

11v11 COED SOCCER

Information Sheet

Winter 2017

This information sheet is intended to provide basic information and rules for this activity. Please refer to the “Policies” link on the home page of the intramural web page for detailed information about policies and procedures of the Intramural Activities Program.

ENTRIES OPEN

Online appointment sign-ups will begin at 3:00 PM on Wednesday, February 15 @ imsignup.byu.edu
A net ID and password are required to register for an appointment time. Schedule sales will begin on Thursday, Feb 16. Those who make an appointment will have first priority. **(Entries are limited)**

ENTRY FEE

A \$40.00 non-refundable entry fee will be required at registration for each team.

ELIGIBILITY

Winter 2017 full-time BYU students (12 credits), and faculty/staff are eligible. Part-time students, deferred students, non-students, and spouses of students must pay an intramural activity fee for each semester in which they participate. **Non-BYU students must be active members of a Provo young single adult (YSA) or married student ward.** Their membership records must reside in the YSA or married student ward they attend.

The intramural activity fee is paid at the Information Center in 112 Richards Building. The cost is \$25.00 per semester during fall & winter and \$20.00 for spring/summer. A BYU ID or BYU Net ID with valid picture ID is required at time of payment. This fee will enable a participant to compete in any intramural activity during the appropriate semester.

To participate in a team sport, each player must be added to his online team roster by 3:00 PM for weekday games and by 3:00 PM on Friday for Saturday games. Team rosters are limited to **24** players. Each participant may play for only **one** Coed Soccer team. ***Participants on a 7v7 coed soccer team are not eligible to compete on an 11v11 coed soccer team during winter semester.*** Players dropped from a 7v7 roster after January 26 will not be eligible to participate on an 11v11 soccer team.

RELEASE AGREEMENT

All intramural participants must complete an online [release agreement](#) before they can be added to a team roster. Release agreements are valid for one academic school year – fall semester through summer term.

DAYS, TIMES, AND LOCATION

Games will be played Tuesdays through Fridays 6:15 PM to 11:00 PM and Saturdays 9:15 AM to 1:00 PM on the RB Turf Field west of the Richards Building and in the Indoor Practice Facility located west of the Smith Field House.

CHECK-IN

It is recommended that participants check-in with the activity supervisor at least ten minutes prior to game time. *All participants must show a valid (government, school, or work issued) picture ID before every game.* Picture ID printouts are not acceptable. Participants, whose privileges list “Fee Needed”, must present their paid receipt for the intramural activity fee before they can check-in.

FORFEITS

Teams are encouraged to arrive ten minutes before game time. **FORFEIT TIME IS GAME TIME!** A forfeit is given to teams with less than **eight** legal players at game time. Teams receiving their second

forfeit may be dropped from regular season and elimination tournament play. *Refunds will not be given for forfeited schedules.*

EQUIPMENT

Teams will need to supply a soccer ball for each game. **All participants are required to wear shin guards**, appropriately sized, secured and covered **with long socks**. Shoes with metal cleats or spikes fastened to the sole of the shoe will not be allowed. Cleats that are metal tipped are allowed. Toe cleats are not permitted. Any cleat deemed unsafe by officials will not be allowed.

****NOTE: According to the 2016-2017 NFHS Rules Book “An improperly equipped player shall be instructed to leave the field of play when the ball next ceases to be in play.” Such players shall not return to play until properly equipped.**

UNIFORMS

Teams are strongly encouraged to have two sets of jerseys of differing colors. An appropriate, modest athletic uniform is permissible. Shirts and shoes must be worn. Sleeveless shirts (and metal cleats) are not allowed.

OFFICIALS

The Office of Intramural Activities will provide all officials. Officials and supervisors assigned to your match have the authority to make decisions on any point not specifically covered by rules of the game or by intramural policies.

LIABILITY

All participants play at their own risk and must acquire their own insurance.

INCLEMENT WEATHER

The decision to cancel activities due to inclement weather will be made by **4:00 PM on weekdays and 8:00 AM on Saturdays**. Participants may call the intramural rainout hotline at 801-422-3992 for this decision.

SPIRIT OF SPORTSMANSHIP

“Athletics are explosive, as any of us know who have participated in them. The problem therefore, is to do everything that is fair and honorable to win, and also to know the line where sportsmanship stops and mockery starts. Stop short of winning if integrity is to be impaired.... Sportsmanship is the spirituality in athletics” (The Teachings of Ezra Taft Benson, 436-438).

Sportsmanship is everyone's responsibility. We hope everyone will conduct himself in a mature and friendly manner. Team captains are responsible for the conduct of their players and spectators. The BYU Intramural Activities program has identified the following principles as our “Spirit of Sportsmanship” guidelines. We encourage all employees, participants, and spectators to incorporate these principles on and off the playing field.

1. **Live with integrity:** *We believe in being honest, true, chaste, benevolent, virtuous, and in doing good to all men...* (Thirteenth Article of Faith). Be consistent with who you are in all situations. “We are what we repeatedly do; excellence, then, is not an act but a habit” (Aristotle).
2. **Be accountable:** The gift of agency allows us the ability to choose right from wrong. Although we are free to choose our actions, we are not free to choose the consequences. Other people cannot determine our feelings or thoughts. We are each accountable for the things we do and say and should never blame others for our behavior.

3. **Live the Golden Rule:** *And as ye would that men should do to you, do ye also to them likewise* (Luke 6:31). “Good sportsmanship includes thoughtfulness and concern for others...humility in victory; and calmness and composure in defeat. It is fair play, following both the spirit and the letter of the rules. It is the Golden Rule in action on the playing court, on the bench, and in the stands” (Physical Fitness, Sports, & Recreation Manual. The Church of Jesus Christ of Latter-day Saints, 1984; 17).
4. **Play by the rules:** Do not push limits or escalate your level of physical play to match the style of enforcement. Playing to the call or whistle instead of by the established rules of the game is a violation of integrity and honesty. This style of play endangers the other players. Play hard, but play fair and honor the rules.
5. **Turn the other cheek:** If you begin to feel unsettled or agitated, take a personal timeout. Step back to gain composure and perspective. Retaliation does not solve conflict—it only compounds the situation. Be meek. *Ye have heard that it hath been said, An eye for an eye, and a tooth for a tooth...whosoever shall smite thee on thy right cheek, turn to him the other also* (Matthew 5: 38-39).
6. **Be gracious:** Compliment your opponent after a good play. Focus on the good. Build people up—do not tear people down. Be genuine when you congratulate your opponent. Demonstrate gratitude for the efforts of the officials and activity supervisors. *A soft answer turneth away wrath: but grievous words stir up anger* (Proverbs 15:1).
7. **Have fun:** *...Men are, that they might have joy* (2 Nephi 2:25). Be safe, play fair, and enjoy the experience.

YELLOW/RED CARD SYSTEM

A yellow/red card system is used to monitor unsportsmanlike behavior and improper conduct. A participant who receives a yellow card will be required to sit out for two minutes of game time. A participant who receives a red card will be ejected from the game and must leave the facility before play resumes. A team with a carded player must play with one less player until the penalty time has expired (Yellow = 2 minutes & Red = remainder of game).

The following are examples of yellow/red card offenses:

Yellow Card: Non-directional profanity; arguing; rough play; taunting.

Red Card: Illegal participation; directional profanity; flagrant contact; fighting; threatening behavior.

TOURNAMENT INFORMATION

There will be two divisions (upper and lower) for regular season play. Each activity has a classification process that is intended to place similarly skilled teams against each other for tournament competition. Teams will be given a ranking between 1 and 5 (5 being the highest) for each regular season game they play. To receive a 5 ranking, a team must be proficient in each of the following five criteria:

1. Passing and shooting.
2. Dribbling.
3. Team speed.
4. Positioning.
5. Goalie’s ability to prevent goals.

At the conclusion of regular season play an overall average of each team's rankings will be computed and eligible teams will be placed in the tournament division that best fits their ability. Important tournament dates are listed below.

- Tournament classification rankings will be posted by **4:00 PM on Tuesday, March 28.**
- Teams will have until **4:00 PM on Thursday, March 30** to challenge classification rankings.
- Tournament schedule will be posted by **4:00 PM on Friday, March 31.**
- Tournament play begins **Tuesday, April 4.**

Tournament brackets may be viewed on the intramural web page or in the glass cases located next to the Intramural Office (145 Richards Building). **Posted game times will not be changed for personal conflicts.** Team captains should notify the Intramural Office **in advance** to avoid potential scheduling conflicts for their team(s). This can be done through the use of a schedule request form, which is available in the Intramural Office. This form must be submitted by 4:00 PM on Thursday for the following week's schedule.

RULES

Intramural soccer abides by the 2016-2017 National Federation of High School Association Rules with the following exceptions or emphases:

1. *Team Composition:* teams may consist of eight (minimum) to eleven (maximum) players, one goalkeeper (male or female), and no more than five men (excluding the goalie).
2. *Game Duration:* games consist of two twenty-minute periods.
3. *Timing:* during the last five minutes of the second period, when the score is within five, the clock will stop as outlined in Rule 7.4 for a penalty kick, a caution/disqualification card, following a goal, and when an official orders the clock to be stopped. NOTE: A period may be extended for penalty kicks only.
4. *Overtime (tournament only):* in the event of a tie a five-minute sudden death period will be played, followed by the best of five penalty kicks taken by each team.
5. *Offside:* this rule **will** apply.
6. *Slide Tackling:* going to the ground in an attempt to play the ball within playing distance of an opponent from *any* direction will **not** be allowed.
7. *Dangerous Play:* any play deemed dangerous by the official may be penalized. This includes playing the ball while on the ground.
8. *Point Values:* goals scored by female players are worth two points. Goals scored by male players are worth one point. All penalty kicks are worth one point.
9. *Shoes:* metal tipped cleats are permitted; however, metal and toe cleats are not. Any cleats deemed unsafe by officials will not be allowed.

NOTE: According to the NFHS Rules Book (Rule 12.7.3, 4), “on any occasion when a player deliberately kicks or throws the ball to his/her own goalkeeper, the goalkeeper is not permitted to touch it with his/her hands.” Penalty: Indirect kick awarded to the opponent at the spot of the violation, unless in the goal area.

DEFINITIONS (Adapted from the 2016-2017 NFHS Rules Book)

BALL IN AND OUT OF PLAY

The ball is out of play when it has completely crossed the goal line or touchline (sideline), whether on the ground or in the air. The ball is **in play at all other times including:**

- a. When it rebounds from a goal post, crossbar, or corner flag post.
- b. When it touches an official or line judge in the field of play.
- c. Until an official sounds the whistle.

DROP BALL

A method by which a dead ball becomes live. An official drops the ball to the ground. When the ball strikes the ground, it becomes live and may be touched by any player. Play will resume with a drop ball:

- a. When the ball is caused to go out-of-bounds by two opponents simultaneously.
- b. Following a temporary suspension of play for an injury or unusual situation in which no team has clear possession of the ball.
- c. When simultaneous fouls of the same degree occur by opponents.

PENALTY KICK

A kick awarded to a team because an opponent was charged with a direct free kick penalty within his/her own penalty area.

THROW-IN

A method by which a dead ball becomes live. A player throws the ball using both hands. The ball must be delivered from behind and over the head in one continuous movement, while both feet are on the ground on or behind the touchline and the player must be facing the field.

GOAL KICK

A goal kick shall be awarded to the defending team when the entire ball crosses the goal line, outside of the goal, either in the air or on the ground, having last been touched or played by the attacking team. A goal may be scored directly from a goal kick, but only against the opposing team. A goal kick shall clear the penalty area and enter the field of play. If the ball is not kicked beyond the penalty area, the goal kick shall be repeated.

CORNER KICK

A corner kick shall be awarded to the attacking team when the entire ball passes over the goal line, outside of the goal, either in the air or on the ground, having last been touched or played by the defending team. A goal may be scored directly from a corner kick, but only against the opposing team.

*If you have any questions, contact Jeremy in 145 RB (801-422-7597) or access our web page.
<http://intramurals.byu.edu/> Have a fun season!*