

3v3 COED SOCCER

Information Sheet

Summer 2016

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 time sign-ups will begin at 3:00 PM on Monday, June 13 @ imsignup.byu.edu
A net ID and password are required to register for an appointment time. Schedule sales will begin on Tuesday, June 14. Those who have made an appointment will have first priority. **(Entries are limited)**

ENTRY FEE

A \$20.00 non-refundable entry fee will be required at registration for each team.

CAPTAINS MEETING

A meeting for team captains (or a representative from each team) will be held **Monday, June 20 at 4:00 PM in 271 Richards Building**. Intramural policies and procedures will be discussed so it is important that all teams be represented at this meeting.

ELIGIBILITY

Summer 2016 full-time BYU students (6 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 a 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 **seven** players. Each participant may play for only **one Coed Soccer** team.

DAYS, TIMES, AND LOCATION

Games will be played Tuesday through Friday 6:15 PM to 10:15 PM and Saturdays 8:15 AM to 12:15 PM on the West Stadium Fields located west of the Football Stadium off of University Avenue.

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 **three** legal players at game time. Teams receiving their fourth forfeit

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

EQUIPMENT

Teams must supply a soccer ball for each game. **All participants are required to wear appropriately sized shin-guards, secured and covered with long socks.** No metal or toe cleats are allowed.

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 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 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 field 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 = 4 minutes).

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 one open division 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:

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|--------------|-------------------------------|
| 1. Passing | 4. Defense |
| 2. Shooting | 5. Team speed and athleticism |
| 3. Dribbling | |

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 **12:00 PM on Wednesday, July 13.**
- Teams will have until **4:00 PM on Thursday, July 14** to challenge classification rankings.
- Tournament brackets will be posted by **4:00 PM Friday, July 15.**
- Tournament play begins **Tuesday, July 19.**

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 3v3 Soccer rules are adapted from the 3v3 Live Soccer Rules as well as the 2015-2016 NFHS Soccer Rules Book with the following exceptions or points of emphasis:

1. *Team Composition*: teams may consist of two (minimum) and three (maximum) players on the field, with **at least one male and one female** on the field at all times. Team rosters are limited to seven players. There are no goalkeepers in 3v3 soccer.
2. *Game Duration*: the game shall consist of two 10-minute halves separated by a two-minute halftime period, OR the game shall end when a team reaches a 10-goal lead. During regular season, teams will play two consecutive matches against different teams each day scheduled.
3. *Timing*: during the last two minutes of the second half, when the score is within five, the clock will stop for a penalty kick, a caution/disqualification card, following a goal, and when an official orders the clock to be stopped.
4. *Field Dimensions*: the playing field shall be 40 yards long by 30 yards wide. A goal box, 10 feet wide by 8 feet deep, will be placed along both end lines.
5. *Goal Box*: **no ball contact is allowed within the goal box**. All players may pass through the goal box as long as they do not touch the ball while in the box. If the ball comes to a rest on the goal box, a goal kick is awarded regardless of who touched the ball last. Any part of the ball or player's body on the line or inside the plane of the box is considered in the goal box and an extension of such. If a defensive player touches the ball after it has entered the plane, a goal will be awarded to the offensive team. If an offensive player touches the ball after it has entered the plane, a goal kick will be awarded to the defensive team. Goal kicks may be taken from any point along the end line.
6. *Goal Scoring*: all goals scored will count for one point. A goal may be scored from a touch on the offensive half on the playing field. If a player in their defensive half kicks the ball across the midline and the ball hits another player (offensive or defensive) and the ball goes in the goal, a goal will be awarded. If a ball is kicked from the defensive half and is not touched before the ball rests in the goal, a goal kick is awarded to the defensive team.
7. *Kick Off*: may be taken in any direction. You cannot score directly from a kick off (ball must be completely across the mid-line to be considered on the offensive half of the field).
8. *Kick-Ins*: the ball shall be kicked into play from the sideline (within 2 yards) instead of a throw in. The ball must be stationary at the time of the kick-in.
9. *Offside*: this rule will not apply.
10. *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.
11. *Defensive Positioning*: defensive players must maintain a distance of 5 yds from the ball on each kick in, goal kick and free kick.
12. *Penalty Kicks*: shall be awarded if, in the referee's opinion, a scoring opportunity was nullified by the infraction. It is a direct kick taken from the top of the center circle (15ft. line) on the offensive side of the midfield line with all other players behind the midfield line. If a goal is not scored, the defense obtains possession with a goal kick. Penalty kicks are not live balls.
13. *Substitutions*: may be made during dead ball situations, regardless of possession. Teams must gain the referees attention and players must enter and exit at midfield from the supervisor's sideline.
14. *Delay of Game*: any player may be cautioned with a yellow card if it is deemed by the referee that the player is intentionally wasting time.
15. *Overtime*: in the event of a tie game, during regular season play, the game will stand as a tie and each team will be credited with a win. During tournament, teams will have a 3-minute "golden goal" overtime period. If the score is still tied, the winner shall be decided by shootout with the 3 players on the field at end of golden goal period.

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