



# Intramural Sports Soccer

## FOREWORD

The Intramural Sports Soccer leagues are organized for the purpose of offering current Santa Clara University students, faculty and staff the opportunity to participate in an atmosphere of mutual respect and good sportsmanship. Captains are expected to familiarize themselves and their teammates with these rules and the policies within the Intramural Sports Handbook. Any disruptive or unsportsmanlike conduct can be cause for suspending an individual and/or team for the program. The program is based upon cooperation and mutual respect among players and student supervisors.

## GENERAL RULES

1. Teams consist of 9 players; however a team may start or continue the game with 7 players. When playing with 9 players, Co-Rec teams must have at least 4 females on the field at all times. When playing with either 7 or 8 players, there must be at least 3 females on the field at all times. Team rosters are allowed a maximum of 18 players. Each team must designate one captain. He/she will speak for the team on all game issues.
2. Coaches, substitutes and spectators are not allowed on the field during the game and must remain at least 3 yards from the sidelines.
3. Questions/conflicts should be directed to the on-site Intramural Sports Staff immediately. Either the Intramural Sports Official/s on the field or the on-site Intramural Sports Supervisor to resolve.
4. Any intercollegiate soccer players on the current roster are ineligible to participate in Intramural Sports Soccer.

## EQUIPMENT

1. **GAME BALLS are NOT PROVIDED. Soccer balls are available for check out from the Malley Center Front Desk.** All necessary equipment, other than the game ball, is provided. Both captains and the Intramural Sports Officials must approve the game ball if it is not a ball checked out from the Malley Center.
2. Only one piece rubber soled shoes with rubber molded cleats are allowed. No screw in cleats of any type.
3. All players must wear the provided penny or a team t-shirt if not conflicting

## FACILITIES

### Bellomy Field Policies

- Failing to follow Bellomy field policies can result in loss of deposit and potentially removal from the intramural league.
- The following items are prohibited on Bellomy Field:
  - Food and Beverages (except water)
  - Chairs
  - Skateboards and Bicycles
  - Sunflower seeds and food
  - Any Pointed or sharp object
  - Animals
  - Gum
  - Tobacco products
  - Motorized vehicles
  - Golfing

## SAFETY CONSIDERATIONS AND INSURANCE COVERAGE

1. Each player must have a signed "Release of Liability and Assumption of Risk for Use of Athletic Facilities and Programs" on file with the ACCESS office.
2. **Player safety is of foremost concern.** This is enhanced by rule modification, staff training, and facility inspection.
3. **Any and all injuries should be reported immediately to an Intramural Sports Staff member on-site at the event.**
4. All jewelry should be removed prior to play.
5. A player is not allowed to wear any equipment that, in the opinion of the Intramural Sports Supervisor, is unsafe or confusing (i.e. braces, sweatshirts, etc). Intramural Sports Staff will check for illegal or unsafe equipment before every game.

6. Each participant is responsible for his/her own medical insurance coverage. **Santa Clara University does not provide insurance to individuals for any injury incurred in Intramural Sports participation.** The university also does not provide any services to prepare or maintain a player's readiness to participate. One must bring their own athletic tape to prepare to play.
7. In the case that a participant sustains an injury that causes bleeding:
  - a. The participant must exit the area of play until the bleeding has been stopped and the wound is bandaged.
  - b. If blood stains any part of the participant's clothing, he or she may not return to the game until blood is no longer visible on the clothing.

### **STARTING the GAME**

1. **GAME TIME IS FORFEIT TIME.**
2. Both referees and captains should check in with IM Staff 10 minutes prior to game.
3. Each player must show valid Access card prior to every Intramural Sports contest.
4. Officials and captains should meet at midfield 5 minutes prior to starting time, shake hands and review captains responsibilities. Captains must confirm that only rostered players are being used.
5. Referee will perform coin toss. Team that wins the toss has choice to start the game with a kick off or choice of goal.

### **PLAYING TIME**

1. The game consists of two 20-minute halves of running time. Half time is three minutes.
2. The referee will maintain the official game clock.
3. Each team is allowed one 60-second timeout per game, which may only be called during a dead ball.
4. Games may end in a tie. Overtime will only be played during the playoffs.

### **SUBSTITUTIONS**

1. Substitutions may be made by either team when there is a dead ball (not during a free kick).
2. Substitutes must be recognized by the official before entering field.

### **SCORING**

1. For a goal to be scored, the entire ball must completely cross the goal line.
2. During the regular season ties will stand. For league standings, a win=3 points, a tie=1 point, a loss=0 points.

### **OFFSIDE**

1. A player is in an offside position if that player is nearer to the opponent's goal line when the ball is played forward, unless:
  - The player is in their own half of the field; or
  - There are at least two opponents as near to their own goal line as he/she is; or
  - If the player receives the ball directly from an opposing goal kick, corner kick, or throw-in.
2. A player shall be declared offside only if at the moment the ball touches or is played by a teammate, the player is, in the opinion of the referee:
  - Interfering with play or with an opponent; or
  - Seeking to gain an advantage by being in that position.

### **VIOLATIONS**

1. Violations are whistled by referee and result in a direct free kick from the spot of the infraction. These include:
  - Offside
  - Hand ball
  - Goalkeeper infractions

### **FOULS**

There are two kinds of fouls, Major and Minor. Major fouls are committed against an opponent, on the field, while the ball is in play. After a major foul the game is restarted with a direct free kick where the foul occurred (or in special case penalty kick. After any minor fouls the game will restart with a direct free kick.

1. The following actions are MAJOR fouls:
  - Kicking, striking, tripping, attempting to kick or strike or trip.
  - Jumping at an opponent.
  - Holding.
  - Pushing.

- Charging an opponent in a violent and/or dangerous manner.
- Unsafe slide tackles that make contact with an opponent (**NOTE: Slide tackles are not allowed in coed-rec play.**)
- Spits at an opponent.
- Any field player touching the ball with his/her hands.
- Red Cards will be awarded to players who commit fouls in which the opposing player has a clear chance at goal.

2. The following are MINOR fouls:

- Kicking, striking, tripping, attempting to kick or strike or trip.
- Goalkeeper: 1) controls ball with his/her hands for more than 6 seconds, 2) touches it with hands after releasing it into play before anyone else has touched it, 3) touches ball with his/her hands after it has been deliberately kicked to them by a team mate, 4) touches the ball with his/her hands after it has been thrown in to them by a team mate.
- Plays in a dangerous manner: high kicks, or playing on the ground near opponents.
- Obstruction of an opponent.
- A player preventing the goal keeper from releasing the ball from his hands.

### **RED/YELLOW CARD**

1. A player who receives a yellow card must sit out the remainder of the half. A second yellow card in the same game equals a red card.
2. Deliberately kicking the ball over the fence or a great distance from the field to delay the game is an automatic yellow card.
3. A player who receives a red card is ejected from the game.
4. A player who receives two red cards during the season is suspended for the rest of the regular season and playoffs.
5. A team that accumulates either two red cards or four yellow cards in a single game, immediately defaults that game.
6. A team that accumulates either three red cards or six yellow cards during the season is immediately dropped from the league.
7. Ejected players must leave the field area including parking lot IMMEDIATELY, are suspended from their next two games, and must meet with the Assistant Director of Campus Recreation to seek reinstatement.
8. The captain for a team that defaults due to receiving excess red/yellow cards must meet with the Assistant Director of Campus Recreation to seek team reinstatement.
9. Two yellow cards in a season, including playoffs, will result in a meeting with the Assistant Director of Campus Recreation and possible game suspensions.

### **FREE KICK**

1. All members of the opposing team must be at least ten yards away from the ball.
2. The ball must be stationary when kicked.
3. Play is restarted with the referee's whistle.

### **PENALTY KICK**

1. A penalty kick is awarded for any violation or foul by a defending player within the penalty area.
2. The team fouled receives a penalty kick from the 12-yard line.
3. All players, except the kicker and goalkeeper, must be outside the penalty area and behind the 12-yard line until the ball is kicked.
4. The goalkeeper is positioned on the goal line and may not move until the ball is kicked.
5. Once kicked, the ball is live and in play.

### **THROW-IN**

1. A throw-in is taken from the spot where the ball passed completely over a touchline.
2. The thrower faces the field and part of each foot shall be on the ground outside the touchline.
3. The thrower shall use both hands equally and deliver the ball from behind and over the head.
4. A goal may not be scored directly from a throw-in.
5. If the ball is improperly thrown, the opposing team will be awarded a throw-in from that spot.

### **CORNER KICK**

1. A corner kick is taken by the offensive team when the ball passes completely over the end line having last been touched by the defensive team.
2. The kick is taken within the quarter circle at the nearest corner.

## **GOAL KICK**

1. A goal kick is taken by the defensive team when the ball passes completely over the end line having last been touched by the offensive team.
2. The ball is placed on the ground and the kick may be taken from anywhere within the goal box.
3. Opposing players must remain outside the penalty area while the kick is made. If the ball is not kicked beyond the penalty area, the kick is retaken.

## **GOALKEEPER PRIVILEGES**

1. The keeper may use his/her hands and arms to stop a ball from scoring, take four steps with the ball in their possession, placekick or punt the ball, and is free from interference by opponents while in possession of the ball.
2. The keeper loses these privileges when outside the penalty area.
3. Once the keeper takes possession of the ball, he/she must release it back into play within 6 seconds and he/she may only move four steps before releasing the ball and another player must play the ball before the keeper can pick it up again.

## **OVERTIME PROCEDURES**

No overtime will be played during regular season games. In the event of a tie score after the 40-minutes of regulation play during an elimination game, 10 minutes of sudden death overtime will be played. Should there be no winner after the sudden death – the game will go directly to penalty kicks.

## **PENALTY KICKS**

1. 5 kickers from each team will shoot; alternating from one team to the other.
2. All kickers and goalies must have been playing on the field at the end of regulation time.
3. If after the 1<sup>st</sup> round of 5 kickers the score remains tied, there will be sudden death rounds of penalty kicks. One kickers (who hasn't been one of the previous 5 kickers) from each team, each round.

## **BALL OUT OF PLAY**

When a ball is kicked out of play, over the fence, etc., it is the kicker's responsibility to retrieve this ball. The player is not allowed to continue playing until someone is actively retrieving the ball. The player may be substituted for by another player if there is another ball to continue play.

## **CONDUCT**

- The value of Intramural Sports is in playing, not in winning - so you, your team, and your fans are expected to **behave in a sportsmanlike manner at all times, both on and off the field.**
- Profanity, intimidation, abusive language, threats, fighting or other physical contact is not tolerated and will result in disciplinary action as defined below.
- Possession or consumption of alcohol or illegal substances is not allowed. Any individual suspected of being "under the influence" will be asked to leave the facility immediately. Bellomy Field, the Malley Center and Stanton Field are facilities where no alcoholic beverages are permitted.
- Officials are fellow SCU students and must be treated with respect at all times.
- All students participating in Intramural Sports will be held to the Student Conduct Code in the SCU Student Handbook for more detailed info please visit the Office of Student Life website at <http://www.scu.edu/governance/student/index.cfm>

### ***Disciplinary action includes but is not limited to:***

- Immediate participant ejection (must leave the facility within two minutes or game is forfeited)
- Ejected participant must meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.
- Two ejections within the intramural season (academic year) results in an automatic suspension from the program for that academic year. For example, if a participant is ejected from a flag football game & then a basketball game they may be suspended from all future play in the Intramural Sports program.
- Suspensions are a minimum two games (participant may not attend team's games during the suspension).
- Possible referral to Office of Student Life and/or Campus Safety.

### ***Appealing disciplinary action includes:***

- A written request for reinstatement and a meeting with Assistant Director of Recreation and/or Intramural Sports Coordinators needs to be requested within 5 business days of the decision.

### ***Sportsmanship Rating:***

To ensure the conduct guidelines listed above, sportsmanship ratings will be assigned by the Intramural Student Coordinators and/or Officials and/or IM Supervisors on site at the conclusion of each IM competition. The sportsmanship rating for each

team will be listed on the score sheet of each competition and will not be posted online. The intent of this new system is to allow Intramural Student Coordinators to resolve sportsmanship conduct concerns to prevent potential disciplinary action. Intramural Student Coordinators will address sportsmanship rating concerns with team captains as they arise. You may request your team's sportsmanship ratings by emailing intramurals@scu.edu.

Team sportsmanship is rated according to the following scale and criteria;

***4 points: Excellent Sportsmanship***

Respect shown to the game and staff by participants and spectators at all times. Participants speak to staff members appropriately in all situations. Players cooperate fully with the officials about rule interpretations and calls. The captain also has full control of his/her teammates and calmly converses with officials about rule interpretations and calls.

Teams that win by forfeit will receive a "4."

***3 points: Acceptable Sportsmanship/Good Conduct***

Team members and spectators are respectful of opponents and officials except for one or two minor incidents which may or may not merit a warning from officials or other IM Staff members. Participants question an official's judgment/rule interpretation in a disrespectful manner. Minor incidents such as trash talk, cursing in any manner, or mocking the skill level of an opponent might occur such that an official is prompted to provide 1-2 verbal warnings and might also include a yellow card (soccer), unsportsmanlike flag (flag football), technical foul (basketball) or something of the like. Teams that receive 1 yellow card, an unsportsmanlike flag or technical foul (or the equivalent) will receive no higher than a "3" rating.

Teams that default will receive a "3."

***2 points: Sportsmanship Needs Improvement***

Team members repeatedly question the judgment of or an official's abilities. They, and/or spectators are disrespectful of opponents and/or officials on a number of occasions which may or may not warrant various sport specific penalties. Captain exhibits minor control over his/her teammates and spectators. Teams having a player ejected for an unsportsmanlike act will receive no higher than a "C" rating, including ejections for use of an invalid ID/ineligible player.

Teams that forfeit without providing proper courtesy notice will receive a "2."

***1 point: Unacceptable Sportsmanship***

Teams constantly comment to the officials and/or opposing teams from the field and/or sidelines. Majority of individuals on this team are disrespectful of opponents or officials on a regular basis. The team captain exhibits no control over teammates or himself/herself. Teams focus more on bickering with officials than playing the game.

Multiple unsportsmanlike calls and/or technical occur.

See Disciplinary Action listing above for possible sanctions applied. Intramural Staff working the competition will be required to submit an Incident Report for any teams receiving a D rating.

The team captain will be required to meet with the Assistant Director of Recreation and/or Intramural Sports Coordinator staff prior to their next scheduled competition and the team will not be eligible to return to participate until approved by the Assistant Director of Recreation and/or Intramural Sports Coordinator staff.

***0 points: Season Ending Rating***

The following actions can result in an "0 point" sportsmanship rating:

Team is completely uncooperative and out of control before, during, or after intramural sports contest(s).

Team captain (spokesperson) exhibits loss of control over self, the team, and/or the spectators.

Multiple ejections or blatant unsportsmanlike conduct that endangered participants, fans, officials, or supervisors.

Fighting or contest ended due to extenuating conduct circumstances: Includes threatening an employee. If involved in a fight your team could be removed from the league for the remainder of the season.

Instances include multiple players being ejected for sportsmanship reasons;

A team accumulating 4 sportsmanship technicals/penalties in the game;

Physical contact, threats, and/or attempts to injure other participants or intramural staff. All players on the team roster will be suspended from intramural sports program for an unspecified period of time.

The incident will be referred to the Office of Student Life and/or Campus Safety