
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
- B. Before participation in an Intramural Sport, individuals must register on www.imleagues.com.
- 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 new member going through the 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 Intramural 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 have confirmation from both captains before a reschedule is established, and this must be done by noon the day of the original game or reschedule game time. By 4pm on Fridays for Sunday 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 either two forfeits, 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 player eligibility protests must be filed by a formally 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 unbecoming 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 at 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 2014-2015 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. This includes the goalkeeper.
- a. **Coed Modification:** Teams consist of 10 players. These are the allowable male to female ratios. 5m:5f, 5m: 4f, 4m:5f, 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 soccer 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.
 - iii. Intramural Staff – Teams are allowed three intramural workers (including professional staff, supervisors, and officials) on entire roster.
- d. **Substitutions:** Must be announced to the referee. 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 it 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 has 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 opposite of the team that deflected the ball out of bounds.
- 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 (no lunging or stepping forward) until the ball is kicked.
- 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 now way is putting them selves or another player in danger.

M. Shootout

- a. Five 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 five penalty kicks and will alternate shots. No rebounds are allowed.
- e. If the score is tied at the end of the five shots series, teams will partake in a sudden death shootout (1 vs. 1 until a team wins a round). 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. Once the official blows the whistle, the shooter has five seconds to kick.
- 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 shoot out.

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. Teams may designate a coach 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 as a result of unsportsmanlike action will be ejected from the game
- g. Any team receiving 3 yellow cards on 3 different players, 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.
- h. Once an individual is ejected, they must leave the facility immediately.

Revised 7/15