtime:**
   
   i. **Regular Season** - One 3 minute overtime period, games may end in tie
   
   ii. **Playoffs** - One 3 minute overtime period. If no goal is scored, then one additional overtime period played. If still tied, game will be decided by a series of three traditional penalty shots. Teams must select three (3) players from the five (5) on the floor at the end of the over time period. (goalie may count as a shooter)
   
   iii. Players have 5 seconds to attempt a shot. If a player does not attempt a shot within 5 seconds, their attempt will not count.
   
   iv. Each team will alternate through the first series. The team scoring the most goals in the the shoot-out will be declared the winner.
   
   v. If the score is still tied after each team has taken three shots, the order will repeat in a sudden death format until a winner is declared

IV. **Scoring**

   A. A goal is scored when entire ball has passed over the goal line, between the goal posts, and under the crossbar.
   
   B. All scores are one point. All unintentional scored by the defending team will be worth one point.
   
   C. A goal may not be scored directly from a kickoff, a drop ball, or a goal kick.

V. **Goalie Restrictions**

   A. Teams must designate one goalie with a different color jersey. The goalie may play wherever he/she desires, but may only use his/her hands when both feet are in the goal box.
   
   B. If the goal keeper is out of the box, and he/she handles a ball outside the box, it is treated like a handball and a direct kick.
   
   C. Goalkeepers may only be replaced at dead ball situations.
   
   D. The goalkeeper may not punt or drop kick the ball
   
   E. The goalkeeper may not play the ball with his or her hands if it is intentionally passed back with the feet to him or her by a teammate. Exception if the ball is passed to the goalkeeper by the head, chest, or knee and without trickery (the use of a wall or foot to flick the ball to a head, chest, or knee before making the pass)
   
   F. If the goalkeeper plays the ball with his or her feet outside of the penalty box and brings it back in the box, he or she may NOT pick it up. (indirect at top of box)
   
   G. The goalkeeper may bounce the ball once after he/she has possession of the ball
H. Should the goalie contact the ball with his or her hands, they may not throw or kick the ball past the half court line without it first touching the court or another player.
I. Goal keeper have 5 seconds to release the ball.

VI. General Regulations
A. The ball may be kicked in any direction to start the game. The initial kicker cannot touch the ball again until another player has done so. Defending players must line up at least 5 yds. away from the kick off point.
B. The basketball backboards, rims, supports, scoreboards, ceilings, team box and volleyball standards are out of bounds. The ball may not contact any wall at or above the lower scoreboard. Ball is put in play by a free kick at the closest spot.
C. No offside penalties.
D. If the ball is trapped behind the net, it will be either a goal kick or corner.
E. A maximum of two people may be used to make a wall.
F. If asked by a player, the referee will make the defenders stand 3 yards from a direct or indirect free kick. Players must wait for the second whistle.
G. If an injury occurs, play will resume with a drop ball nearest the spot where play was suspended

VII. Slide Tackling
A. There will be no slide tackling permitted
B. The first slide tackle in a game will result in a Yellow Card whether contact occurs or not
C. Any subsequent slide tackle in a game from a player on either team will result in a RED Card

VIII. Indirect Free Kicks
A. Awarded for technical offenses. (A goal cannot be scored directly from an indirect kick)
B. Goalkeeper delays getting rid of the ball. (free kick mark)
C. Goalkeeper throws or kicks the ball pass midcourt (midcourt)
D. Obstruction (spot of in fraction)
E. Gaining an advantage when substituting (spot of in fraction)
F. Hand use by goal keeper when ball is deliberately kicked to him/her by own team. (free kick mark)
G. A player playing the ball a second time before it has been played by another player at the kickoff, or on a corner kick, or on a goal kick. (free kick mark)
H. Any player (including goalie) controlling the ball for more than five seconds inside the penalty box. (offense - goal kick, defense – free kick mark)

IX. Direct Free Kicks
A. Awarded for penal offenses (i.e. where intentional acts are committed contrary to the spirit of the game or likely to cause injury to an opponent). A goal can be scored directly on this kick)
B. Handling the ball
C. Goalie handling ball when outside penalty area
D. Holding, tripping, pushing, boarding, and checking an opponent
E. Jumping at an opponent
F. Slide tackling
G. Unsportsmanlike behavior

X. Corner Kicks
A. Ball caught behind the goal after last touched by defender

XI. Penalty Box
A. An offensive player may be in the goal box providing the person does not make contact with the goalie.
B. Defensive players are allowed in the penalty box as well.
C. No player (including goalie) may control the ball for more than five seconds while inside the box. (offense - goal kick, defense – free kick mark)
D. No offensive player may shoot the ball within the opposing team’s penalty box. If a goal is made by an offensive player in the penalty box, the goal is nullified. The ball is put in play by a goal kick.

XII. Sportsmanship/Conduct
A. Cards
   i. Yellow Card- two (2) minute penalty and team must play down one player
   ii. Administrative Red Card (two yellow cards) and Straight Red Card – game length penalty and that player is ejected from the game. That player’s position cannot be filled.
B. Ejection
   i. Must speak with supervisor first, then leave the playing area immediately.
   ii. An ejected player may not be substituted for. His/her team must play short handed but can not play with less than 4 players.
   iii. If the goalie is removed from the contest, another player may take the goalie position, including a substitute, but the team must still play one player short.
C. Teams receiving four yellow card offenses, two red card, or three separate players receiving cards will forfeit the game and is suspended from play until cleared by the Assistant Director of Intramurals.

XIII. Players Serving Time Penalties
A. Players serving time penalties must report directly to the penalty area. The penalty time will not begin until the player is in this area.
B. A player serving a time penalty may return to the game if the opposition scores and he/she is the only player serving time
C. If two players from the same team are serving time penalties and the opposing team scores, only the player having served the longest time may return.
D. If a player from each team is serving a time penalty, neither may return after a goal. Each player must serve the full time penalty.
E. No more than two players from the same team may serve time penalties simultaneously. The time penalty for a third player will begin after the first player has returned to the game.
F. If a player is assessed a time penalty in the first half and time expires before the time penalty, the time penalty must be completed in the second half. This is also true if the time penalty begins in the second half and the game proceeds into overtime.
G. If a penalty is assessed against the goalkeeper, it can be served by another member
of his/her team

XIV. **Penalty Shoot Out**

A. Penalty kicks are awarded to the offensive player for direct kick offenses committed by the defending team within their own penalty box.

B. Penalty kicks shall be taken from the mid court line and all players except the kicker and the opposing goalie shall stay on the opposite half of the court.

C. The goalie and the kicker will participate in a one-on-one dual. The goalie cannot leave his line until the kicker touches the ball. The player must direct his move towards the goal. He can dribble and/or shoot, but may not shoot on the rebound. He is allowed to take his shot from anywhere within the offensive half of the court. Once the shot is made, its either a goal and then kickoff or no goal and the play is immediately dead and goal kick.

D. There is a 10 second time limit, and the clock does not run during the penalty situation.

E. A substitute entering the game may **not** take the penalty kick.

*Revised 10/14*