INDOOR SOCCER POLICIES AND RULES PRESENTATION
INDOOR SOCCER PRESENTATION

• This presentation is in place of the managers meeting
• It is highly recommended that all participants review this presentation as it contains important information regarding policies and flag football rules.
• In order to register a team, the team captain must take a quiz and pass it with a 100%.
• Must pass quiz by November 21st to make playoffs
• Unawareness is not an excuse
2013-2014 UPDATES

• 3.0 avg. sportsmanship rating now required to make playoffs
• Eligibility protests must be filed in writing by the protestor
• Captains must now pass a sport quiz to make playoffs
• Rosters maximums have changed for all sports
• Detailed updates can be found further in this presentation
INTRAMURAL STAFF

• Assistant Director for Intramural Sports
  • Jonathan Johnston
  • jdjohnston@wcu.edu

• Graduate Coordinator for Intramural and Club Sports
  • Kale Jeffords
  • kajeffords@wcu.edu

• Nine supervisors and 14 officials
CONTACT AND TIMES

- Assistant Director
  - 9-12 and 12-5pm Monday-Friday
  - In and out of the office during the day
- Graduate Coordinator
- Graduate Coordinator
  - Monday and Wednesday: 1-4pm
  - Tuesday and Thursday: 9-noon
  - Friday: 9-noon
- Calls and emails
  - If received after 5pm during the week, you will not get response until next day
  - If received after 5pm on Friday, you will not get a response until Monday
INTRAMURAL SUPERVISORS

• Policies?
• Sport Rules?
• Facility Concerns?
• Employee Concerns?
• Protest?
• Eligibility?
• First Aid?

• Ask an Intramural Supervisor!
STUDENT OFFICIALS

• The success of the Intramural Sports program is contingent upon the quality of its sports officials and participants.
• Intramural contests are officiated by fellow Western Carolina students. They are not professionals and are paid minimum wage for the service they perform.
• They deserve and expect your cooperation, respect and sportsmanlike behavior.
• They are trained to perform these jobs and we expect them to officiate to the best of their ability.
• We invite you to apply for the student officials' job available with our Intramural Sports Program
TEAM CAPTAINS

• Fully responsible for their team including:
  • Eligibility of players
  • Behavior of players and spectators
  • Knowledge of rules and policies
  • Communication and cooperating with all IM Staff
  • Being a team leader
NEW SPORT QUIZ

• To ensure that intramural team participants have a good understanding of our policies and procedures, we have created the Intramural Sports quiz. This quiz must be taken and passed with a 100% score by the individual listed as the captain for any team sport. The test is based on the intramural handbook and provides important information that will aid each team during their intramural sports season.
IMLEAGUES

- Imleagues.com/wcu
- Pre-registration is required for all intramural sports unless otherwise stated
- Look up schedules, scores, rosters, standings, policies and rules
- Highly recommended that all players join the team online as game check-in is so much easier
- **To be approved and scheduled for the indoor soccer league, teams must have a minimum of 3 players joined on imleagues at registration end**
TIME PREFERENCES

- Now including time preferences for game times
- Each division has different time options
- Input your teams time preferences before league registration closes
- System will best fit your preferences within your teams schedule
- Not 100% guaranteed
- Time preferences will not apply in playoffs
SCHEDULES

• Schedule posted Wednesday, October 23rd
• Start play on Monday, October 28th
• Check imleagues schedule frequently
• All games are set at beginning of season
• Four game regular season
• Everyone makes playoffs
FACILITY

• Reid Gym Upstairs
• Enter through Reid Building before 9 pm
• After 9 pm, must enter through stairwell on backside of Reid Building
• If door is shut please inform IM Supervisor
• Restrooms at Dining Hall
POLICIES AND PROCEDURES
POLICIES AND PROCEDURES

• Detailed information concerning policies and procedures can be found in the Participant Handbook.

• The Participant Handbook is viewable at:
  • Intramural Sports webpage (reccenter.wcu.edu)
  • www.imleagues.com/wcu, click on the info link on the left side of page, then click handbooks and manuals.
ELIGIBILITY

• Must be a current WCU student, faculty/staff or faculty/staff spouse/partner
• Must show your valid Cat-Card every time to play
• Falsifying name or using another student's card will result in forfeit
• Playing with ineligible players will result in forfeit
• Teams can’t agree to play with an ineligible players
• Ask up front with all eligibility to avoid a forfeit in season
FACULTY/STAFF

• Faculty/Staff
  • Must show Faculty/Staff CatCard
  • Must sign liability wavier before playing
  • Wavier only needs to be signed once

• Faculty/Staff Spouses/Partners
  • Must have a Spouse/Partner CatCard
  • Pay a $10 Intramural Fee at the Rec Center
  • IM sticker is put on CatCard
RESTRICTED PLAYERS

• Varsity Athletes
  • Soccer varsity (WCU or other universities) athletes must be two full semesters (summers don't count) removed from playing to be eligible and includes all divisions, red shirts, practice squads, working out with them, etc.
  • **Allowed two non-corresponding sport varsity athletes on entire roster**
  • If Athletics recognizes a player as a varsity athlete in this academic year, then they will be identified as such **during the entire academic year**
RESTRICTED PLAYERS

• Soccer professional and semi-professional players are not allowed to play intramural volleyball

• Club Players
  • Allowed two soccer club players on entire roster
  • Clubs players are identified as those who have appeared on the roster or waiver form and considered as such one semester after their last appearance on roster or waiver form

• Varsity and Club Sport Coaches
  • Coaches may play in their corresponding sport, but they will be considered a club sport player.
ROSTERS

• Rosters
  • Players may only play on one CoRec team and one men’s/women’s team
  • Once a player checks in for a team that’s it.
  • Max roster size of 11 players

• Adding
  • Add any players at any time on IMLeagues and game site
  • Ask all players if they have played for someone before

• Removing
  • You can remove players if they haven’t played in a game, once they play, they are permanent on your team.
ROSTER MAX

• 11 for soccer
• Different for each sport, so double check
• Can add if spots available on game sheet
• If no space available, then you can scratch out those who have zero games checked in and add new player. They will then be deleted from team.
• Remind all players to get imleagues account and on to your roster
RESCHEDULES

• Check with Assistant Director or Graduate Coordinator if there are any available times open
• Communicate with other captain and agree on one of the open times
• Needs to be fully completed/approved by 5pm the day before the original game. Friday by 4pm if a Sunday or Monday game
• We have to receive confirmation from both captains before a reschedule game is approved
TOBACCO, ALCOHOL, DRUG USE

- **Tobacco (chewing or smoking)** is not allowed on the Intramural fields or other activity areas as well as 50 feet from any structure on campus per university policy 45.
- **Alcohol/Drugs** are not allowed on the intramural fields/facilities
- If a player or spectator is suspected of being under the influence of alcohol or drugs, they will be removed from the contest.
ASSUMPTION OF RISK & INJURIES

• Strive to provide safe and well-supervised activities and facilities, there is an inherent potential for physical injury or death in all sport activities.
• All participants are strongly encouraged to have a yearly medical examination and to carry medical insurance coverage.
• Participation in sporting activities may cause injury and exposure to blood borne pathogens.
• First Aid Care (IM Supervisors)
SPORTSMANSHIP

• Teams and captains are responsible for behavior.
• Failure to comply with requests from the Intramural Staff will result in a forfeited contest and further disciplinary actions.

Examples of unsporting behavior:
• Excessive physical contact.
• Cursing or gesturing lewdly at other teams or IM Staff.
• Insubordination.
• Taunting.
• Anything else deemed unsporting by IM Staff.
SPORTSMANSHIP RATING

• Team Conduct Rating System
  • Zero to Four Scale
  • GAME OFFICIALS give ratings at end of game
  • Ratings given at the game site are NOT NEGOTIABLE
  • Must have 3.0 Cumulative Score to Qualify for Playoffs

• One and Zero Ratings
  • Team will be notified and captain will need to meet with the Assistant Director before next game
  • Depending on severity, one or zero ratings could result in a team being dropped from the league
SPORTSMANSHIP

• Forfeits, defaults, and eligibility affect your rating
• Poor sportsmanship towards each other will not be tolerated
• Verbal abuse of officials will especially not be tolerated!
• Supervisors and officials have every right to stop any game if they seem it necessary
EJECTED PLAYER

• Must leave fields/facility immediately
• Automatically suspended from all Intramural Activities
• CRC is access is denied
• Must set up an appointment with Assistant Director before eligible to play
• Minimum suspension is one game depending on severity and case by case
FORFEITS/DEFAULTS

• Forfeits
  • 10 minute grace period with penalty
  • Clock starts at game time
  • Losing team = 2 and winning team = 4

• Defaults
  • Call by 2 pm the day of the game to default
  • Losing team receives a 3 and winning team a 4

Once a team forfeits or defaults twice or has one forfeit and one default they will be removed from the league.

Do not call other teams telling them you are forfeiting!
INDOOR SOCCER LATE PENALTY

• 0-3 Minutes = Option and 1-0
• 3-6 Minutes = Option and 2-0
• 3-9 Minutes = Option and 3-0
• At 10 minutes = game forfeited (4-0)
PROTESTS

• A team captain must file the protest with the IM supervisor/official at the instant the question occurs.
• Protests may only be filed concerning rule interpretations, policies or procedures and player eligibility.
• Protests that challenge the accuracy of a **judgment call** by officials or supervisors **will not be accepted**.
ELIGIBILITY PROTEST

• All eligibility protests must be filled in writing with a protest form
• Phone calls, hear say, or emails will not be taken as formal eligibility protests
• In the regular season, eligibility protests can be filed before, during, or after the contest
• In playoffs, eligibility protests must be filed before the game starts, if player arrives mid game, then protest may be filed then
FREE AGENTS

• Don’t have a team?
• Sign up as a free agent in each division and sport on imleagues
• Captains use this resource to pick up players before and during the season
• We will attempt to make a free agent team if there are enough free agents
• Free agency is not a guarantee as captains make the choice to pick up free agents
RULES
PLAYERS

• 5 on 5 (4 needed to avoid a forfeit)
• All players must bring their Cat Card to play (NO EXCEPTIONS!!)
• All players must be checked in on the score sheet before playing
• Subs: On-the-fly and dead ball situations, can’t gain advantage
ATTIRE

• Athletic attire is required to play
• All players must wear gym appropriate shoes. No sandals, boots, or other scuffing shoes can be worn
• No hats or bandanas tied with knots.
• Teams are encouraged to wear similar colored shirts or wear the provided intramural jerseys
JEWELRY

• No hoop/bar jewelry, rings or necklaces
• Studs and bracelets all must be taped down or taken off
• If a supervisor deems any jewelry unsafe, you will have a choice to take it off or not play
• Tape will not be provided by IM Staff
EQUIPMENT

• Casts or splints of any nature are not allowed

• Game balls will be provided, but teams may bring their own and must be agreed upon by both teams

• All equipment and attire decisions are at the discretion of the supervisor on duty
GAME FORMAT

• Two - 16 min halves (3 min. halftime)
• Running clock except for injury, officials timeouts, PK, or odd delay in game
• Last two minutes of 2nd half, clock will stop for all dead ball situations
• Mercy Rule: The game ended if ahead by five goals any time within last two minutes or if up by 10 goals at any point in the second half
OVERTIME

- No OT in regular season
- In playoffs, one 5 minute sudden death period
- Still tied, then go to series of three penalty shots
- Select 3 from 5 on floor (goalie may count)
SPORT SPECIFIC RULES

- Beginning of game procedures: kickoff can go any direction, other team must be 5-yd back
- Any ball hitting above the white on the wall, the ceiling, the basketball goals, supports, scoreboards are out of bounds.
- No Offside Penalty
- Players can’t shoot within the goal box
SPORT SPECIFIC RULES

• Goals CANNOT be scored from a kickoff, drop ball, or goal kick
• No slide tackling (1 yellow card warning, then automatic red for anyone after)
• 2 player max on free kick walls and must be 3 yds back (must wait for second whistle)
GOALIE RESTRICTIONS

• May only be replaced at dead ball situations
• Both feet in box to use hands
• Ball handled outside box its penalty shoot out
• If ball is handled, kicks and throws must hit player or floor/wall before crossing half-court
• Keeper may not drop kick or punt ball
• 5 seconds to release ball
PENALTY SHOTS

- Penalty shots will be administered as one on one between shooter and goalie
- Goalie can’t leave goal line until player touches ball
- Player must direct ball towards the goal (10 seconds to shoot)
- Once shot is made, its either goal or immediate dead ball (no rebound)
CARDS

• Yellow Cards
  • 2 minute time penalty, team must play a player down (power play)
  • Player may re enter after an opponent scores

• Administrative (2 yellows) and Straight Red Cards
  • Ejection and player must leave facility
  • Team must play a player down

• Teams receiving four yellow card offenses or two red cards, or any combination of four cards will forfeit the game and is suspended from play until cleared by the Assistant Director of Intramurals.
CO-REC MODIFICATIONS

• 5 v 5: must have 2 males and 2 females at all times, goalie can be either gender
• If playing with 4, still must be 2 and 2
• Everything else is the same
PLAYOFFS

• All teams make playoffs if they fit the following criteria
  • Teams must have an avg. 3.0 conduct rating. (NO EXCEPTIONS)
  • Must maintain 3.0 through playoffs or dropped from competition
  • Rosters lock at 2 pm the first day of playoffs
  • Brackets will be posted soon after regular season ends
PLAYOFF SEEDING

- 1\textsuperscript{st} – Winning %
- 2\textsuperscript{nd} – Head to Head
- 3\textsuperscript{rd} – Point differential
- 4\textsuperscript{th} – Sportsmanship Rating
PLAYOFF ELIGIBILITY

• Players must have participated in at least one regular season game
• Must be registered and listed on imleague’s roster
• If not listed on game site playoff roster, will not be allowed to play that night
UPCOMING IM EVENTS

• Bowling
  • Registration ends on Thursday, Oct. 31st
  • Choice of Tuesday, Nov. 5th or Thursday, Nov. 7th

• 3 on 3 Basketball Tournament
  • Team registration ends Oct. 30th
  • Tournament starts Friday, Nov. 1st and goes to Saturday.

• Indoor Climbing Competition
  • Registration ends Thursday, November 14
  • Choice of Monday, Nov. 18th or Tuesday, Nov. 19th
FINAL REMINDERS

- Tell teammates to register on imleagues and join your team!
- NO POCKETS, NO JEWELRY!
- Double check player eligibility
- Review over detailed rules and policies
- Registration ends Sunday, October 20th at 11:59pm
- Minimum players required to make league
- Any questions please come ask!
GOOD LUCK!