SOCcer policies and rules presentation

2014
SOCCER PRESENTATION

• This presentation is in place of the managers meeting and to be used as a resource
• It is highly recommended that all participants review this presentation as it contains important information regarding policies and soccer rules.
• Handbook precedes the presentation
• 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 with a 100% 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
  - 828-227-8807

- Graduate Coordinator for Intramural and Club Sports
  - Kale Jeffords
  - kajeffords@wcu.edu
  - 828-227-8806

- 6 supervisors and 18 officials
CONTACT AND TIMES

• Assistant Director
  • 9-12 and 1-5pm Monday-Friday
  • In and out of the office during the day

• Graduate Coordinator
  • Monday and Wednesday: 1-4pm
  • Tuesday and Thursday: 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 quiz is based on the intramural handbook and provides important information that will aid each team during their intramural sports season.
IMLEAGUES

• All players must have an imleagues account to be on team.
• 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 basketball league, teams must have a minimum of three players joined on imleagues by 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, February 26th
• Start play on Monday, March 3rd
• Check imleagues schedule frequently and daily
• # of games will be determined by # teams and facility availability
• Everyone makes playoffs
FACILITY

- WCU Football Stadium
- NO trash shall be left on the sidelines!
- NO alcohol
- NO tobacco (including chew)
- NO glass containers
- NO PETS!!
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 player
• Ask up front with all eligibility to avoid a forfeit in season
FACULTY/STAFF

• Faculty/Staff
  • Must show Faculty/Staff CatCard
  • Must sign liability waiver before playing
  • Waiver 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

- 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 four non-corresponding sport varsity athletes on a team for soccer
- 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 three 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 12 players

- Adding
  - Add any players at any time on IMLeagues and game site
  - Ask all players if they have played with another team

- Removing
  - You can remove players if they haven’t checked in a game, once they check in, they are permanent on your team
ROSTER MAX

- 20 - Soccer
- Different for each sport, so double check
- Can add if spots available on game sheet
- If no space available, you can scratch out a player who has zero games checked in and add a new player. That player will then be deleted from the team.
- Captains responsibility to know roster
- Remind all players to get an imleagues account and join 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.
- If you have not received confirmation from Intramural Sports, your game is not rescheduled.
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
  • Slamming the ball down
  • Grabbing the rim or dunking
  • Cursing or gesturing lewdly at other teams or IM Staff
  • Insubordination
  • Anything else deemed unsporting by IM Staff
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 deem it necessary
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
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 of 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!
LATE PENALTY

- 0-3 Minutes = Option and 1-0
- 3-6 Minutes = Option and 2-0
- 6-9 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
WEATHER

- IM Rain Line updated by 3pm and throughout the evening
- Call: 828-227-8808
  - Do not call the rec center, AD, or GC asking about weather
- Rained out games will not be rescheduled unless its playoffs
- See rules regarding game completion or no result due to weather issues in game.
RULES

• All games will be governed by the 2013-2014 National Federation High School Rule Book with the following Intramural Sports modifications.
• The Intramural Sports Office 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.
• Teams and players may not agree upon a different set of rules
• Unawareness is not an excuse!
• Rules can be found on imleagues.com/wcu under the main softball page, then under handbooks and manuals
PLAYERS

• 10 players and eight required to avoid forfeit
• All players must be checked in with score table
• If a player is found to be not checked in, they will be assessed a technical foul
• If player arrives late, they must check in and give jersey # with score table during a dead-ball situation
• All players must bring their Cat Card to play (NO EXCEPTIONS!!)
SUBSTITUTIONS

• Either team may substitute an unlimited number of players between periods, after a goal is scored, or on a goal kick.

• The team in possession of the ball may substitute on a throw-in or corner kick. If the team in possession chooses to substitute then the opposing team may substitute as well.

• Substitutions may not be made on indirect or direct kicks.

• No substitutions will be allowed for ejected players.

• Substitutes may enter the game only when motioned onto the court by the game officials.
ATTIRE

• Only athletic style pants, shorts and shirts are allowed and must be worn
• Teams are encouraged to wear similar colored shirts or wear the provided intramural jerseys
• Improper attire
  • Hats or bandanas tied with knots
  • Metal cleats, open toed shoes, boots, or boat shoes
  • Jeans, cargo or straight shorts, and belts
JEWELRY

• No jewelry of any kind
• All jewelry if worn must be taped down, stay 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 can be provided, but teams may use their own. Must be proper size
• Bring your own balls to warm up with
• Goalies can wear gloves and need to bring a different color shirt than team
• All equipment and attire decisions are at the discretion of the supervisor on duty
GAME FORMAT

- 2 – 17 or 20 min halves (3 min. halftime)
- Continuous game clock
- Clock will only stop for injuries
- The game will begin with a coin toss, the winner of which will have the choice to kickoff or designate the goal they wish to defend. And teams will switch goals at half time
MERCY RULE

• If team up by five goals in last 2-minutes of 2nd half, the game is called.
• If team up by 10 points or more anytime in second half, game is called.
OVERTIME

• No over time regular season
• In playoffs, one 5 minute sudden death overtime
• Still tied, then go to series of five penalty kicks
• Select 5 from 10 on the field at end of regulation (keeper may count)
• Only player on field may be designated as keeper
KICKOFF

• All players must be in their team’s half of the field at the time of kickoff. Opposing players must be at least 10 yards from the ball until it is kicked.
• The ball shall be kicked while it is stationary on the ground in the center of the field of play. The ball is in play when it moves forward.
• The player who initially puts the ball in play may not touch the ball a second time until another player has touched it.
SCORING

• A goal is scored when the entire ball passes beyond the goal line, between the posts and under the crossbar.

• A goal MAY be scored directly from a:
  • Kickoff
  • Direct free kick
  • Penalty kick
  • Corner kick
  • Drop ball
  • Goalkeepers throw, punt or drop-kick
A goal MAY NOT be scored directly from a/an:
- Indirect free kick
- Throw-in
- Free kick into a team’s own goal
OUT OF BOUNDS

• 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.
• A throw-in is awarded to the opposite team that the ball went out off of on the touchline.
• A goal kick is awarded to the defending team when the entire ball cross the goal line.
• A corner kick is awarded to the attacking team when the entire ball passes over the goal line.
GOALKEEPER

• The keeper may roll, throw or punt the ball to clear it.
• The keeper has 6 seconds to put the ball back in play.
• Once the keeper has put the ball on the ground and played it with his/her feet, they may not pick it up again until it is touched by another player.
• When a player deliberately kicks or throws the ball to his/her own keeper, the keeper may not touch it with their hands.
SLIDE TACKLES

• Slide tackles are illegal
• Left up to the officials discretion
  • If there is no one around and player plays ball, could be considered a no call
  • If contact is made or near miss, it will be considered a slide tackle with yellow or red card without warning
• The goalie can slide with bent knees, chest first in an effort to make a play as long as the following apply:
  • 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
  • He/she is making an attempt on the ball
  • He/she in no way is putting themselves or another player in danger.
FREE KICKS

• All free kicks except (below) no matter severity will result in a direct kick
  • Obstruction, goal kicks, keeper holding ball for more than 6 seconds, keeper handling the ball when kicked or thrown to, keeper touches ball again after released and not touched by another player)

• Kick taken from spot of out immediately or asks referee for defender to be 10 yards back

• Must wait for second whistle
PENALTY KICKS

- Penalty shots will be administered from penalty mark
- All players must be outside penalty area
- Goalie can’t leave goal line until player kicks the ball
- Player must direct ball towards the goal (10 seconds to shoot)
- Once shot is made, its either goal or live ball from rebound
CARDS

• Administrative (2 yellows) and Straight Red Cards
  • Ejection and player must leave facility
  • Team must play a player down
• Teams receiving three separate yellow card offenses, or two yellow cards and one red card or two red cards cards will forfeit the game and is suspended from play until cleared by the Assistant Director of Intramurals.
YELLOW CARDS

- Yellow cards can/will be given for the following offenses:
  - Entering or leaving the field of play without the official’s permission
  - Persistent infringement of the rules
  - Dissent toward an official
  - Incidental use of vulgar/profane language
  - Unsporting conduct
CO-REC MODIFICATIONS

- 10 vs 10
- CoRec Options: 5m:5f, 5m:4f, 4f:5m or 4m:4f
- Everything else is the same
- PK’s alternate gender
RED CARDS

- Red Cards can/will be given for the following
  - Committing serious foul play
  - Taunting
  - Violent
  - Slide tackling from behind
  - Deliberately handling the ball to prevent a goal
  - Committing a foul that denies an obvious scoring opportunity
  - Spitting at another player
  - Vulgar/abusive/offensive language toward another player or official
  - Leaving team area during a fight/altercation
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
  - Brackets will be posted soon after regular season ends
PLAYOFF PLAYER ELIGIBILITY

- Rosters lock after the last night of regular season.
- Players must have participated in at least one regular season game.
- Must have an imleagues account and be listed on the printed imleagues roster.
- If not listed on game site playoff roster, will not be allowed to play that night.
- Adding players can only be done through the Assistant Director or Graduate Assistant.
PLAYOFF SEEDING

- 1st – Winning %
- 2nd – Head to Head
- 3rd – Point differential
- 4th – Sportsmanship Rating
UPCOMING IM EVENTS

- Battleship – CoRec
  - Registration closes, Feb. 19th
  - Tournament, Feb. 22nd
- Softball
  - Registration closes March, 9th
- Sand Volleyball
  - Registration closes March 23rd.

- Tennis Doubles
  - Registration closes Sunday March 16th
  - Play starts March 17th
- Innertube Water Polo
  - Registration closes March 20th
  - Tournament is March 28th
FINAL REMINDERS

• Teammates must have an imleagues account in order to join your team!
• NO JEWELRY!
• Double check player eligibility
• Review over detailed rules and policies
• Registration ends Sunday, February 23rd
• Eight players minimum required to make league
• Any questions please come ask!
SOCIAL MEDIA

• For up to date information and pictures
• Like us and favorite us:
  • Facebook - WCU Campus Recreation
  • Twitter – WCU Campus Recreation
GOOD LUCK!